**Technology Vocabulary**

**Algorithm**: A list of steps that you can follow to finish a task like a recipe.

**App**: an application, typically a small, specialized program downloaded onto mobile devices.

**Backup:** is a copy of a file, document or program. It is a good idea to create a backup so that you still have valuable information or programs if your computer should crash or get damaged.

**Basic Programming Concepts:**

* *Sequence of Commands***:** Putting the right commands in the right order.
* *Loop*: The action of doing something over and over again
* *Conditionals:* Statements that only run under certain situations.

**Binary:** (or "base-2") a numeric system that only uses two digits — 0 and 1 Computers operate in binary, meaning they store data and perform calculations using only zeros and ones.

**Browser-**is a software program that is used to explore the Internet. When you type a word or phrase into a browser, it links you to pages on the Web that are related to that word or phrase. Common browsers include Google Chrome and Firefox.

**Bug:** an error in the program that prevents the program from running as expected.

**Cable-**A cable is a group of wires that are bundled together and protected by a rubber casing. These cables have plugs on either end and are used to connect various parts of a computer or to connect a computer to another device.

**Client:** A computer in a network that uses the services provided by a server.

**Client/Server:** a program relationship in which one program (the client) requests a service or resource from another program (the server).

**Code** – One or more commands or algorithm(s) designed to be carried out by a computer.

**Command**- An instruction for the computer. Many commands put together make up algorithms and computer programs.

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| Blockly: The visual programming language used in Code.org’s online learning system.  Example of a command: move forward  JavaScript Coding example:  Move Forward( ); |

**CPU**- is also known as the computer’s brain or the “processor” in the computer. The full name for this chip is the “central processing unit.”

**Computer hardware** is the collection of physical **parts** of a **computer** system. This includes the **computer** case, monitor, keyboard, and mouse. It also includes all the **parts** inside the **computer** case, such as the hard disk drive, motherboard, video card, and many others.

**Computer Keyboard:** is an input device that allows a person to enter symbols like letters and numbers into a computer. It is the main input device for most computers. ... The most popular is the QWERTY design, which is based on typewriter keyboards.

**Computer Monitor:** is an electronic device that shows pictures for **computers**. **Monitors** often look similar to televisions. The main difference between a **monitor** and a television is that a **monitor** does not have a television tuner to change channels. ... The CRT **monitor**.

**Computer Mouse:** is an input device that is most often used with a personal **computer**. Moving a **mouse** along a flat surface can move the on-screen cursor to different items on the screen. Items can be moved or selected by pressing the **mouse** buttons (called clicking).

**Computer Science:** A field where people use the power of computers to solve big problems.

**Conditionals:** Statements that only run under certain situations.

**Cursor**- A cursor is a blinking shape (usually a line) that shows you where the next character that you type will be inserted.

**Data:** Quantities, characters, or symbols that are the inputs and outputs of computer programs.

**Debugging – Locating and correcting errors in a program**

The errors could be:

* Commands out of sequence
* Missing commands
* Extra commands

**Digital Citizen:** Someone who acts safely, responsibly and respectfully online.

**Digital Footprint:** The information about someone on the Internet.

**DNS (domain name server):** The service that translates URLs to IP addresses.

**Event:** An action that causessomething to happen

**Event Handler:** A monitor for a specific event action on a computer. When you write code for an event handler, it will be executed every time that event or action occurs. Many event-handlers respond to human actions such as mouse clicks.

**Icon:** is a small graphical representation of a program or file that, when clicked on, will be run or opened.  **Internet:** A group of computers and servers that are connected to each other.

**Internet Protocol** (**IP**) is a system of communication that allows machines that are networked together to exchange information between them. In order for a computer to know where to find another computer on the network, it must know what its number (**IP address**) is.

**Iteration:** A repetitive action or command typically created with programming loops.

Example: move forward

**Keyboard**: A computer **keyboard** is an input device that allows a person to enter symbols like letters and numbers into a computer. It is the main input device for most computers. ... The most popular is the QWERTY design, which is based on typewriter **keyboards**.

**Loop**: The action of doing something over and over again

Example: move forward (5)

**Mobile Device:** a portable, wireless computing device that is small enough to be used while held in the hand; a handheld: having a display screen with a miniature keyboard (either alphabetic, numeric or alphanumeric) and, in some models, a touchscreen which enables the user to use a "virtual keyboard" that is displayed on screen, along with other icons and "buttons" that can be pressed.

**Persistence:** Trying again and again even when something is very hard.

**Pixel:** is the smallest amount of light that you can see on a computer’s monitor. The word pixel stands for “picture element.”

**Program** - An algorithm that has been coded into something that can be run by a machine.

**Run Program:** Cause the computer to execute the commands you’ve written in your program.

**Servers:** the main computer in a network which provides files and services that are used by the other computers.

**TCP/IP Transmission Control Protocol/Internet Protocol:** is the language a computer uses to access the Internet. It consists of a suite of protocols designed to establish a network of networks to provide a host with access to the Internet. TCP/IP is responsible for full-fledged data connectivity and transmitting the data end-to-end by providing other functions, including addressing, mapping and acknowledgment. TCP/IP contains four layers.

**Toolbox:** The tall grey bar in the middle section of Code.org’s online learning system where all the commands you can use to write your program are displayed.

**URL:** An easy to remember address for calling a web page (like www.code.org).

**Username:** A name you make up so that you can see or do things on a website, sometimes called a “screen name”.

**Variable:** A placeholder for a piece of information that can change.

**Wi-Fi:** A wireless method of sending information using radio waves.

**Workspace:** the white area on the right side of Code.org’s online learning system where you drag and drop commands to build your program.

**World Wide Web (or Web):** The World Wide Web or “Web” is the connection of many files of many different computers throughout the world. These files can contain all sorts of information like useful programs, graphics, games, sounds and text.