



Programming Terms Review — Matching



In this activity, you will review programming terms by matching each term to the correct description.

1. _____ A set of step-by-step instructions that must be executed to result in a solution or to perform a task.
2. _____ A structure that contains a list of instructions that the computer follows one by one from top to bottom.
3. _____ A structure that allows the computer to make a decision between alternative conditions.
4. _____ A structure that instructs the computer to repeat a set of instructions until some condition is met.
5. _____ Expressions that result in the value of either true or false.
6. _____ Used to store data in the computer's memory that the computer will access and manipulate when executing a program.
7. _____ A combination of variables, values, functions and operators, which is evaluated and produces another value.
8. _____ Used to combine strings together to form one string.
9. _____ An object that is used to calculate or evaluate a value or values.
10. _____ A named unit of code that performs a task or causes an action to take place.
11. _____ The value that is passed to a method when it is called so it knows what to do.
12. _____ An action that takes place while a program is running, such as clicking a mouse or pressing a key.
13. _____ A function used to tell the program what to do when an event occurs.
14. _____ A definition or blueprint used to create a particular type of object.
15. _____ An instance of a class.
16. _____ An object built from a class.
17. _____ The various characteristics of an object.
18. _____ The actions that an object can perform.
19. _____ The variable that holds the argument data (value) needed by the method.

argument
concatenation
Boolean
expression
class

variable
operator
loop
function
object

instance
event
properties
event handler
parameter

sequential
methods
algorithm
selection
data type