



# LEARN TO CODE 1 & 2



SWIFT PLAYGROUNDS

Coding Vocabulary Cards



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# HOW TO USE THESE CARDS:

Print, distribute through Google Classroom, or share in iCloud. It is helpful to most students to have complex vocabulary up on the walls to look at when they get stuck. Use the teacher guides in Everyone Can Code, which lay out the vocabulary words that align with each lesson.

<https://www.apple.com/everyone-can-code/>

To practice vocabulary online:

[https://quizlet.com/\\_3mg13y](https://quizlet.com/_3mg13y)



# LEARN TO CODE 1



## Vocabulary Cards



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# COMMAND



Code that tells an application to perform a specific action.



# SEQUENCE



A set of related events, movements, or things that follow each other in a particular order.



# TOGGLE SWITCH



Closed switches are OFF and awaiting activation.  
Open switches are ON and glowing with light.



# BUG



An error in code that prevents an application from running as expected.



# DEBUGGING



To find and fix errors in code that prevent an application from running correctly.



# FUNCTION



A named set of commands that can be run whenever needed.



# FOR LOOP



A block of repeated code that runs a certain number of times.



# COMPOSITION



The process of combining small parts of a program to solve a larger problem.



# CALL



To tell a program to run a function. For example, calling the `moveForward( )` function in your code tells the program to perform actions defined in that function.



# CONDITIONAL CODE



Code that runs only when specific conditions are met. For example, IF statements and WHILE loops contain conditional code that runs only if or while a condition is TRUE.





# BOOLEAN



A type that has a value of either true or false.



# LOGICAL OPERATOR



A symbol, such as &&, ||, or !, that modifies or combines the Boolean logic values true and false.



# WHILE LOOP



A block of code that runs for as long as a given condition is true. When the condition changes to false, the loop stops running.



# ALGORITHM



A step-by-step set of instructions or rules for solving a problem.



# LEARN TO CODE 2



## Vocabulary Cards



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# PSEUDOCODE



A human-readable description of an algorithm, usually written using a mix of everyday language and code.



# VARIABLE



A named container that stores a value that can be changed.



# TYPE



A named grouping of properties (the features) and methods (the behaviors) of a kind of data.



# INITIALIZATION



The act of creating a new instance of a type, which includes setting initial values for any properties of the type.



# STRING



A type that stores a series of characters, such as  
“hello, world.”



# INT



A type that stores an integer—a  
number that has no decimal.



# PARAMETER



The name of an input value to a function, used in the definition of the function.



# ARRAY



A collection that stores an ordered list of items of the same type. The same item can appear multiple times in different positions.



# INDEX



A number that represents the position of an item in an array.