Glossary

algorithm	a precise, unambiguous, step-by-step guide to solve a problem or achieve a particular objective.
app	common term referring to software running on mobile devices and to web-based services
computer networks	computers and connecting hardware (wifi access points, cables, fibres, switches routers etc) that make it possible to transfer data using an agreed method or 'protocol'
control	using computers to move or change something 'physical'. The computer can be hidden inside or connected to it.
data	a structured set of numbers, representing digitised text, images, sound or video, which can be processed or transmitted by a computer.
debug	to detect and correct the errors in a computer program
digital content	any media created, edited or viewed on a computer e.g. text, images, sound, animation, video, web pages or virtual environments, and combinations of these (i.e. multimedia).
information	the meaning or interpretation given to a set of data by its users, or which results from data being processed.
input	data provided to a computer system via a keyboard, mouse, microphone, camera, physical sensors or other devices
internet	the global collection of computer networks and their connections, all using shared protocols (TCP/IP) to communicate.
logical reasoning	a systematic approach to solving problems or deducing information using a set of universally applicable and totally reliable rules
loop (iteration)	repeating sets of instructions until a condition is met
output	the information produced by a computer system for its user, typically on a screen, through speakers or on a printer, but possibly though the control of motors in physical systems.
packet	a formatted unit of data that makes the most of available bandwidth and allows better transmission by sharing the load across a network of computers
program	a stored set of instructions encoded in a language understood by the computer to carry out computation, processing input and/or stored data to generate output.
repetition	a set of programming in which one or more instructions are repeated a number of times or until a condition is met or the program is stopped.
search	to identify data that satisfies one or more conditions, such as web pages containing supplied keywords, or files on a computer with certain properties.
selection	a piece of programming that only runs instructions when a condition is true; allows programs to make decisions
sequence	to place programming instructions in order, with each executed one after the other
services	programs running on computers, typically those connected to the internet, which provide functionality in response to requests; for example, to transmit a web page, deliver an email or allow a text, voice or video conversation.
simulation	using a computer to model the state and behaviour of real and imaginary systems, including physical and social systems; an integral part of most computer games.

software	computer programs, including both application software (such as office programs, web browsers, media editors and games) and the computer operating system.
URL	a uniform resource locator also known as a web address is a specific character string that constitutes a reference to a resource. Most web browsers display the URL of a web page above the page in an address bar.
variables	a way in which computer programs can store, retrieve or change simple data, such as a score, the time left, or the user's name.
World Wide Web	a service provided by computers connected to the internet (web servers), in which pages of hypertext (web pages) are transmitted to users; the pages typically include links to other web pages and may be generated by programs automatically

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