# Glossary

## Abstraction

Identifying and focusing on only the important parts needed to solve the problem.

## Accelerometer

A sensor that can be used to measure if the micro:bit is moving, in which direction it is moving and how fast it is moving.

## Algorithms

A set of step-by-step instructions.

## Bugs

An error in a computing program which results in an incorrect output.

## Data

Information collected for use elsewhere.

## Debugging

Finding and fixing problems or errors with code.

## Decomposition

Breaking down a problem into smaller parts.

## Execute

When the computer reads the program and carries out the instructions.

## Input

Data sent to a computer for processing such as button presses and sensor readings. The micro:bit’s buttons are input devices.

## Internet

A huge network of computers, devices and hardware that allows for information to be shared throughout the world.

## LEDs

Stands for light-emitting diode. These are the lights on the front of the micro:bit that we can turn on and off to create patterns.

## Logic

How computers make decisions based on whether things are true or false.

## Network

When two or more computers are connected together so that data can be shared between them.

## Output

Data sent from a computer such as information shown on the LED display. The micro:bit’s LEDs are output devices.

## Pattern recognition

Spotting similarities and repetition to improve the efficiency of our instructions.

## Physical systems

A computer that responds to changes in the environment and has a real-world output.

## Program

A set of instructions written in a language that a computer can understand.

## Repetition

Telling the computer to do an instruction or a set of instructions more than once.

### Count-controlled loops

A form of repetition where the instructions are repeated a given number of times.

### Infinite loops

A form of repetition where the instructions are repeated endlessly.

## Selection

## Making different things happen based on different conditions.

## Sequence

## The specific order of instructions.

## Variables

A container for storing data which can be accessed and updated while a program is running

When the micro:bit counts the steps you have taken, a variable is being used.

## World Wide Web

A collection of web pages that use the internet to share information.