Coding	**Command**
Python	**Object**
Natural Language	**Method**
Machine Language	**Argument**
Algorithm	**Syntax**

An instruction given by the user to the computer.	The process of creating instructions that a computer can follow.
A character or thing that performs an action.	A high-level programming language used for general-purpose programming.
An action performed by an object.	Language that is spoken and understood by humans but cannot be processed by the computer.
Extra information passed into a method to modify what the method does.	A collection of binary digits or bits that the computer reads and interprets directly.
The rules for correct spelling, grammar, and punctuation in a programming language.	A set of instructions designed to perform a specific task.

Execute	**Syntax Error**
camelCase	**Logic Error**
Loop	**String**
Bug	**Float**
Debugging	**Integer**

A mistake in typed code that violates the rules of the programming language.	The fancy word for running your code.
A mistake in an algorithm or program that causes it to behave unexpectedly.	A style to designate the start and end of words with capitals instead of spaces.
Data type of anything within quotes.	Repeated Code
Data type of a number with a decimal.	An error in your code
Data type of a whole number.	The process of removing bugs from your code.

Boolean	Assignment
Comment	Increment
Pseudocode	Decrement
Variable	Conditional
Value	Sequencing

The act of pairing a value with a variable.	Data type of a True or False value.
The act of adding one to a number.	Code ignored by the computer.
The act of subtracting one from a number.	A plain language description of the steps in an algorithm. (in between natural language and programming languages)
A statement that evaluates to True or False.	A named container that holds a value.
The execution of steps in an algorithm in a specific order top to bottom.	Data stored inside a variable.

Selection	
Iteration	
Flowchart	
Nested Iteration	

	A condition used to determine which of two paths are taken in an algorithm.
	The repetition of steps n an algorithm.
	A simple diagram with symbols showing the "flow" of a process.
	A loop inside another loop.