FLORIDA POLYTECHNIC
PROGRAMMING VOCABULARY

Overview:

Learning programming comes with many new terms to know. In order to communicate your ideas properly, this vocabulary list can help when discussing programming or code. Some of these words are unique to programming while others have multiple definitions with a definition specifically related to programming. These words and definitions may be beneficial to those viewing our Intro to Programming videos and may help give better understanding. All words you see defined below are used and defined in the Intro to Programming lessons that they appear in.

Learning Outcomes

Students will be able to identify and define words related to programming practices.

Student will be able to apply this vocabulary to further their knowledge of programming.

Words to Know

Arithmetic - The branch of mathematics dealing with the properties and manipulation of numbers.

Binary - a binary number is a number expressed in the base-2 numeral system or binary numeral system, which uses only two symbols: typically, "0" and "1"

Char - variablecaller = %c , A char, which is short for character, is a type of variable that holds character values like letters or punctuation.

Code - The language used to create instructions while programming.

Compiler - Computer software that translate (compiles) code into a language that can be understood by the computer.

Conditional Statements - Features of a programming language, which perform different computations or actions depending on if condition evaluates to true or false.

Counter – a variable used in loops to keep track of how many iterations we have gone through, used to close loops once we reach a certain number of iterations

Data Types - A particular kind of data item that is defined by the values it can accept

Declare - The act of creating a variable in programming, Example: int x = 0; creates the variable x and sets it equal to 0 until we change it.

Double - variablecaller = %f , A double is a data type that is like an int except it has a larger maximum value and can hold decimal points

Efficient – efficiency is a peak level of performance that uses the least amount of inputs to achieve the highest amount of output.

Forum - A meeting place where ideas and views on an issue can be exchanged or discussed.

Initialization - set (variables, counters, switches, etc.) to their starting values at the beginning of a program.

Input - Information entered into the computer.

Int - variablecaller = %d , An int is a type of variable that holds numerical values that are either positive or negative, the maximum value of an Int is 2,147,483,647

Integer - A number that can be either positive or negative

Iteration - the repetition of a computer procedure.

Logic - A system or set of principles underlying the arrangements of elements in a computer or electronic device so as to perform a specified task.

Loop - a function that, like and if and else statement, takes a condition and repeats a function or set of functions in the loop until that condition is met.

Machine Code - A computer programming language consisting of binary instructions which a computer can respond to directly.

Output - Information from a computer that is readable by humans.

Parameter - any characteristic that can help in defining or classifying a particular system

PEMDAS - Stands for Parentheses, Exponent, Multiplication, Division, Addition, and Subtraction, a mnemonic for the order of operations in a mathematical equation, computers also follow this same order.

Prime Number - numbers whose products are 1 and itself, i.e. 5, 7, 13, etc.…

Print Function - printf("Hello World"); A function in C that outputs whatever is in the function, be it text or variable values.

Programming - The process of creating instructions that tell a computer how to perform a task.

Scan Function - scanf("%variablecaller", &variablename); A function that reads an input from the user and saves the input to variables.

Semicolon – ';' The semicolon is used in programming languages to end a line of code.

Updater – code that updates the counter with every pass through the loop

Variable - A name given to a storage area that our programs can manipulate