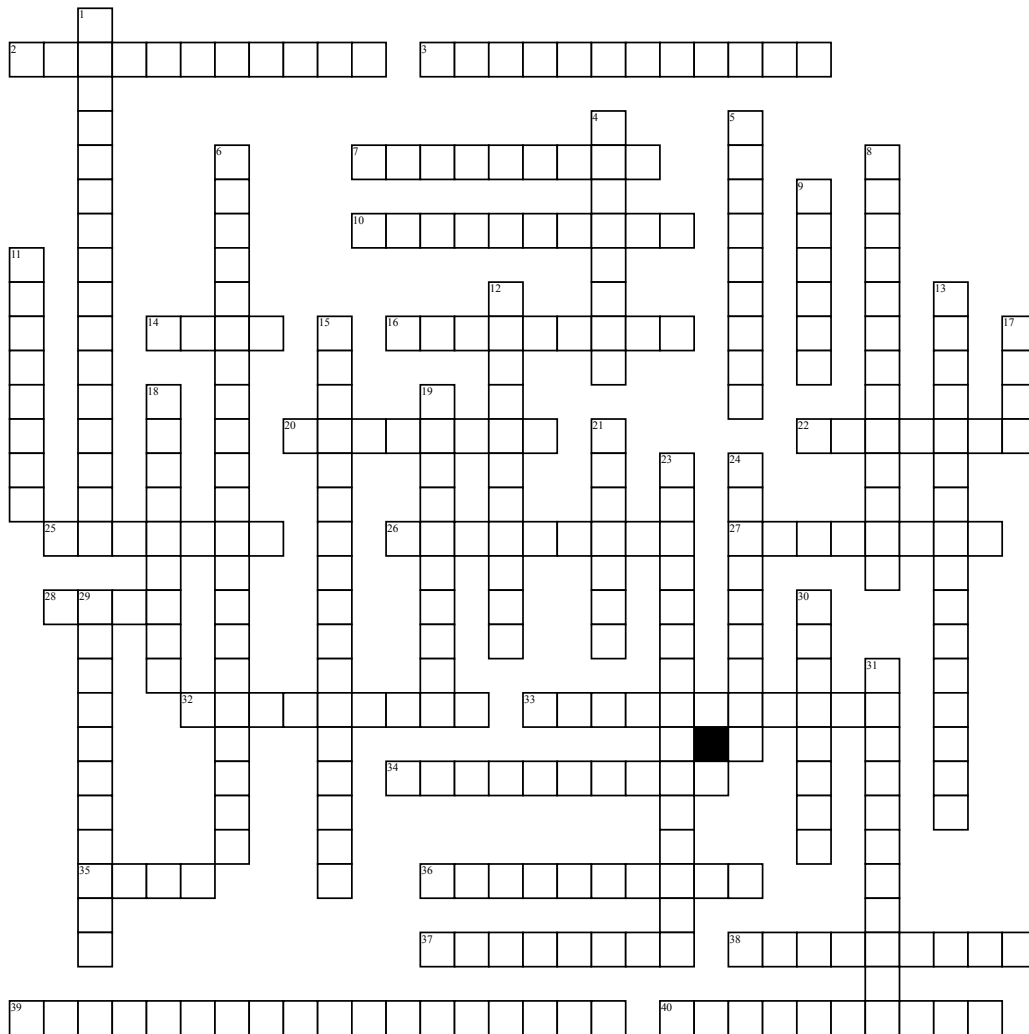# Coding Final Assignment

Across

2. Writing instructions for a digital tool
3. the place in your program where you can call a function you have defined
7. Having more than one meaning.
10. This means to fold a paper in half the long way.
14. Information including facts, samples, names, and numbers
16. A list of steps that allow you to complete a task.
20. Talking about only one exact thing
22. Computers that exist only to provide information to others.
25. instructions that can be understood and followed by a machine.
26. A list of steps that allow you to complete a task.
27. A frame to guide you in creating something new.
28. a wireless method of sending information using radio waves.
32. To add a certain amount (often 1), once or many times
33. Removing details from a solution so that it can work for many problems.
34. Software that is created for free use by everyone
35. Another way of saying "Otherwise"
36. Having the best outcome for the least amount of work.
37. the order in which things were done.
38. To subtract a certain amount (often 1), once or many times
39. The place where you assign a series of actions to one easy to remember name
40. Extra information that you can give to a function to customize it.

Down

1. Evaluate
4. To make something happen automatically (without help from people)
5. a definition that refers to the word it is trying to define.
6. A method of problem-solving that helps computer scientists prepare problems for digital solutions.
8. This means to fold a paper in half the wide way.
9. A piece of music that repeats often
11. A piece of code that can be called over and over
12. a statement that is either true or false depending on the situation
13. A statement inside another statement
15. A person who is skilled at modifying problems for digital solutions
17. problems with your code.
18. fixing problems in your code.
19. Pretending to be (a stand-in for) the real thing
21. A theme that is repeated many times.
23. The art of blending human ideas and digital tools to increase problem solving
24. The way something allows you to connect with it
29. a line that determines whether or not you run a certain chunk of code
30. a placeholder for a value that can change
31. The world we live in

Word Bank

HotDog Fold	Wi-Fi	Debugging	Increment	Function	Computational Thinking
Computer Science	Sequence	Template	Bugs	Data	To work at an answer.
Efficiency	Ambiguous	Simulation	Recursive	Algorithm	Variable
Programming	Pattern	Function Call	Conditional	Else	Hamburger Fold
Servers	Computer Scientist	Interface	Specific	Parameters	Chorus
If Statement	Open Source	Function Definition	Algorithm	Nested Statements	Abstraction
Decrement	Environment	Automate	Program		