

AP CSP Unit 3 Vocabulary By Mission / Assignment

Types of Division	
Decimal (or real number) division	A regular mathematical division problem, where the answer is always a decimal (or real number) even when the divisor goes into the dividend evenly
Integer division	The whole number from a long division problem – the number of times a divisor goes evenly into a dividend
Modulo (or modulus) division	The remainder of a long division problem – the amount leftover from a divisor and a dividend
Mission 9 – Game Spinner	
Logical Operator	Operators that handle combinations of Boolean results; not, and, or
Function	A named chunk of code you can run anytime just by calling its name; also called a procedure
Simulation	Code that builds a <i>model</i> of something, and lets you play with that model. Simulations let you explore "virtual" situations, both realistic and imaginary, that might be difficult or impossible to do in the real world.
Parameter	A local variable in a function that receives a value passed into the function when it is called; information the function needs to complete its task
Argument	The value passed into a function – information the function needs to complete its task. An argument can be a literal value, a variable, or an expression.
Local variables	Variables defined inside a function, and can only be used within that function.
Functions with Parameters	
Function (review)	a named set of instructions that accomplishes a task (A named chunk of code you can run anytime just by calling its name; also called a procedure)
Procedural Abstraction	The technique that breaks down complex tasks into smaller, more manageable procedures
Global variable (Create PT unit)	A variable defined outside a function that retains its value throughout program execution and can be used anywhere in the code.
Traversing a List	
Traverse	traveling or traversing through a list one element at a time, in order, starting with index 0 (first element) and going through to the last element (index len-1)
Data abstraction	The technique that simplifies complex data, making data easier to manage and use
Matrix	A list of lists, or a 2D list. Each element in the list is a list itself.
Sequence	Executing code line by line, one after another, in order
Selection	Decision points in code; a condition – this isn't in the documentation but is used in AP CSP
Iteration	The repeating portion of an algorithm; code that repeats until a given condition is met or a specified number of times.