Spelling list: GCSE Computer Science: Algorithms and Programming 3

Key words for GCSE Computer Science.

merge	A **merge** sort divides a list into items and then merges the items back together in a sorted manner.
sort	A merge **sort** divides a list into items and then merges the items back together in a sorted manner.
output	Data passed out of the system is **output** .
parameter	A **parameter** lets a variable be passed into a subroutine.
procedure	A **procedure** is a small section of a program that performs a specific task.
pseudocode	**Pseudocode** is a language used when developing algorithms.
range	**Range** refers to the upper and lower limits of a data set.
record	A **record** is a basic data structure.
search	A **search** algorithm finds any item in a list of items.
selection	A **selection** is a situation where code needs to branch out in two or more directions.
sequence	A **sequence** is a series of tasks to be carried out one after another.
sort	A **sort** is when items are arranged into order through algorithms.
subroutine	A **subroutine** is a process that can be used across the program whenever required.
syntax	**Syntax** is the spelling and grammar of a programming language.
typical	**Typical** data is data that is expected to be input.
variable	A **variable** is a storage location containing a value that can change.

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