

Spelling list: GCSE Computer Science: Algorithms and Programming 1

Key word for GCSE Computer Science.

abstraction	Abstraction is the removal of unnecessary information.
algorithm	An algorithm is a formula that carries out specific tasks.
argument	An argument is a value that is passed between subroutines.
array	An array is a data structure that consists of a set of values or variables.
assign	If you assign , it means you give a value to a variable.
binary	A binary search is used to find an item through the process of elimination.
search	A binary search is used to find an item through the process of elimination.
boolean	A boolean represents one of two possible values.
boundary	Boundary data is the test data of the highest and lowest value.
branching	Branching is instructing a program to deviate from its normal sequence.
bubble	A bubble sort algorithm organises numerical values into the correct order.
sort	A bubble sort algorithm organises numerical values into the correct order.
char	Char is a data type that stores only one character.
computation	Computation is a process that incorporates maths and logic.
concatenation	Concatenation is joining two objects together so they are seen as one.
constant	A constant is a value that cannot be altered whilst the program is running.
decimal	Decimal data is used to store numbers that aren't integers.