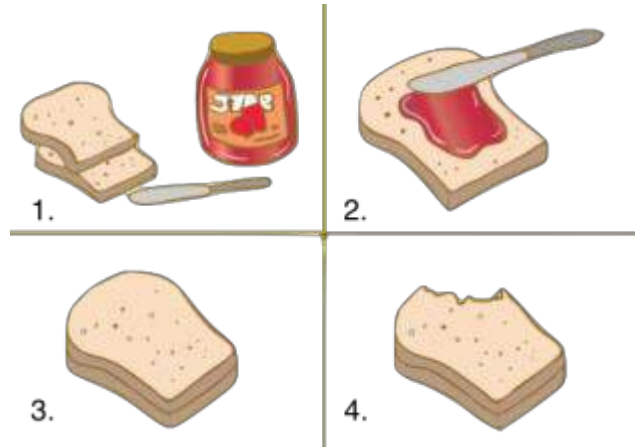


sequence

Computers must be given instructions in the correct order and will carry out commands exactly as they are written. Sequence is the order of events in a program.

Kodable



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Kodable

program

A program is a step-by-step guide for a computer (like a robot) to know what to do and how to react.

Kodable



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code

The language that programmers use to communicate with machines to carry out a task. Programs are written in code.

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Kodable

machine

A physical object made up of many parts, each with its own function and together can perform a desired task. Examples: computers, iPads, robots etc.

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language

A way to communicate, can be spoken or written.

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communication

A way to exchange information.

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programmer

A person that writes the code to tell the machine what to do.

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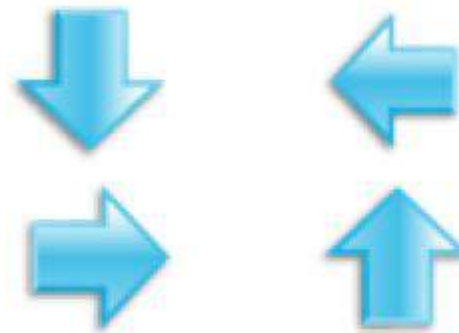
fold

Kodable

command

Instruction given to a machine from a person (programmer), tells the machine what to do.

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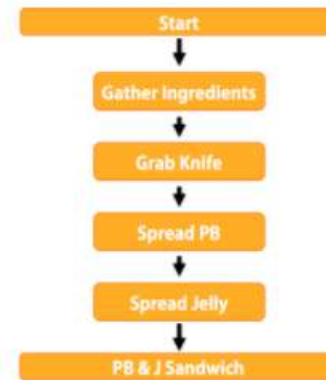
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algorithm

An ordered set of instructions, followed to complete a task.

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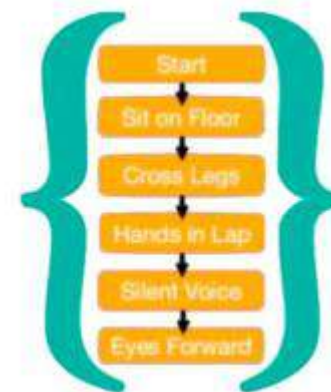
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function

A named sequence of code that performs an action. Functions make sections of code easy to reuse without programmers having to write the code more than once.

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robot

A robot is a machine that gathers information about its environment (senses) and uses that information (thinks) to follow instructions to do work (acts). Built and controlled by humans.

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loop

A command used to repeat a portion of code until a desired process is complete.

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iteration

The act of repeating a process-
each pass through a loop is an
iteration.

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event

A notification that something has
happened (eg. a button was pushed,
the clock strikes 12).

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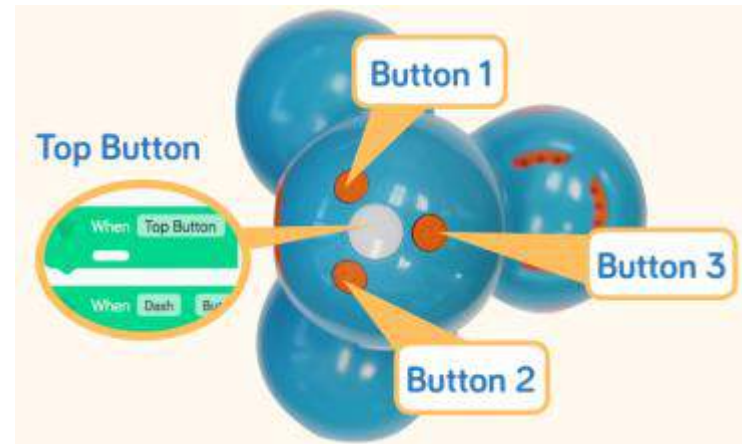
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button

The cause of the event happening.

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event handler

An action that happens when an event occurs.

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