COMPUTER SCIENCE

Key programming terms

Algorithm	A set of clear steps for solving a problem or completing a task.
Sequence	Instructions that run one after another in order.
Selection	A decision in a program, using if / else.
Iteration	Repeating instructions in a loop, for a set number of times or until a condition is met.
Variable	A named place to store data, whose value can change while the program runs.
Function	A named block of code that can be reused by calling it.
Syntax error	A mistake in the rules of the language, so the program will not run.
Logic error	The program runs but gives the wrong result.

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