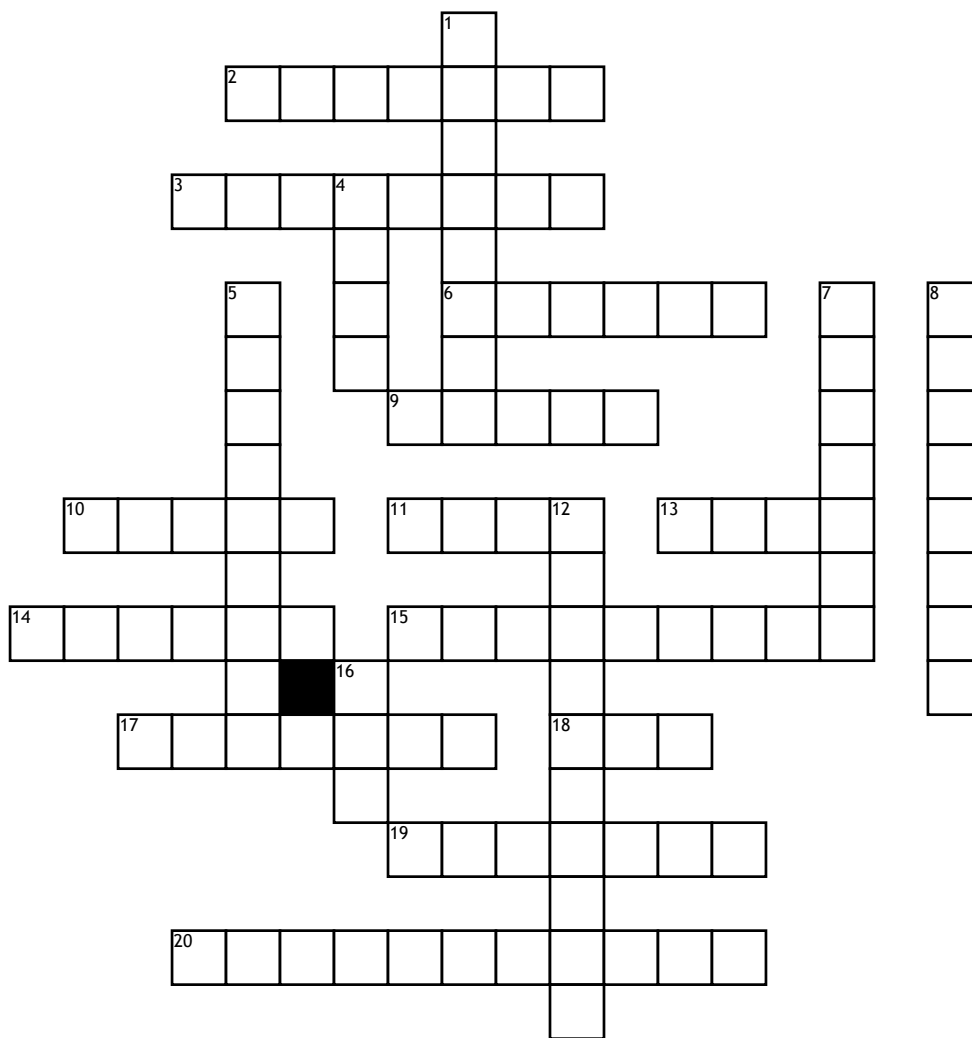


Unit 4 Information Technology



Across

2. An instruction for the computer.
 3. A piece of code that can be called over and over.
 6. A way of representing information using only two options.
 9. Correcting errors.
 10. Termination of a computer program due to an error.
 11. The action of doing something over and over again.
 13. One who interacts with the computer.
 14. Rules that govern the order of programming language.

15. A step-by-step procedure for solving a problem.
 17. To run a program, causing the computer to carry out the instructions.
 18. To execute a program.
 19. Lines in a code that are not executed. Used to inform those reading the code.
 20. Converts a program written in a higher-level language into a lower level language AND executes it.

Down

1. A placeholder for a piece of information that can change.

4. One or more commands or algorithm(s) designed to be carried out by a computer.
 5. The area in which comments, commands, and/or code is written.
 7. An algorithm that has been coded into something that can be run by a machine.
 8. A computer application that translates a high-level source program into machine instructions.
 12. One who writes code/programs.
 16. An error in a program that prevents the program from running as expected.

Word Bank

Execute	Interpreter	Binary	Crash	Function
Loop	Compiler	User	Program	Command
Variable	Workspace	Syntax	Run	Algorithm
Comment	Code	Programmer	Debug	Bug