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.

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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.

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char is a data type that stores only one character.

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.