**Computer Science 1**

**Vocabulary List 1**

1. **Header File** – an existing C++ file that provides data and function declarations to clients
2. **Function** - a group of statements that is given a name and can be called at some other point of the program
3. **Comments** – non-executable statements used to make a program more readable
4. **Primitive Data Types** – also known as built-in data types: *int, double, char, bool*
5. **Literal value** – an element that evaluates to itself and is not contained within a variable

Ex) cout << “house” << endl; // “house” is a literal constant

1. **Floating Point Number** – A number that includes a decimal value OR a number written in scientific notation to account for very large or very small values
2. **Operand** – a quantity or variable on which the operation is to be done
3. **Binary Operator** – an operator that operates on two operands
4. **Unary Operator** – an operator that operates on a single operand
5. **Precedence** – priority in importance, order, or rank
6. **Assignment Statement** – stores a new value in a variable
7. **Syntax** – the formal rules governing construction of valid statements in a programming language
8. **Cast** – converting a value of one type to a value of a different type
9. **Syntax Error** – an error that results from the violation of a programming language’s syntax
10. **Run-time error** – An error detected during the execution of the program

Ex)Attempting to divide by 0 at some point in a program

1. **Logical Error** – An error such that the program runs but unexpected results are produced
2. **Bug** – a programming error
3. **Debugging** - the process of eliminating “bugs” or errors from a program
4. **Scope** – where a variable can be used within a program