

Subject	Computer Science
Unit	KS4 Topic 1

Key vocabulary	Definition
decomposition	Breaking a big problem down into several smaller (easier to solve) sub problems.
abstraction	Focussing on just the most important parts of a problem to simplify it.
pseudocode	An algorithm written a programming language style but intended to be read by human beings. An alternative to flowcharts.
sequence	When one thing happens after another in order.
selection	When a program makes a choice (usually an 'if' statement).
repetition / iteration	When code is executed a number of times based upon a condition (while for example)
Algorithm	Precisely written steps in order to complete a task. A recipe is a type of algorithm.
Arithmetic operators	+, -, *, /, DIV(integer division), Mod(% , modulo), ** (to the power of)
Relational operators	< less than, > greater than, <= at most and >= at least.
Logical Operators	AND, OR and NOT
Efficiency	The amount of work to be done or memory an algorithm uses.
Logic Error	An error in a program that means it does the wrong thing.
Syntax Error	An error in a program which means that it doesn't follow the rules of the language.
Efficiency	The amount of work to be done or memory an algorithm uses.