Vocabulary: Programmable Rover

📖 Vocabulary

- <u>Bug</u> – an error in a computer program.

- <u>Call</u> – a request to perform a predetermined function.
  - When you call a function, you tell the computer to perform the instructions inside the function.

- <u>Code</u> – a language that the computer understands.
  - A computer program is written in code.

- <u>Code snippet</u> – 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.

- <u>JavaScript</u> – a programming language commonly used in website development.
  - JavaScript is usually used to add special effects to websites.

- <u>Function</u> – 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.

- <u>Loop</u> – 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();
}
```

- <u>Optimize</u> – 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.

- <u>Program</u> – a set of instructions (written in code) that instructs the computer to perform a certain task.