



Unit 2.1: 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.
- **Bug:** A problem in a computer program that stops it working the way it was designed.
- **Button:** A type of object that responds to being clicked on.
- **Click events:** An event that is triggered when the user clicks on an object.
- **Collision detection:** In 2Code, this measures whether 2 objects have touched each other.
- **Collision detection action:** The action that is programmed to happen once the objects collide.
- **Collision detection event:** The event of two objects colliding.
- **Command:** A single instruction in 2Code.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed to.
- **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*.'
- **Image:** A picture
- **Implement:** When a design is turned into a program using coding.
- **Instructions:** detailed information about how something should be done or operated.
- **Interaction:** When objects perform actions in response to each other e.g. a frog turning into a monkey when it collides with a tree.
- **Interval:** In a timer, this is the length of time between the timer code running and the next time it runs e.g. every 1 second.
- **Object:** Items in a program that can be given instructions to move or change in some way (action).

- **Object Name:** Every object in a 2Code program must have a unique name that is used to program actions and events for the object.
- **Output:** Information that comes out of the computer e.g. sound.
- **Predict:** Use your understanding of a situation to say what will happen in the future or will be a consequence of something.
- **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:** Clicking the Play button to make the computer respond to the code.
- **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.
- **Sequence:** This is when a computer program runs commands in order.
- **Test:** To run the code and observe what happens to identify where there might be bugs in the program.
- **Text:** Written words or numbers. In 2Code some objects such as buttons have a text property which is the writing on the button.
- **Timer:** In coding, use a timer command to run a block of commands after a timed delay or at regular intervals.
- **Turtle Object:** A type of object in 2Code that moves by coding angles of rotation and distance to move.
- **When Clicked:** An event command that is triggered when an object is clicked on.
- **When Key Event:** An event triggered when a user presses a particular key on the keyboard.
- **When Swiped Event:** An event triggered when the user swipes a particular area of the screen e.g. the background (touch-screen devices only).