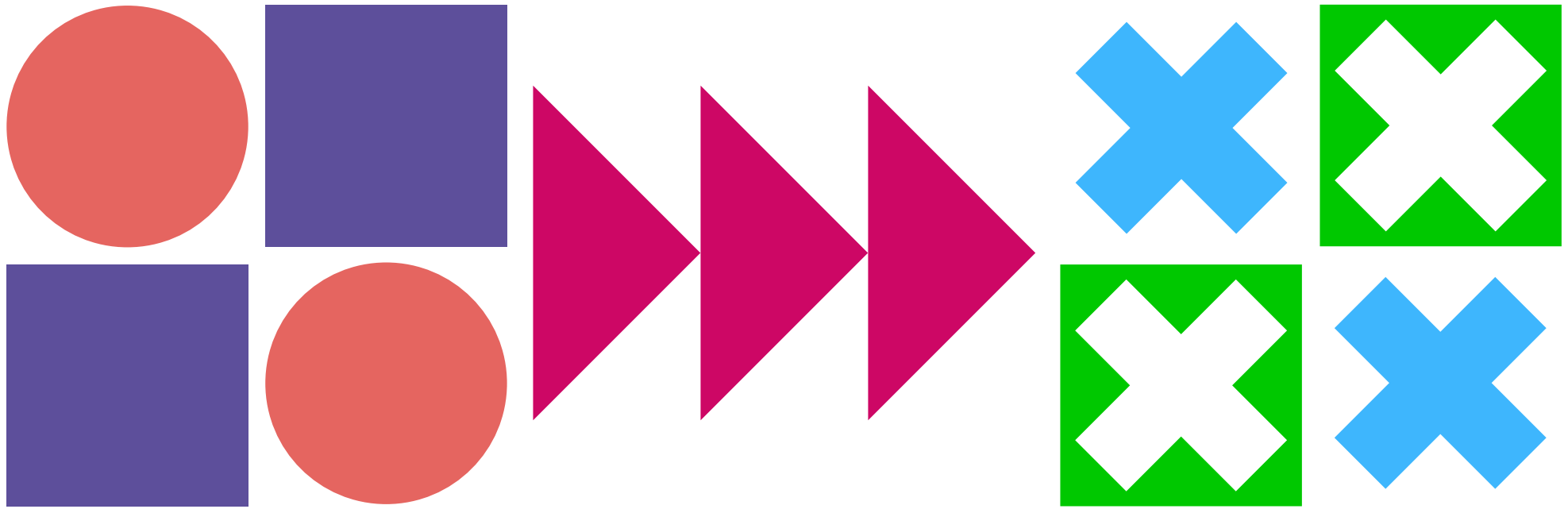


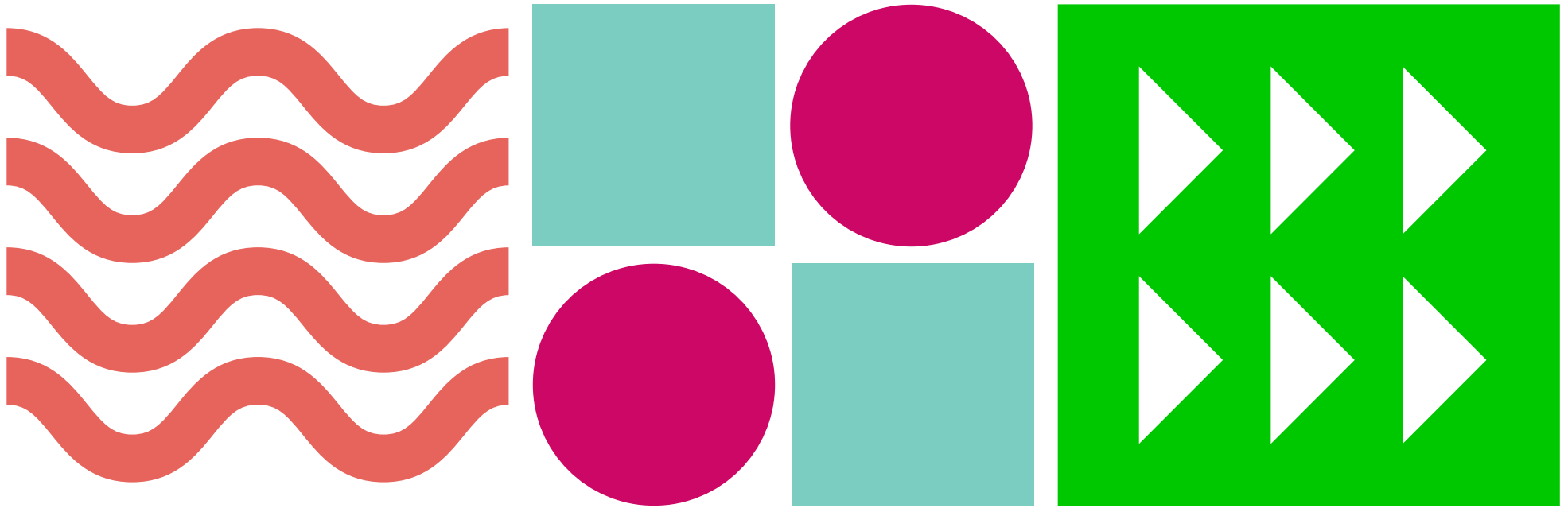
# Algorithm

A set of step-by-step instructions.



