

## Coding for Good Badges

# Glossary

**Algorithm** - a list of steps to solve a problem or complete a task. For example, when you follow the steps of a recipe, you're using an algorithm.

**App (short for application)** - a software program that runs on your computer, tablet, or phone.

**App features** - parts of an app. They could be things like using the camera, a welcome video, a help page, or a way for app users to connect with friends.

**Code** - the language that computer scientists create and use to tell computers what to do. Beginning programmers usually start coding with block-based coding (visual blocks that link together) to build their algorithms. As they progress, they'll move into using written coding languages such as JavaScript or Python.

**Computer** - any device that stores information and follows instructions from a program. For example, a laptop is a computer; so is a coffee maker that can be programmed.

**Debugging** - when you find and fix errors (bugs) in a program.

**Decomposition** - to break down a problem into smaller steps or pieces to solve.

**Development** - when you create something new.

**Digital games** - games you can play on your phone, computer, TV, tablet, or gaming console. Also called video games.

**Event** - an action that causes something to happen.

**Game Design Process** - the process of imagining, creating, and improving a design to create a video game.

**Iterate** - when you repeat a process many times to make something better.

**Loop** - a set of instructions that is repeated over and over again.

**Perseverance** - the ability to work through challenges. For example, when anyone starts to learn coding, they will find some activities challenging. When they keep trying until they succeed, they've demonstrated perseverance.

**Programming** - when a person creates a sequence of instructions, or an algorithm, that makes a computer or machine do something.

**Sequence** - the step-by-step order in which instructions or events should happen. For example: Think of the steps you do to get ready in the morning. You wouldn't get dressed before getting in the shower!

**User Needs** - what potential or current users need to solve a problem your tool is meant to solve.

**User-Centered Design** - a development life-cycle that focuses on understanding the needs of the user.