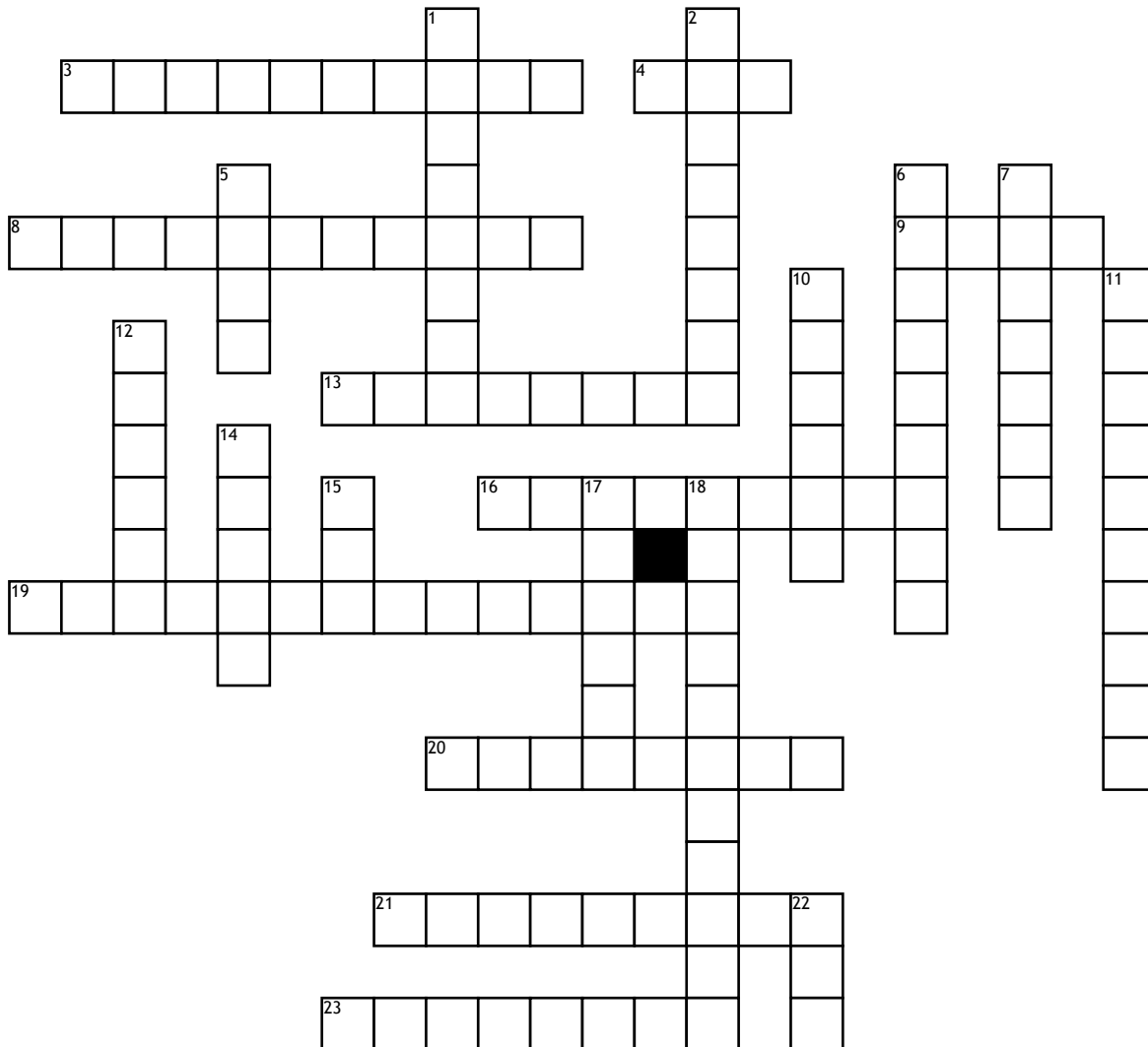# Chapter 1 - An Overview of Computers and Programming

Across

3. an English-like representation of the logical steps it takes to solve a problem

4. level of language that is made up of 1s and 0s and does not use easily interpreted variable names

8. software that comprises all the programs you apply to a task

9. repetition of a series of steps

13. collection of physical devises that comprise a computer system

16. pictorial representation of the logical steps it takes to solve a problem

19. combination of all the components required to process and store data using a computer

20. preselected value that stops the execution of a program

21. process of finding and correcting program errors

23. named memory location that can hold different values at different points in time

Down

1. translates a high-level language into machine language

2. consists of the programs that tell the computer what to do

5. level of language that supports English-like syntax

6. sequence of steps necessary to solve any program

7. type of errors that occur when incorrect instructions are performed

10. type of errors that occur in language or grammar

11. program that you use to create simple text files

12. software that comprises the programs that you use to manage your computer

14. describes the entry of data items into computer memory using hardware devices such as keyboards and mice

15. software package that provides an editor, compiler, and other programming tools

17. describes the operation of retrieving information from memory and sending it to a device, such as a monitor or printer

18. location of your computer screen at which you type text to communicate with the computer's operating system

22. allows users to interact with a program in a graphical environment