

CHEAT SHEET TO KEY CODING TERMS

Variables	Containers for storing information, this information can be reused or referred to and changed.
Boolean	A data/ variable type that has two options: true or false (Yes or no, on or off, etc.)
Integers (Int)	Whole numbers (no decimals), this is the name for data variables using only numbers.
Float	A data variable type that has numbers with decimal points.
Strings (Str)	A sequence of characters (letters, numbers and symbols), this is the name for data/variables using words or statements.
For loop Repeat	A loop that repeats code a specific number of times
Conditionals if then and else	Structures that allow computers to make decisions on what code to run based on certain conditions or situations.
While loop	A loop to run code when the number of repeats is unknown, conditionals are used to tell the computer how long the code is repeated.
Function Method	A way of separating code into a reusable block that can be run together at specific times, when that function or method is called.
Parameter	A value that goes into a function allowing information or instructions to be passed into the function.
List	A variable or data structure that can hold more than one piece of information or items. The information inside lists can be referred to and changed.
Tuple	A variable or data structure that can hold more than one piece of information or items, however this information cannot be changed list lists.
Dictionary	A structure that contains pairs of information, these are key value pairs. These pairs are similar to variables in that there is a name or key and a value attached
Operators	Symbols (for example, mathematical symbols or operators) that make computers perform calculations.
Comments	A way to provide information about code that isn't run by the computer. This can be helpful for reading and sharing code.