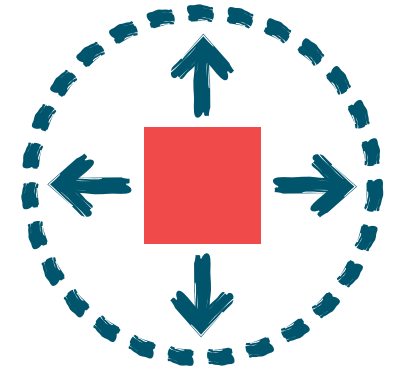


Programming

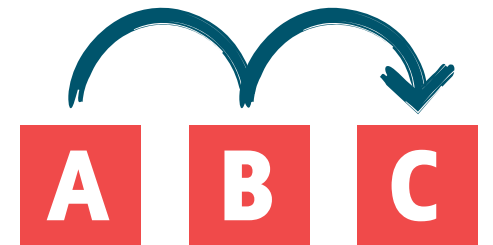
Programming is designing and writing instructions for a computer in a language it understands.



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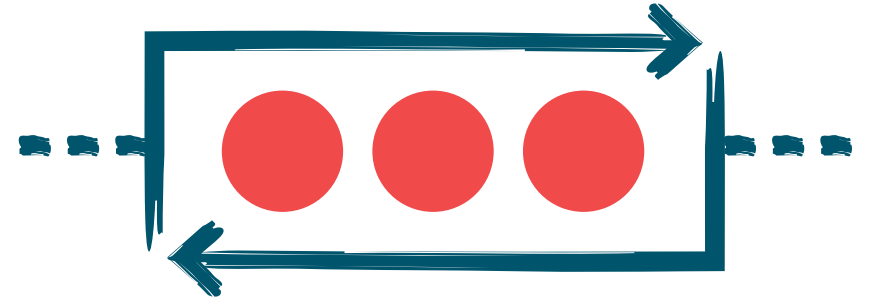
Sequence

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



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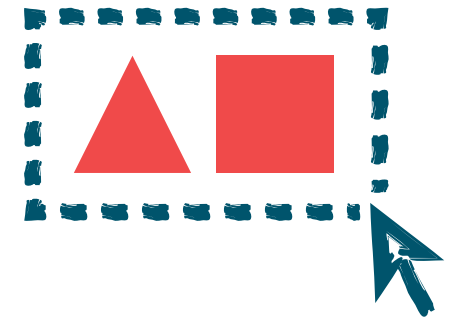
Repetition



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



Selection

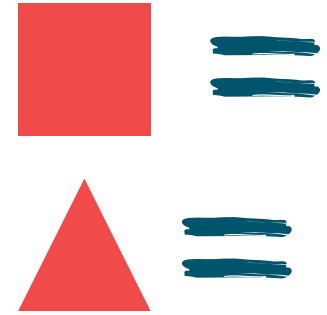


Selection is when a computer executes instructions if a particular condition is met or not.



Variables

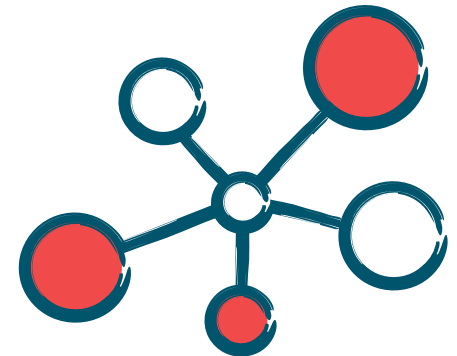
A variable stores a piece of information in the computer's memory while a program is running so it can be retrieved later.



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Computer Networks

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



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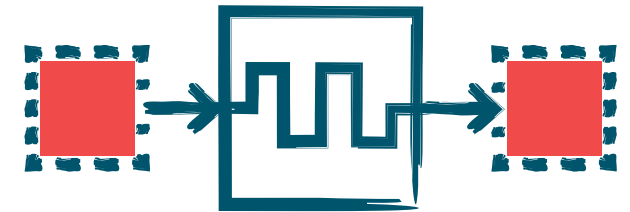
Internet Services



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

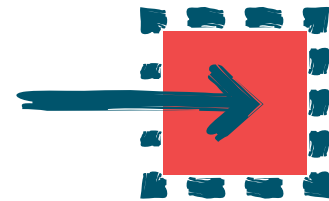
Control means writing instructions that control physical systems, such as sensors and motors.



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Inputs

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



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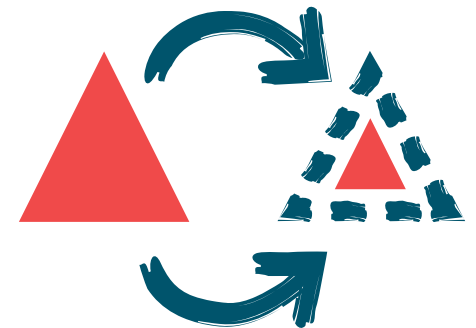
Outputs



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



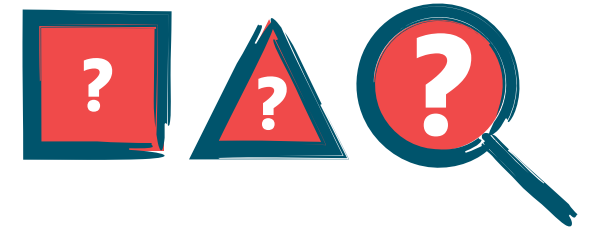
Simulation



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



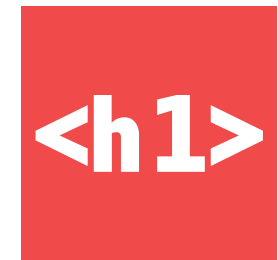
Search Technologies



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.