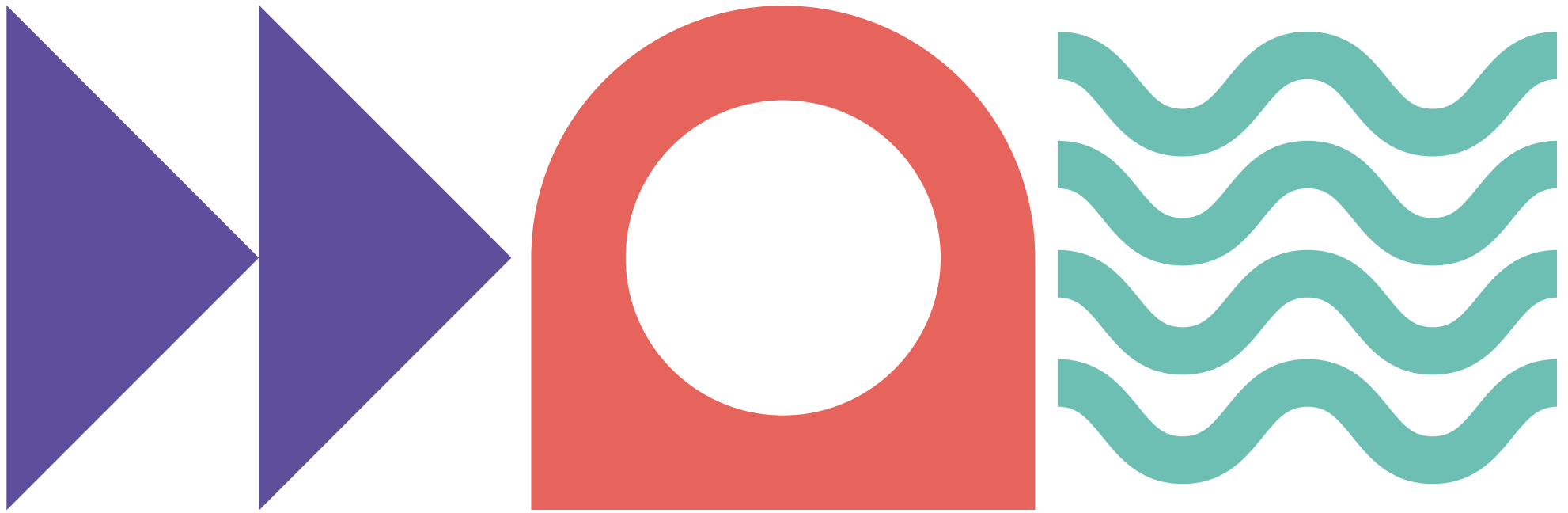
# Code

Instructions written in a way that a computer can understand.



