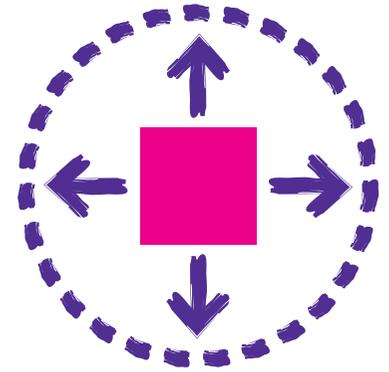# Programming

Programming is designing and writing instructions for a computer in a language it understands.

Barefoot

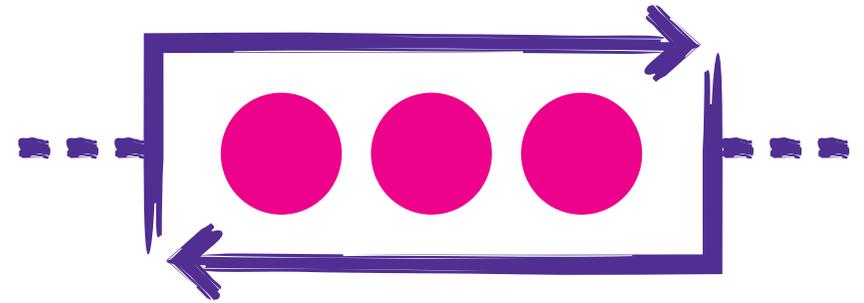# Sequence

Sequence means arranging instructions for algorithms and programs in a particular order.
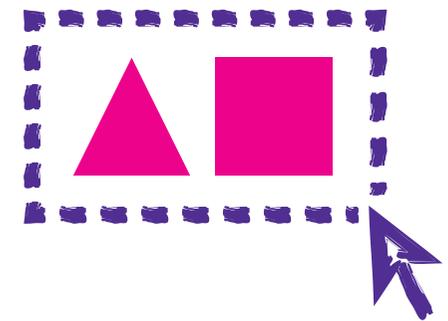
A B C

Barefoot

Repetition

Repetition in programming means repeating the execution of certain instructions (creating loops).

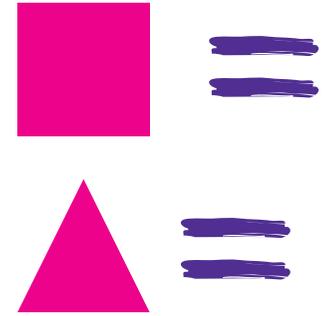**Barefoot**

Selection

Selection is when a computer executes instructions if a particular condition is met or not.
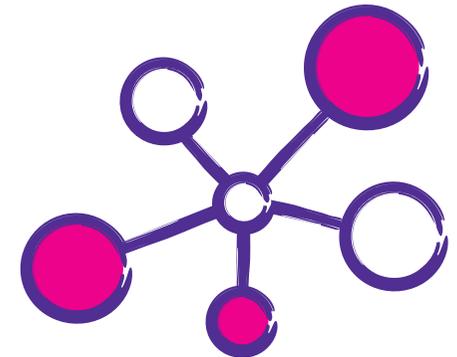
Barefoot

Variables

A variable stores a piece of information in the computer's memory while a program is running so it can be retrieved later.

Barefoot

Computer Networks

Computer networks are a collection of computer systems and other devices connected together to 'talk' to each other by exchanging data.
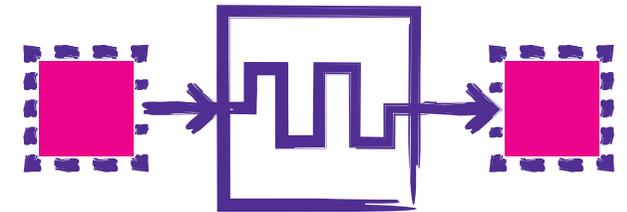
Barefoot

Internet Services

www

Internet services are a range of services made possible by the internet, including the WWW and email.
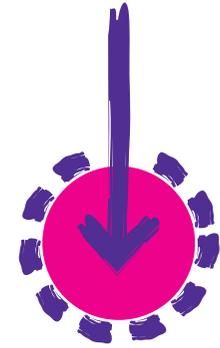
Barefoot

Computer Systems

A computer system is made up of hardware, software and any peripheral devices required to operate it.

Barefoot

Control

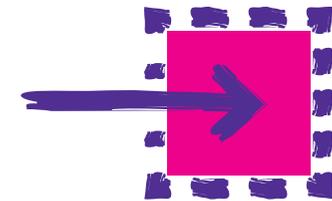Control means writing instructions that control physical systems, such as sensors and motors.

Barefoot

Inputs

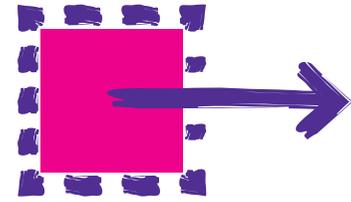Input data is sent to a computer system from devices such as a keyboard, mouse or sensor.

Barefoot

Outputs

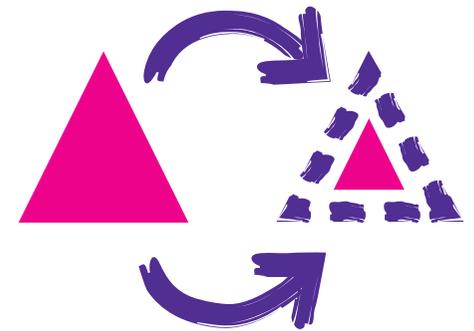Output data is sent from a computer system to the outside world, e.g. displayed on a computer screen.
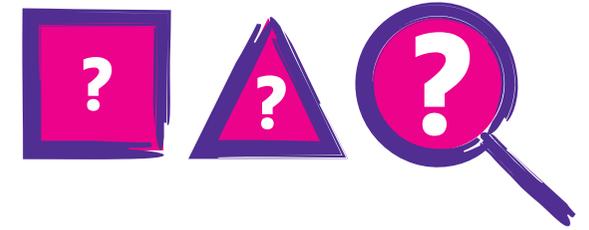
Barefoot

Simulation

Simulations, such as aircraft simulators, model real–world or imaginary situations to explore different scenarios.
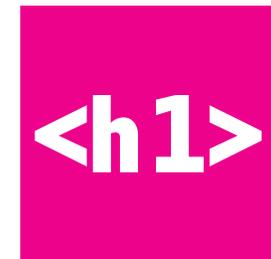
Barefoot

Search Technologies

Search technologies involve search engines, such as Google. They select and rank results on the WWW.

Barefoot

HTML

`<h1>`

HTML stands for HyperText Mark-up Language.
It is the computer language used to write web pages.

Barefoot