

<b>Subject</b>	<b>Computer Science</b>
<b>Unit</b>	KS4 Topic 6

Key Vocabulary	Definition
<b>Decomposition</b>	Breaking a problem down into smaller, easier to solve problems.
<b>Abstraction</b>	Simplifying a problem by removing all the details that aren't needed.
<b>Algorithm</b>	A precise set of step-by-step instructions used to solve a problem.
<b>Pseudocode</b>	An algorithm written in a programming style, but for people not computers.
<b>Logic Error</b>	An error in a program that means it does the wrong thing.
<b>Syntax Error</b>	An error in a program which means that it doesn't follow the rules of the language.
<b>Efficiency</b>	The amount of work to be done or memory an algorithm uses.
<b>Constant</b>	A named value that can't change as a program runs
<b>Variable</b>	A named value that can change as a program runs, by <b>assigning</b> it a new value.
<b>Data types</b>	String, Integer, Float, Boolean, char. Different formats of data.
<b>Validation</b>	An automatic check to see that data is reasonable.
<b>Modulus (%)</b>	Calculating the remainder from a division.
<b>Authentication</b>	Asking the user to prove who they are, usually by username and password.
<b>Relational Operators</b>	< less than, > greater than, <= at most and >= at least.
<b>Parameter</b>	Data that is sent to a procedure when it is called (in brackets)
<b>Global Variable</b>	A variable that can be used throughout a program
<b>Local Variable</b>	A variable that can only be accessed in one part of the code.