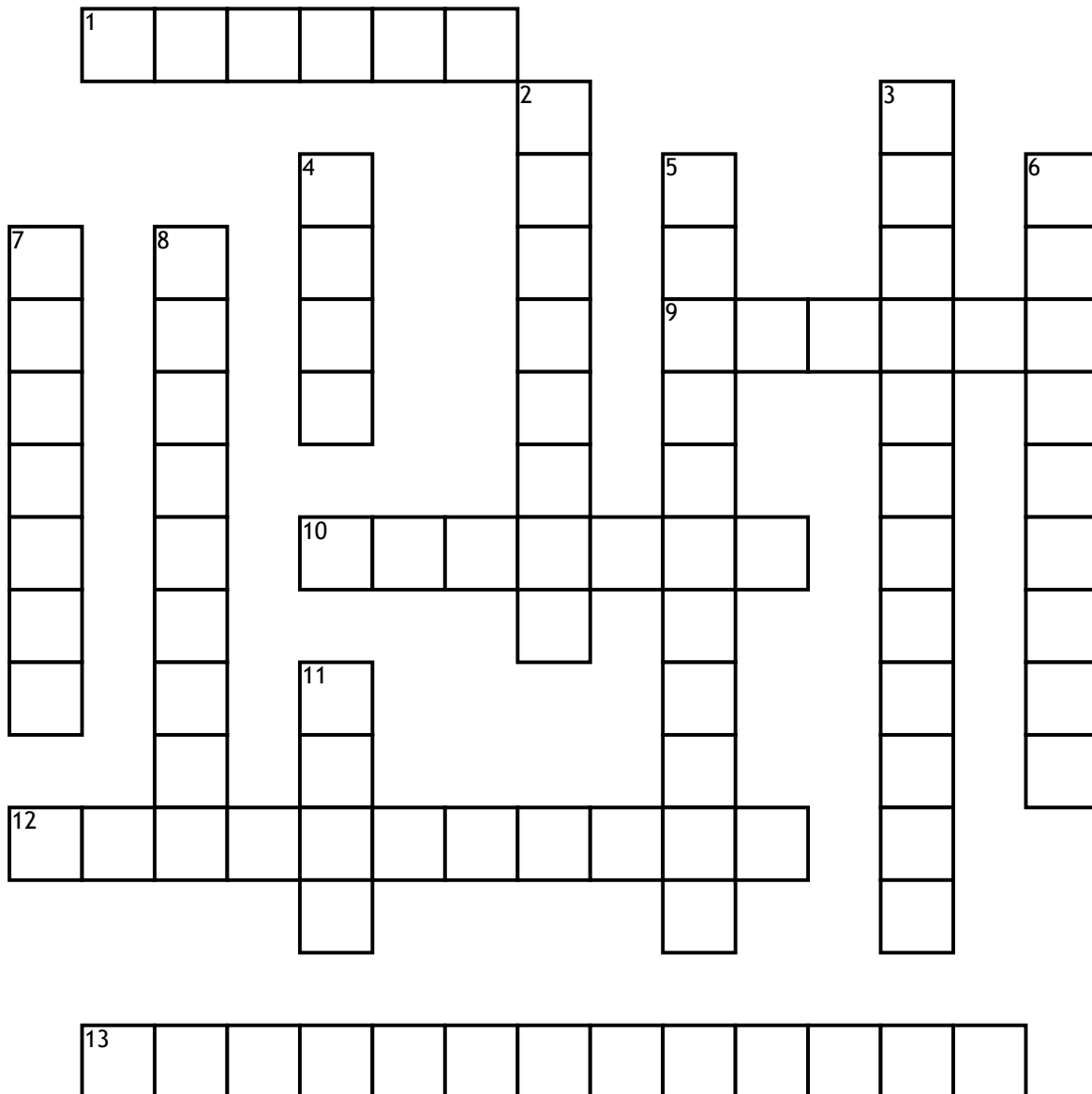


Name: \_\_\_\_\_

# Programming



## Across

1. Example of a high-level computer language

9. Data type: text

10. Data type: true or false

12. An error in the code where the rules of the code or grammar have been broken

13. Breaking down a task into smaller manageable subsections

## Down

2. A place holder for a value that can change in your program

3. When the program does something unintended

4. Data type: Decimal number

5. Removing unnecessary information

6. A series of instructions to solve a problem or complete a task

7. Data type: whole number

8. Repetition in programming

11. Data type: A single alphanumeric unit