**Glossary  
Code.org Course 2**

**Algorithm**

A list of steps to finish a task. A set of instructions that can be performed with or without a computer. For example, the collection of steps to make a peanut butter and jelly sandwich is an algorithm.

**Binary**

A way of representing information using only two options.

**Blockly**

The visual programming language used in Code.org’s online learning system for K-5 students.

**Bug**

An error in a program that causes the program to run as expected.

**Code**

One or more commands or algorithms designed to be carried out by a computer.

**Computer Science**

A field in which people use the power of computers to solve big problems.

**Conditionals**

Statements that only run under certain conditions or situations.

**Debugging**

Finding and fixing errors in programs.

**Digital Footprint**

The information about someone on the internet.

**Event**

An action that causes something to happen.

**Loop**

The action of doing something over and over again.

**Pixels**

A minute area of illumination on a display screen, one of many from which an image is composed

**Program**

A program is an algorithm that has been coded into something that can be run by a machine.

**Username**

A name you make up so that you can do or see things on a website, sometimes called a “screen name.”