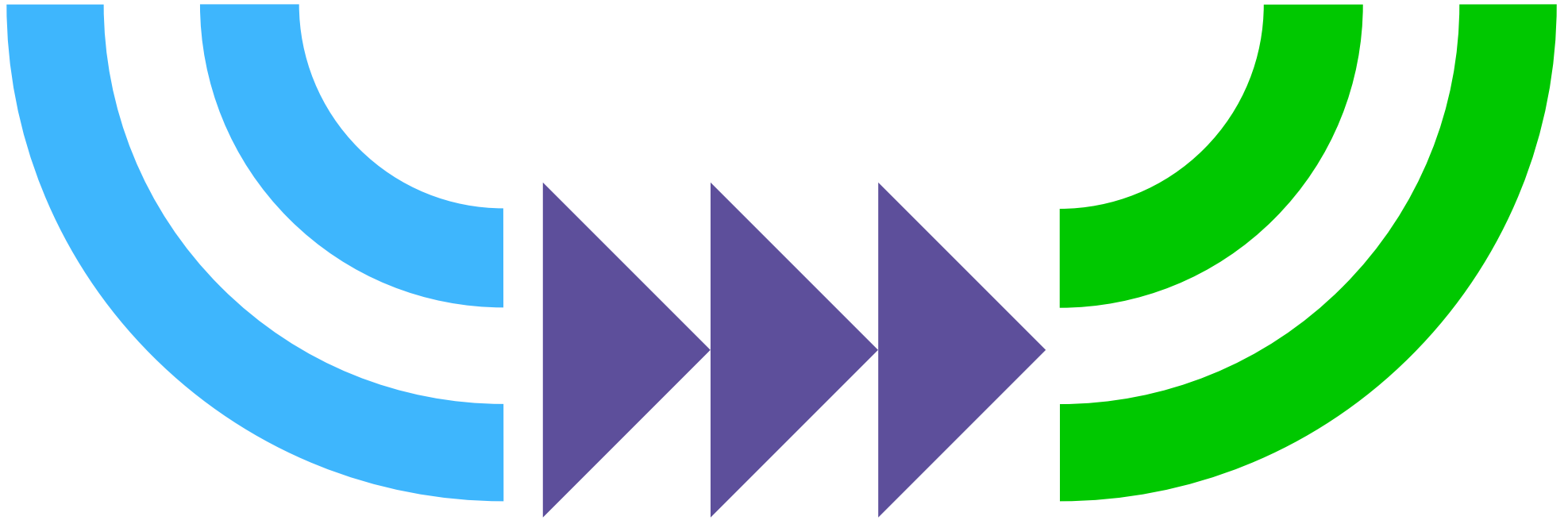
# Debugging

Finding and fixing problems or errors with code.



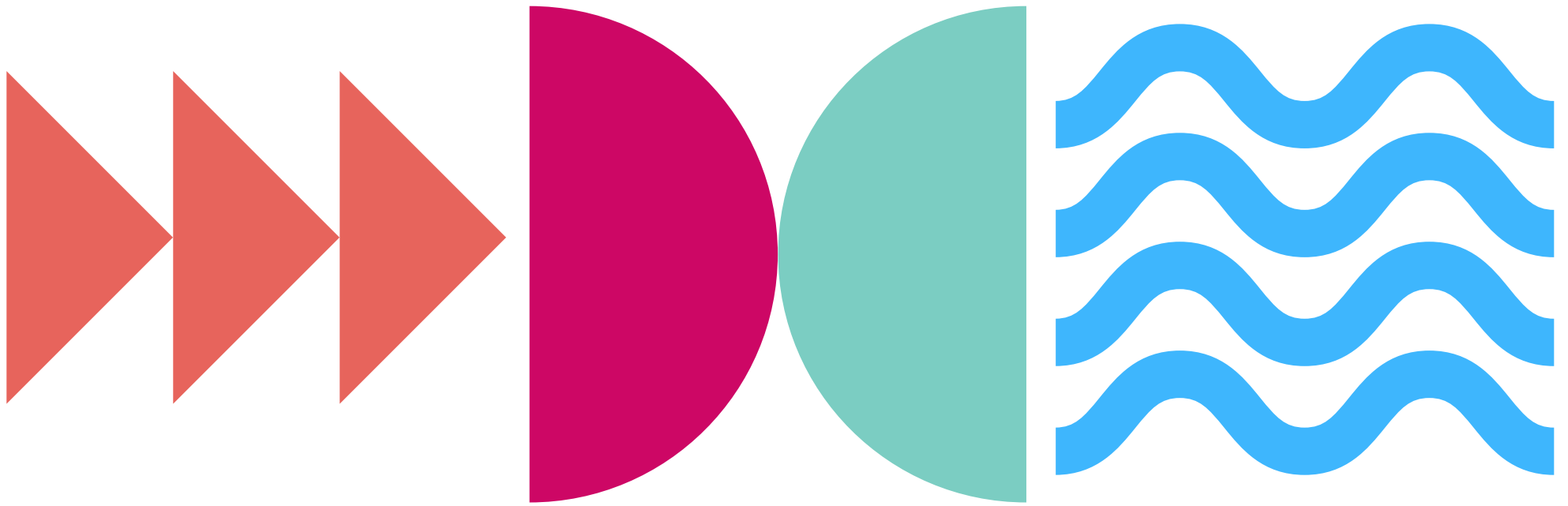
# Input

Data sent to a computer for processing, such as button presses and sensor reading.



