Spelling list: Year 8 Computing Unit 6

variable

A **variable** is a value that can change, depending on conditions or on information passed to the program.

input

Input is any information or data which goes into a system.

output

Output is any information of data which leaves a system.

selection

Selection is one of the 3 basic programming constructs. Instructions which can evaluate a Boolean expression and then branch the code to one or more alternatives paths is branching or **selection** .