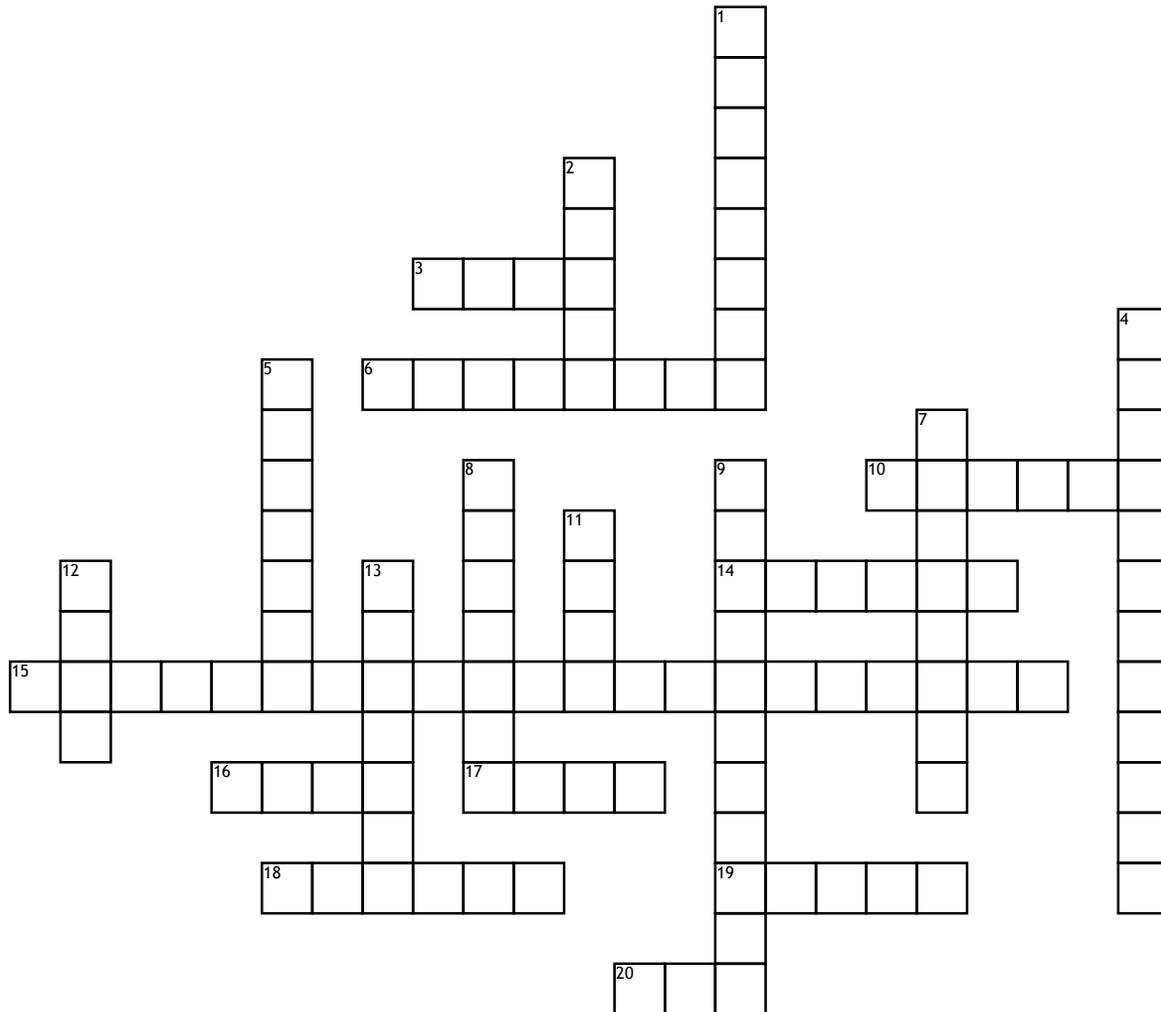


Intro to Programming Puzzle



Across

3. the basic unit of information in computer storage and processing.
6. an attribute of data which tells the compiler or interpreter how the programmer intends to use the data.
10. A way to get information out of a computer.
14. an instance of a particular class or subclass with the class's own methods or procedures and data variables.
15. features of a programming language, which perform different computations or actions depending on whether a programmer-specified boolean condition evaluates to true or false.
16. A conditional control structure that appears in most modern programming languages and allows a selection to be made between several sets of program statements

17. Information. Often, quantities, characters, or symbols that are the inputs and outputs of computer programs.

18. a numeric system that only uses two digits – 0 and 1.

19. A way to give information to a computer.

20. an error, flaw, failure or fault in a computer program or system that causes it to produce an incorrect or unexpected result, or to behave in unintended ways.

Down

1. a value that can change, depending on conditions or on information passed to the program.

2. An action that causes something to happen.

4. The common programming structure that implements "conditional statements".

5. a programmer-readable explanation or annotation in the source code of a computer program.

7. a named section of a program that performs a specific task

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

9. the action or process of writing computer programs.

11. the set of instructions forming a computer program which is executed by a computer.

12. a sequence of instructions that is continually repeated until a certain condition is reached.

13. a data type that has one of two possible values (usually denoted true and false), intended to represent the two truth values of logic and _____ algebra.