

# Spelling list: GCSE Computer Science: Algorithms and Programming 1

Key word for GCSE Computer Science.

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