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# Computing Crossword 



## Across

3. A single instruction or step within a program.
4. A group of instructions is executed repeatedly until a condition is met (a loop).
5. A block of variables of the same type using a single name and an index value
6. To perform logical operations on (data) according to programmed instructions in order to achieve a desired result.
7. An international network of networks.
8. A set of rules specifying a how to solve a problem.
9. Data type used to store a string of characters.
Down
10. Set of instructions to be carried out in the order they are written.
11. Data type that stores a single character.
12. The programs and other operating information used by a computer
13. A subset of code within a larger program, which performs a specific task.
14. Diagram of the sequence of operations in a computer program.
15. A subroutine that executes the statements and returns a single value to the program.
16. When control structures are inserted within other control structures.
17. A subroutine that executes the statements and returns control to the program.
18. The pathway through a program is selected by using a condition to decide on what instructions to execute next.
