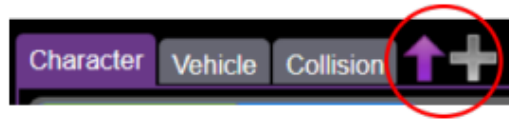




Y6 Computing - Coding

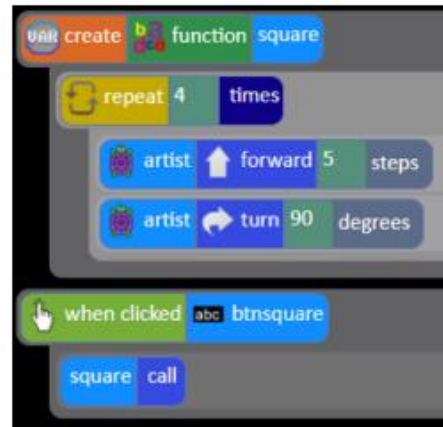
Tabs

Tabs are used to organise your code and make it more readable. This also makes it easier to debug. Giving the tabs names helps even further.



Functions

A function is a block of code that you can access when you need it, so you don't have to rewrite the same block repeatedly. You call the function each time you want it.

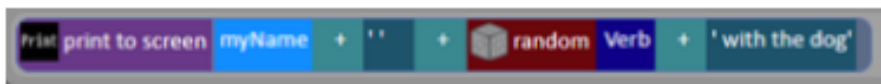


What is a User Input?

When the user clicks on an object, when the user presses keys or swipes the screen with the mouse, the 'Get Input' and 'Prompt for input' commands. On a touchscreen: when the screen is touched or swiped.

Variables

Variables can be combining with strings to create an action.



Vocabulary

Action	Types of commands which are run on an object. They could be used to move an object or change a property
Alert	This is a type of output. It shows a pop-up of text on the screen.
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
Debug	Looking for any problems in the code, fixing and testing them.
Decomposition	A method of breaking down a task into manageable components.
Developer	A person who writes, debugs and executes code to create a program
Execute	To run a computer program.
Flowchart	A diagram which represents an algorithm
If	A conditional command. This tests a statement. If the condition is true, then the commands inside the block will be run
If/Else	A conditional command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.
Launch Command	A command that launches another program within the existing program.
Repeat Until	This command can be used to make a block of commands run until something certain happens.
Selection	This is a conditional/ decision command. When selection is used, a program will choose a different outcome depending on a condition.
Simulation	A model that that represents a real or imaginary situation.
Timer	Use this command to run a block of commands after a timed delay or at regular intervals.
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value