

# Algorithm

A list of steps that you can follow to finish a task. A set of instructions that can be performed with or without a computer.

# Program

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

# Workspace

The area on the right side where you drag and drop commands to build your program.

# Blockly

A visual programming language.

# 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 & computer programming.

# Loop

The action of doing something over and over again.

# Iteration

A repetitive action or command typically created with programming loops.

# Persistence

Trying again, and again, even when something is hard.

# Bug

An error in a program that prevents it from running as expected.

# Debugging

Finding and fixing errors in programs.

# Decompose

Break things (numbers/problems) into smaller pieces.

# Event

An action that causes something to happen.

# Computer Science

A field in which people use the power of computers to solve big problems.

# Conditionals

Statements that only run under certain conditions or situations.

# Run Program

To have the computer execute the commands you've written in your program.