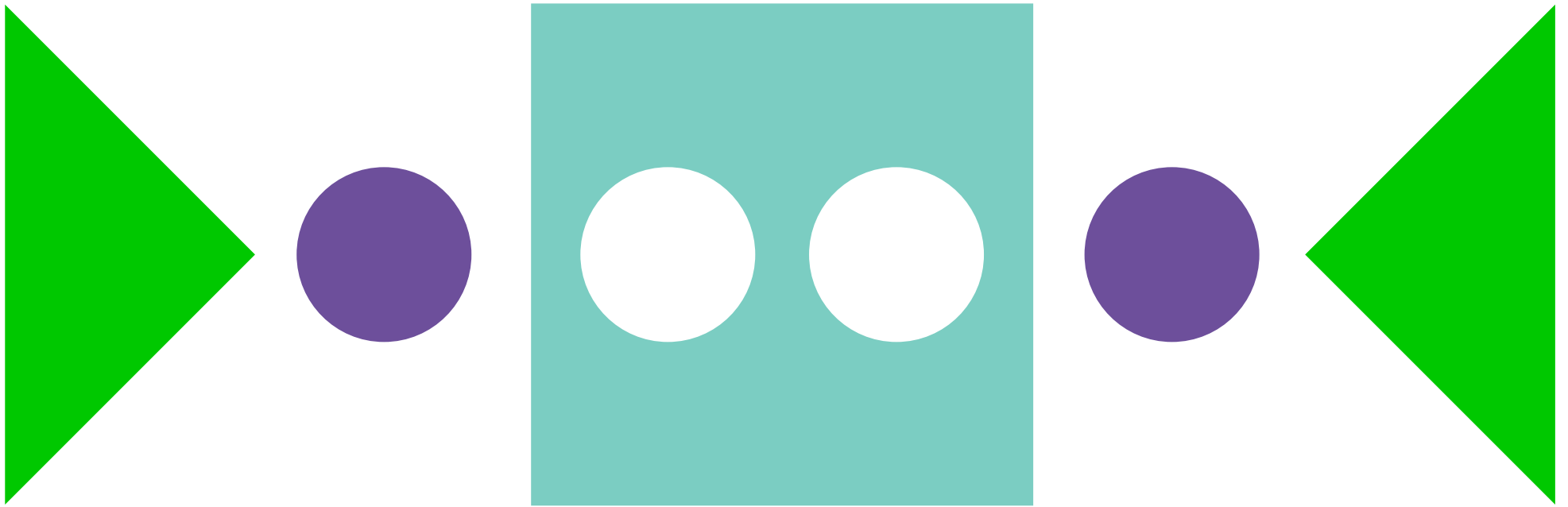
# Loops

Allow you to repeat sets of instructions without having to write them out multiple times.



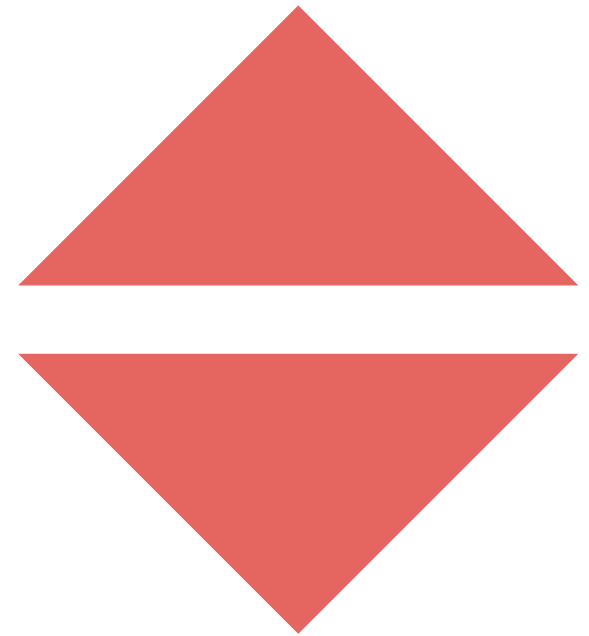
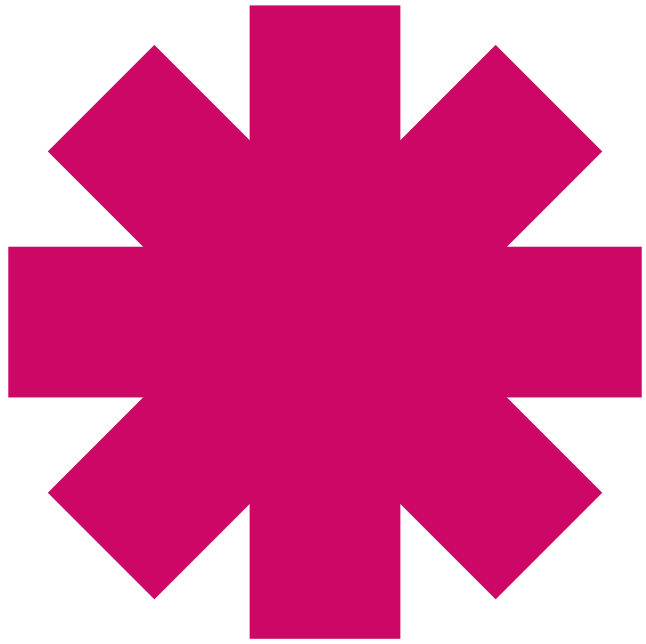
# Output

Data sent from a computer, such as information shown on the LED display.



# Selection

Making different things happen based on different conditions.



# Variable

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