**Vocabulary: Programmable Rover**



**Vocabulary**

* Bug – an error in a computer program.
* Call – a request to perform a predetermined function.
* When you call a function, you tell the computer to perform the instructions inside the function.
* Code – a language that the computer understands.
* A computer program is written in code.
* Code snippet – a segment of code that gives instructions to do one thing.
* In the Gizmo, each line in the code library (ex. **translate(1);**) is a code snippet.
* JavaScript – a programming language commonly used in website development.
* JavaScript is usually used to add special effects to websites.
* Function – a section of a program that performs a specific task.
* In the Gizmo, everything that the rover needs to do for each task is stored in an onStart function.
* Loop – a snippet of a program that repeats the instructions inside a certain number of times.
* In the loop below, the **jump();** code snippet is repeated three times.

**for (var i = 0; i < 3; i++){**

 **jump();**

**}**

* Optimize – to make a code better and faster.
* In the Gizmo, an optimized code is one that allows the rover to complete the task using the smallest amount of battery power.
* In real code, an optimized code could be shorter than alternative codes, run faster or be easier to manage and edit.
* Program – a set of instructions (written in code) that instructs the computer to perform a certain task.