



Unit 1.7: Coding

- **Action:** the way that objects change when programmed to do so. For example, *move*.
- **Algorithm:** a precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Background:** In 2Code the background is an image in the design that does not change.
- **Click:** This describes the action of clicking a mouse pointer on the screen or tapping with a finger on a touch screen.
- **Code:** Instructions that a programmer enters into a computer that cause the computer to perform a certain way.
- **Code blocks:** A way to write code using blocks which each have an object or an action
- **Coding:** writing instructions that the computer can process (*understand*) to make programs (software).
- **Code view:** The view in 2Code that shows the coding blocks used to make the program.
- **Command:** A single instruction in 2Code.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed.
- **Design View:** The view in 2Code that shows what the program looks like to the user.
- **Event:** An occurrence that causes a block of code to be run. The event could be the result of user action such as the user pressing a key or clicking the screen. In 2Code, the event commands are used to create blocks of code that are run when events happen.
- **Execute:** This is the proper word for when you run the code. We say, ‘the program (or code) *executes*.’
- **Instruction:** detailed information about how something should be done or operated.
- **Object:** Items in a program that can be given instructions to move or change in some way (action).
- **Output:** Information that comes out of the computer e.g. sound that comes out of the speakers.

- **Plan:** When coding, a plan means including the objects and actions into a written document that shows what the program should look like (the design) and what the objects should do (the actions).
- **Programmer:** A person who writes computer programs. Sometimes called a **coder**.
- **Properties:** These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.
- **Run:** This is what you do when you click the Play button in 2Code: The program runs.
- **Scale:** This is a property of an object that changes its size.
- **Scene:** In 2Code, this is the combination of the background and objects in a program.
- **Software:** The programs that run on a computer that are used by people to do things. For example, write, draw or play games.
- **Sound:** An output from the computer that makes a noise.
- **When Clicked:** An event command that is triggered when an object is clicked on.