| Subject | Computer Science |
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| Unit | KS5 Topic 2: Software and Software Development |

| Key Vocabulary | Definition |
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| **Operating System** | The software that provides a user interface and environment for other software to run. |
| **Interrupt** | A signal to the processor to stop executing a process, and carry out an interrupt service routine (sometimes to switch to another process, or react to I/O) |
| **Scheduling** | The Operating System priorities and facilitates switching between processes. |
| **Memory Management** | The Operating System provides memory to allow software to run. The available memory may be paged or segmented. Secondary storage may be used to create 'virtual memory'. |
| **BIOS** | Basic Input Output System. Instructions stored in ROM to allow the system to boot. |
| **Virtual Machine** | Software that provides an abstracted environment for software to run in. |
| **Utility Software** | Software that helps the computer system to run efficiently. |
| **Translators** | Convert from one language to another (source to object). Usually high language to machine code. |
| **Development Methodologies** | Waterfall, spiral or extreme are different options for how to manage a project. |
| **Procedural Programming** | High level programming using English like words. Variables, procedures can be used. |
| **Assembly Language** | Low level. CPU specific language, using Mnemonics, where each code represents one machine code instruction. |
| **OOP** | Object Oriented Programming. Classes define the attributes and methods of objects. |