Unit 1 (Missions 1-5) Vocabulary By Mission

Mission 0 -- Getting Started	
browser	Software that displays web pages
cloud	A place to save files and data through the Internet
Mission 1 -- Welcome	
objective	The steps in the mission; has a goal to accomplish
Text editor	Where you type the code
code	Instructions to the computer
toolbox	A place in CodeSpace to keep information you learn about programming concepts so you can use it later when you need the information
debugging	the process of understanding what the computer is actually doing and then changing the code to do what you want it to do
Mission 2 – Introducing CodeX	
CPU	Central Processing Unit or the brain of the computer
peripheral	A device that interacts with the CPU (common peripherals are LED lights, display screen, buttons, mouse, keyboard, and printer)
Mission 3 – Light Show	
RGB	Red, Green, Blue; the colors that make up a single pixel on the screen
sequential	Executing code line by line, one after another, in order
literal	A specific value, like 1 or "hello"
bug	An error in the code (like a typing mistake, indenting problem, missing punctuation, etc.)
variable	A name you assign to some data used in code instead of the literal, or actual, values
assign	Give a variable a value (bind a name to a value)
Mission 3 Remix	
remix	Creating something original based on other projects, or using pieces of other projects
tuple	A triplet of numbers that represents an RGB value -- example: (47, 147, 181)
Mission 4 – Display Games	
integer	A whole number that can be positive, negative or zero
string	A sequence of characters, like words or sentences
Conversion function	a built-in function that converts a value to a different (and specific) data type

branching	Decision points in code; a condition
boolean	True or False data type (values that can be True or False)
indentation	Structuring blocks of code in Python; statements ending with a colon (:) execute the block of code indented four spaces beneath it
Mission 5 – Micro Musician	
readability	Making code easy to understand for humans.
comments	Notes in code that are ignored by the computer but can explain what the code does These vocab words are not specifically in the Mission instructions, but are included in the warm-up and can be added either in warm-up or wrap-up. Should be covered for the AP exam
Analog (optional)	Smooth and continuous signals that represent a quantity, like sound waves
Digital (optional)	A numerical representation of an analog signal, represented in increments