





During the project you will use new key terms to describe different processes in programming. You will be using the software product Python IDLE 3.7; however, these key terms are used in any programming language around the world!

	Key term:	Definition:	Write an example piece of code using the key term.
24B	Algorithm	A process of set of rules followed to solve a problem.	
24B	Variable	A variable is used to store a single piece of information in an algorithm.	Name Variable: Name = input()
24B	Output (print)	By using the term 'print', the algorithm knows which text to display to the user.	Example: print("Hello")
25A	Subroutines	Subroutines are used to organise the algorithm into chapters which can be called within the algorithm.	Example: def ChapterOne():
25A	Selection	This is used to let the use select and option within the algorithm. This is normally written with IF, ELIF and ELSE.	if ChapterOneoption == "a": print("You have selected A. Runaway") if ChapterOneoption == 'b': print("You have selected B. Grab your phone") elif ChapterOneoption == 'c': print("You have selected C. Go and explore")

26B	Mathematical Operators	These are the operators used in maths to complete a calculation.	(8*8)
26B	Integer	An integer is a number within an algorithm.	Any whole number.
27A	Debugging	This is the act of finding errors within the code so it runs smoothly.	
28N	 Flow chart symbol:	Decision	Draw a mini flowchart for turning the heating on at home.
	 Flow chart symbol:	Process	
	 Flow chart symbol:	Input or Output	
	 Flow chart symbol:	Start and End	