

Glossary

algorithm	an unambiguous procedure or precise step-by-step guide to solve a problem or achieve a particular objective
computer networks	the computers and the connecting hardware (wifi access points, cables, fibres, switches and routers) that make it possible to transfer data using an agreed method ('protocol')
control	using computers to move or otherwise change 'physical' systems. The computer can be hidden inside the system or connected to it
data	a structured set of numbers, representing digitised text, images, sound or video, which can be processed or transmitted by a computer
debug	to detect and correct the errors in a computer program
digital content	any media created, edited or viewed on a computer, such as text (including the hypertext of a web page), images, sound, video (including animation), or virtual environments, and combinations of these (i.e. multimedia)
information	the meaning or interpretation given to a set of data by its users, or which results from data being processed
input	data provided to a computer system, such as via a keyboard, mouse, microphone, camera or physical sensors
internet	the global collection of computer networks and their connections, all using shared protocols (TCP/IP - transmission control protocol/internet protocol) to communicate
logical reasoning	a systematic approach to solving problems or deducing information using a set of universally applicable and totally reliable rules
output	the information produced by a computer system for its user, typically on a screen, through speakers or on a printer, but possibly through the control of motors in physical systems
program	a stored set of instructions encoded in a language understood by the computer that does some form of computation, processing input and / or stored data to generate output
repetition	a programming construct in which one or more instructions are repeated, perhaps a certain number of times, until a condition is satisfied or until the program is stopped
search	to identify data that satisfied one or more conditions, such as web pages containing supplied keywords, or files on a computer with certain properties
selection	a programming construct in which the instructions that are executed are determined by whether a particular condition is met
sequence	to place programming instructions in order, with each executed one after the other
services	programs running on computers, typically those connected to the internet, which provide functionality in response to requests; for example, to transmit a web page, deliver and email or allow a text, voice or video conversation
simulation	using a computer to model the state and behaviour of real-world (or imaginary) systems, including physical and social systems; an integral part of most computer games
software	computer programs, including both application software (such as office programs, web browsers, media editors and games) and the computer operating system. The term also applies to 'apps' running on mobile devices and to web-based services
variables	a way in which computer programs can store, retrieve or change simple data, such as a score, the time left, or the user's name
World Wide Web	a service provided by computers connected to the internet (web servers), in which pages of hypertext (web pages) are transmitted to users; the pages typically include links to other web pages and may be generated by programs automatically