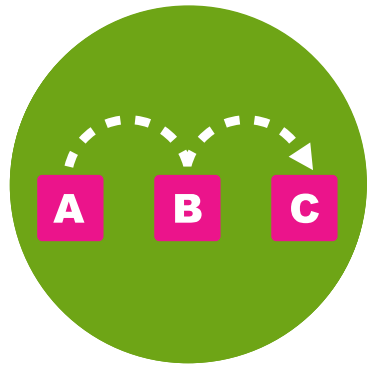




# Programming

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



# Sequencing

Sequencing means arranging instructions for algorithms and programs in a particular order.





# Repetition

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



# Selection

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



# Variables

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



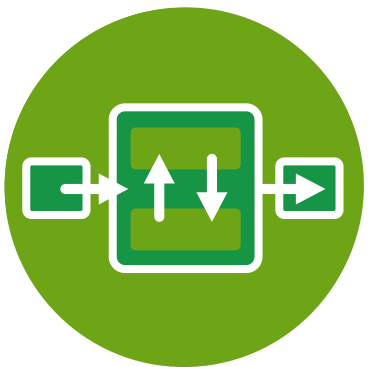
# Computer Networks

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



# Internet Services

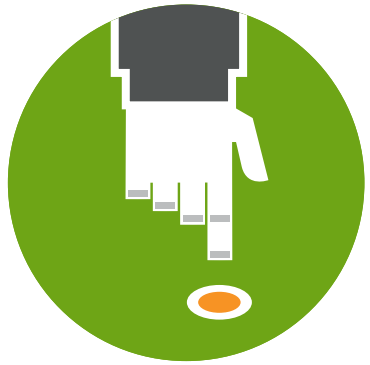
Internet services are a range of services made possible by the internet, including the WWW and email.



# Computer Systems

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





# Control

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



# Inputs

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



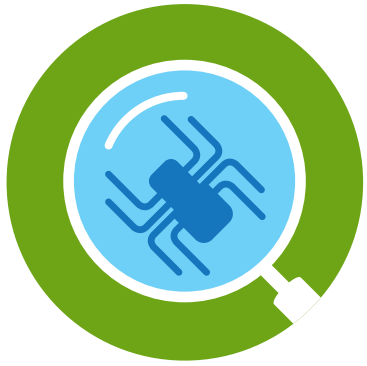
# Outputs

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



# Simulation

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



# Search

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



# HTML

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