



Unit 3.1: Coding

- **Action:** A type of command which causes an object to alter its behaviour. Actions could be used to move an object or *change a property*.
- **Alert:** This is a type of output. It shows a pop up of text on the screen.
- **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.
- **Code:** Writing the code for a computer program.
- **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.
- **Degrees:** A measurement of a turn. A full turn has 360 degrees; written as 360°.
- **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 (**when Key**) or clicking or swiping the screen (**when Clicked, when Swiped**). In 2Code, the event commands are used to create blocks of code that are run when events happen.
- **Flowchart:** A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.
- **Implement:** When a design is turned into a program using coding.
- **Input:** Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
- **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.
- **Nest:** When coding commands are put inside other commands. These commands only run when the outer command runs.
- **Object:** Items in a program that can be given instructions to move or change in some way (action). In 2Code Gibbon, these include character, turtle, button, vehicle, animal, food, shape, number, input and label.
- **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.

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- **Repeat:** This **command** can be used to make a **block of commands run** a set number of times or forever.
- **Right-Angle:** This is a term that describes an angle of 90°, as in a corner of a square, or formed by dividing a circle into quarters.
- **Run:** Clicking the Play button to make the computer respond to the code.
- **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.
- **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.