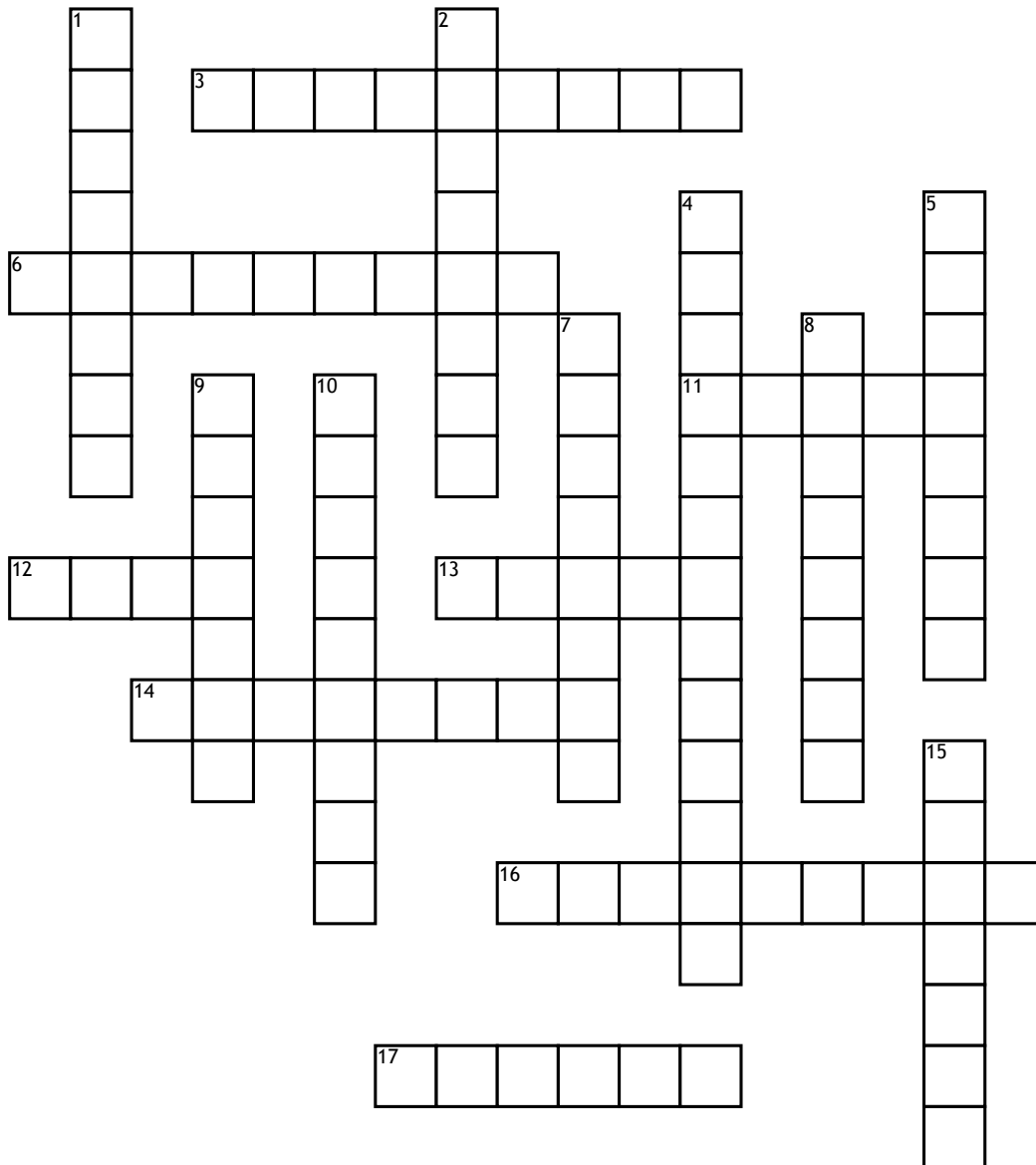


Name: _____

Computing Crossword



Across

3. A subroutine that executes the statements and returns control to the program.
6. The pathway through a program is selected by using a condition to decide on what instructions to execute next.
11. An input device that can be moved by a user to move a pointer on a screen. It has one or more buttons to allow the user to perform actions on the items on the screen.
12. Hypertext Markup Language. The language used to define pages on the world wide web and similar networks.
13. A block of variables of the same type using a single name and an index value.

14. Name used to identify a value in memory that can change during the execution of the program.
16. A group of instructions is executed repeatedly until a condition is met (a loop).
17. Data type used to store a string of characters.
- ## Down
1. Set of instructions to be carried out in the order they are written.
2. An input device that consists of a set of keys that can be pressed by a user to enter characters into the computer system.
4. Memory that can be addressed and accessed directly by the processor.

5. Whole number values, positive or negative.
7. An international network of networks.
8. A subroutine that executes the statements and returns a single value to the program.
9. Variables that store just two values, e.g. TRUE or FALSE.
10. A set of rules specifying a how to solve a problem.
15. To perform logical operations on (data) According to programmed instructions in order to achieve a desired result.