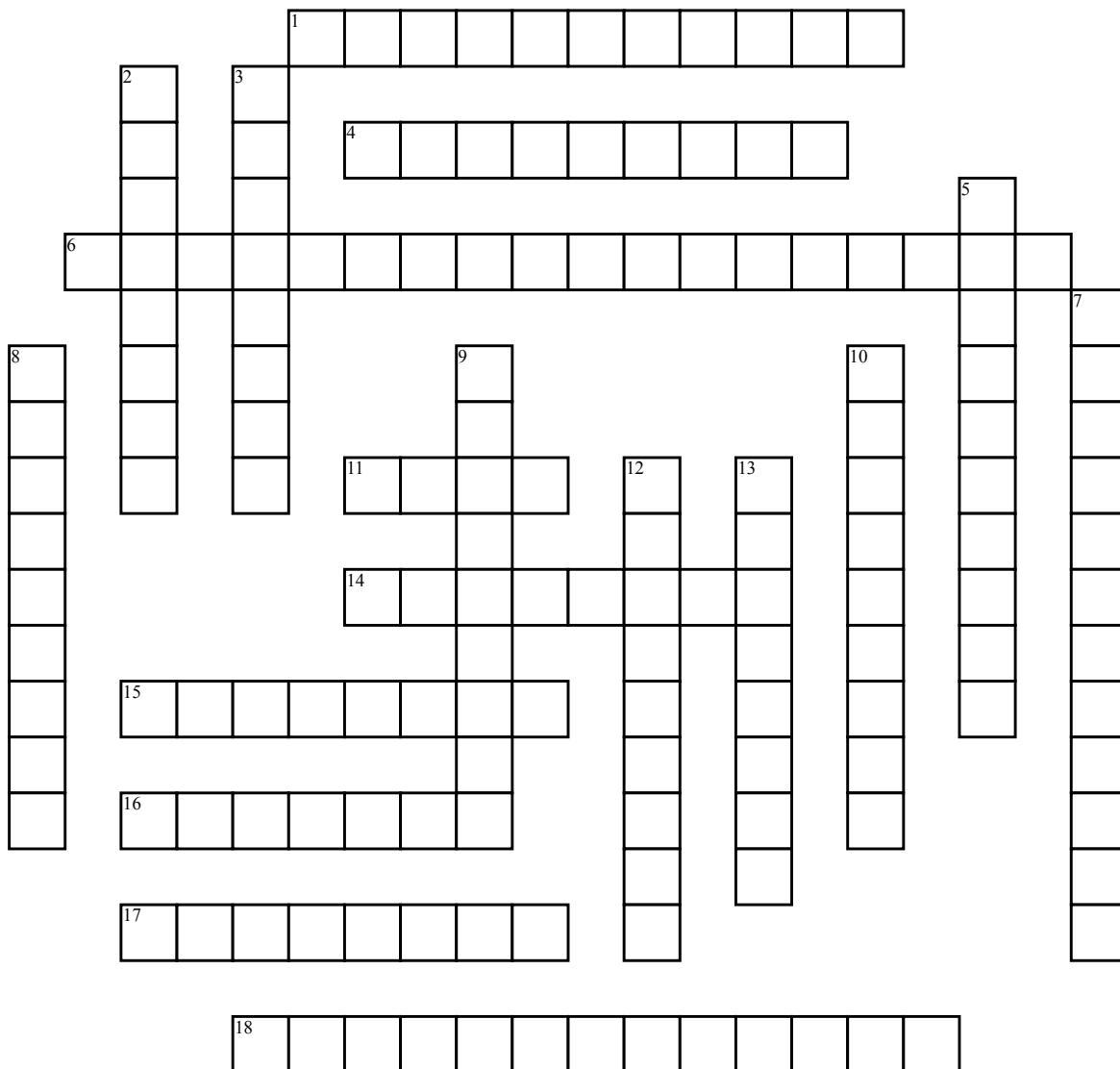# Coding Vocabulary Lesson 6, 8, 10, 14, and 16

Across

1. Removing Details from a solution so that it can work for many problems.

4. To subtract a certain amount (often 1), once or many times

6. The place where you assign a series of actions to one easy to remember name

11. problems with your code.

14. a placeholder for a value that can change

15. To work at an answer.

16. Instructions that can be understood and followed by a machine.

17. A frame to guide you in creating something new.

18. This means to fold a paper in half the wide way.

Down

2. the order in which things were done.

3. A piece of code that can be called over and over

5. This means to fold a paper in half the long way.

7. the place in your program where you can call a function you have defined

8. To add a certain amount (often 1), once or many times

9. A list of steps that allow you to complete a task.

10. Having the best outcome for the least amount of work.

12. Having more than one meaning.

13. Talking about only one exact thing