

## Spelling list: GCSE Computer Science: Algorithms and Programming 2

Key words for GCSE Computer Science.

decomposition	<b>Decomposition</b> is breaking down a problem into manageable parts.
efficiency	<b>Efficiency</b> is a way of testing the performance of a program.
erroneous	<b>Erroneous</b> data is data that cannot be processed by the program.
exception	An <b>exception</b> is an error that can stop a program from running.
function	A <b>function</b> is a subroutine that returns a value.
global	A <b>global</b> variable is accessible from the whole program.
variable	A global <b>variable</b> is accessible from the whole program.
input	<b>Input</b> is when data is received by a computer program.
insertion	The <b>insertion</b> sort is a simple sorting algorithm that builds a sorted list one item at a time.
sort	The insertion <b>sort</b> is a simple sorting algorithm that builds a sorted list one item at a time.
instruction	An <b>instruction</b> is a single command for a computer to process.
integer	An <b>integer</b> is a data type without decimal values.
iteration	<b>Iteration</b> means repeating instructions in a loop until a condition is met.
linear	A <b>linear</b> search is a simple method of searching a data set by examining each item in order.
search	A linear <b>search</b> is a simple method of searching a data set by examining each item in order.
list	A <b>list</b> is a data structure which stores a number of items.

local A **local** variable can only be accessed within the section of code in which it was created.

variable A local **variable** can only be accessed within the section of code in which it was created.