Computing Key Words Year 7

Algorithm

A sequence of instructions that can be followed to solve a problem or perform a task.

Programming

Designing and building instructions that a computer can execute to achieve a specific goal.

Binary

A number system with only two digits, 0 and 1, used to represent data and perform calculations.

Input

Data or commands that are entered into a computer system for processing.

Output

The result produced by a computer after processing input data or executing a program..

Debugging

The process of finding and fixing errors or bugs in a computer program..

Computing Key Words Year 8

Variable

Containers used to store data that can change during the execution of a program.

Condition

Conditions enable different actions to be performed based on whether the condition is true or false.

Selection

programming construct that allows a program to make decisions based on certain conditions.

Function

A named block of code that performs a specific task and can be reused throughout a program.

Data types

Different categories of data with specific characteristics.

Boolean

A data type with two possible values, typically represented as true or false.

Computing Key Words Year 9

Abstraction

Simplifying complex systems by focusing on essential details while ignoring irrelevant information.

Decomposition

Breaking down a complex problem or system into smaller, more manageable parts.

Encryption

The process of converting data into a code to prevent unauthorized access or interception.

Network

System of interconnected computers and other devices that communicate and share resources.

Data structure

Organized formats used to store and manipulate data efficiently, such as arrays, lists, and dictionaries.

Cybersecurity

Measures to protect computer systems, networks, and data from attacks and unauthorized access..

Computing Key Words Year 10

Iteration

The repetition of a process or set of instructions in a computer program

Interface

A boundary or point of interaction between different systems, devices, or components

Recursion

A programming technique where a function calls itself in order to solve a problem.

Architecture

The structure and organization of components within a computer system.

Syntax

The structure and rules governing the composition of statements in a programming language.

Lifecycle

The stages and processes involved in the development and maintenance of software.

Computing Key Words Year 11

Optimization

The process of making something as effective or functional as possible.

Asynchronous

A method of communication where events do not occur simultaneously or in synchronization.

Compiler

A tool that translates source code written in a high-level programming language into machine code.

Framework

A reusable set of libraries or components used to facilitate software development

Concurrency

The ability of a system to handle multiple tasks or processes simultaneously.

Database

An organized collection of structured data stored and accessed electronically..