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	A precisely written steps in order to complete a task. A recipe is a type of algorithm.
Relational Operators	< Less than; > Greater than; <= Less than or equal to (at most); >= greater than or equal to (at least); == equal to; != or <> not equal. Results in True or False.
Variable	A name given to data stored in memory whilst our program in running.
Syntax	The rules (or grammar) of how code should be written in a programming language.
Two's Complement	A way of representing positive and negative numbers in binary.
Overflow	When the result of an operation is too large to be stored in the available number of bits.
Resolution	The number of pixels in an image.
Vulnerability	A possible weakness in a system that may allow a hacker to access it. Patches or updates often fix vulnerabilities.
Network Protocol	The rules about how data should be sent on a network.

Network Topologies	The way that computers in a network are connected. (Bus, Star, Ring, Mesh)
Intellectual Property (IP)	An idea that belongs to someone (usually the person why came up with it). IP can be protected in law by copyright (for recorded works) or patents for methods.