Abstraction	Simplifying things; identifying what is important without worrying too much about the detail. Abstraction allows us to manage complexity
Conditional Loop	Condition-controlled loops are also called WHILE loops or WHILE-END WHILE statements. A WHILE loop code is repeated based on a certain condition. The condition are either 'true' or 'false'. The WHILE loop executes while a condition is true
Debugging	Errors in algorithms and code are called 'bugs', and the process of finding and fixing these is called debugging
Decomposing/Decomposition	Breaking problems or systems down into smaller, more manageable parts making it easier to manage complexity
Fixed (count controlled) Loop	A loop that is set to run a set number of times
Input	Data transferred from the outside world into a computer system via some kind of input device such as a keyboard, scanner or storage device
Loop	A block of code repeated automatically under the program's control
Output	The data actively transmitted from within the computer to an external device such as a monitor, storage device or printer
Predict	To make known in advance
Process	An instance of a computer program that is being run
Selection	A programming construct in which one section of code or another is executed depending on whether a particular condition is met
Sequence	Arrange things in a particular order (computer programs are built up of sequences of instructions)