

Computing Glossary

Algorithm

An algorithm is a set of instructions that we complete in order to achieve a task.

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').

Coding

Coding is putting information and commands into a program, making it possible to create software, apps and websites.

Communication technology

Equipment that we use to communicate with, such as a mobile phone or tablet.

Data

Data is Information.

Debug

To detect and correct the errors in a computer program.

Decomposition

Decomposition is the process by which a large, difficult problem can be broken down into a series of smaller, simpler problems, thus making the overall problem easier to solve.

Hardware

Hardware is the physical part of a computer, which uses electrical signals to complete the calculations needed to make software run. Examples of hardware are the computer circuit board, memory, processor and/or other equipment related to a computer, such as printers, monitors and keyboards.

Information technology

A term used for all computer-related technology.

Input

Information that goes into the computer.

Internet

A network of computers linked all over the world.

Loop

Repeating a set of instructions.

Network

Computers linked within a building or area.

Output

Information that comes out of the computer.

Program

A computer program is a collection of instructions encoded in a language understood by the computer.

Repetition

Sometimes called iteration, when part of a program repeats itself, perhaps a certain number of times, until a condition is satisfied or until the program is stopped.

Selection

When you choose part of something. For example, when you copy and paste text, the passage that you highlight to copy is called the selection.

Sequence

To place programming instructions in order, with each executed one after the other.

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.

Variable

A variable is a piece of information in a program that we want to store, but is able to change, such as a score, the time left, or the user's name.

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