Glossary

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| Lesson | Term | Meaning |
| One | Command | These are key words or phrases used by the language that perform a function for the language. It is also possible to create your own commands to be used in your programming. Most languages have libraries of commands that have already been built for you to use as well as those you build yourself. |
|  | Arguments | These are bits of data that are used by commands, so that they have information to work with. |
|  | Parameters | These are the place holder variables that are used in function definitions. These are replaced by the arguments that are used when the function is run. Often the two terms are used interchangeably. |
|  | String | Data type, there are a wide variety of types of data, String refers to ordinary words. Some other types include Integer (int) which refers to ordinary numbers, float which refers to numbers which have decimal values, boolean which refers to two valued True and False, etc |
|  | Libraries | These contain commands that have been developed and tested and are ready to use. Many of the libraries have been written by the people who originally developed the language while other libraries have been developed by companies or individuals that use the language (Google, Yahoo, Apache etc have all developed extensive language libraries for a wide variety of languages). You can also develop your own library of commands. |
|  | Variable | Way of representing data for the program to work on. |
|  | Key Word | Key words are the basic building blocks of any language. These words are reserved so they cannot be used as variable or command names. Most languages do not have many key words. |
|  | Debugging | All programs have errors because they are written by humans. Machines don’t make errors, they do exactly what you tell them, which often is not what you want or thought you actually told them. These errors can be simple syntax error or complex logic errors. The name programmers give to these errors is bugs. Some programmers estimate that 80% of the time they spend on programming is spent on testing and debugging, especially when they have to work on code which they did not write.  The only programmers who don’t make errors (bugs) are those who don’t write code, all the rest of us make errors all the time; which is why we spent so long testing our code. |
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|  | Parameter | Sometimes called arguments. These are bits of data that are used by commands, so that they have information to work with. |
|  | Variable | Ways of representing data for the program to work on. |
|  | Libraries | These contain commands that have been developed and tested and are ready to use. Many of the libraries have been written by the people who originally developed the language while other libraries have been developed by companies that use the language (Google, Yahoo, Apache etc have all developed extensive language libraries for a wide variety of languages). You can also develop your own library of commands. |
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| **Variables** | Literal | The actual data that is being used |
|  | Integer | A number type that refers to whole numbers including negative numbers |
|  | Character | A single letter |
|  | String | A sequence of characters |
|  | Boolean | True or False |
|  | Array | Special data type structure |
|  | Declaring | The method of setting up a variable with its name, scope, variable data type and its value. |
|  | Static-Type Language | Computer languages that insist that all variable names have a data type attached to them which does not change |
|  | Dynamic-Type Languages | Computer languages which allow you to change the data type of the variable dependent on the value you want stored in the variable |
|  | Scope | A way to determine where the variable can be used. |
|  | Table of variable | An internal table kept by all programming languages at run time which holds the name of the variables, its type (if the language is static type) and the memory location where the variables value is stored |
|  | Reference ./ Passed by Reference | Using just the reference in the Table of Variable not the actual value held in the memory |