CSF Quizlet Vocab

Teacher instructions for printing

This PDF includes flashcards for the vocab in the '18-'19 CSF Glossary. The second page is intentionally left blank.

(the PDF was generated with these options selected):

Step 1: Choose layout

○ Table

○ Glossary

○ Small   **Step 2: Customize options**

◉ Large   ☑ Alphabetize

○ 3" x 5" Index card   ☑ Double-sided printing

If your printer has a duplex option, you can use it to print double-sided pages automatically. However for most printers, you need to:

1. *Start printing at page 3*
2. *Print the odd-numbered pages first*
3. *Feed the printed pages back into the printer*
4. *Start printing at page 4*
5. *Print the even-numbered pages*

If your printer prints pages face up, you may need to tell your printer to reverse the order when printing the even-numbered pages.

If you want remix these flashcards, or create your own using this set, visit the [Quizlet set](#). You can choose your own print options, practice with the flashcards online, and more!

abstraction	bit
accessibility	block-based programming language
algorithm	Blockly
binary	bug
binary alphabet	byte

A contraction of "Binary Digit". A bit is the single unit of information in a computer, typically represented as a 0 or 1.	A simplified representation of something more complex.
Any programming language that lets users create programs by manipulating "blocks" or graphical programing elements, rather than writing code using text. Examples include Code Studio, Scratch, Blockly, and Swift. (Sometimes called visual coding, drag and drop programming, or graphical programming blocks)	The design of products, devices, services, or environments taking into consideration the ability for all users to access, including people who experience disabilities or those who are limited by older or slower technology.
The visual programming language used in Code.org's online learning system for K-5 students.	A list of steps to finish a task.
An error in a program that prevents the program from running as expected.	A way of representing information using only two options.
The most common fundamental unit of digital data eg. Kilobyte, Megabyte, etc. A single byte is 8 bits-worth of data.	The two options used in your binary code.

call (a function)	computational thinking
call (a variable)	computer science
click	conditionals
code	crowdsourcing
command	cyberbullying

Mental processes and strategies that include: decomposition, pattern matching, abstraction, algorithms (decomposing problems into smaller, more manageable problems, finding repeating patterns, abstracting specific differences to make one solution work for multiple problems, and creating step-by-step algorithms).

This is the piece of code that you add to a program to indicate that the program should run the code inside a function at a certain time.

Using the power of computers to solve problems.

Use a variable in a program.

Statements that only run under certain conditions.

Press the mouse button.

Getting help from a large group of people to finish something faster.

The language that programmers create and use to tell a computer what to do.

Doing something on the internet, usually again and again, to make another personal feel angry, sad, or scared.

An instruction for the computer. Many commands put together make up algorithms and computer programs.

data	digital footprint
debugging	DNS (domain name service)
decompose	double-click
define (a function)	drag
digital citizen	drop

The information about someone on the Internet.	Information. Often, quantities, characters, or symbols that are the inputs and outputs of computer programs.
The service that translates URLs to IP addresses.	Finding and fixing problems in an algorithm or program.
Pressing the mouse button two times, very quickly.	Break a problem down into smaller pieces.
Click your mouse button and hold as you move the mouse pointer to a new location.	Figure out the details of the problems that you are trying to solve.
Release your mouse button to "let go" of an item that you are dragging.	Someone who acts safely, responsibly, and respectfully online.

DSL/cable	for loop
event	frustrated
event handler	function
F.A.I.L	function call
fiber optic cable	function definition

A loop with a predetermined beginning, end, and increment (step interval).	A method of sending information using telephone or television cables.
Feeling annoyed or angry because something is not the way you want it.	An action that causes something to happen.
A piece of code that you can easily call over and over again.	A monitor for a specific event or action on a computer. When you write code for an event handler, it will be executed every time that event or action occurs. Many event-handlers respond to human actions such as mouse clicks.
The piece of code that you add to a program to indicate that the program should run the code inside a function at a certain time.	First Attempt In Learning
The code inside a function that instructs the program on what to do when the function is called.	A connection that uses light to transmit information.

if-statement	loop
input	online
Internet	output
IP address	packets
iteration	Parameter

The action of doing something over and over again.	The common programming structure that implements "conditional statements".
Connected to the Internet.	A way to give information to a computer.
A way to get information out of a computer.	A group of computers and servers that are connected to each other.
Small chunks of information that have been carefully formed from larger chunks of information.	A number assigned to any item that is connected to the Internet.
An extra piece of information passed to a function to customize it for a specific need.	A repetitive action or command typically created with programming loops.

pattern matching	repeat
persistence	run program
pixel	search engine
program	servers
programming	toolbox

To do something again.

Finding similarities between things.

Cause the computer to execute the commands you've written in your program.

Trying again and again, even when something is very hard.

A program that searches for and identifies items in a database that correspond to keywords or characters specified by the user, used especially for finding particular sites on the World Wide Web.

Short for "picture element", the fundamental unit of a digital image, typically a tiny square or dot that contains a single point of color of a larger image.

Computers that exist only to provide things to others.

An algorithm that has been coded into something that can be run by a machine.

The tall grey bar in the middle section of Code.org's online learning system that contains all of the commands you can use to write your program

The art of creating a program.

trustworthy	website
try	while loop
URL (universal resource locator)	Wi-Fi
username	workspace
variable	

A collection of interlinked web pages on the World Wide Web.	Able to be relied on as honest or truthful.
A loop that continues to repeat while a condition is true.	Attempt to do something
A wireless method of sending information using radio waves.	An easy-to-remember address for calling a web page (like www.code.org).
The white area on the right side of Code.org's online learning system where you drag and drop commands to build your program.	A name you make up so that you can see or do things on a website, sometimes called a "screen name."
	A placeholder for a piece of information that can change.