

**Key Words:**

<b>Global Variable</b>	A variable with global scope meaning that it is visible throughout the program.	<b>Real</b>	A number with a fractional part such as 34.456, -9.2, 4.10.	<b>String</b>	Zero or more characters. A string can be null (empty) just one character or many characters.
<b>Local Variable</b>	A variable with local scope meaning that it is only visible within the block in which it is declared.	<b>Boolean</b>	A binary variable that can have one of two possible values, 0 (false) or 1 (true).	<b>Concatenation</b>	Joining together, this can be multiple strings or variables.
<b>Testing: Erroneous</b>	The program is provided with data that is outside its limits of performance. These tests try to break the application and to investigate if things occur when they shouldn't and vice versa.	<b>Trace Table</b>	A technique used to test algorithms; they are used to make sure that no logic errors occur whilst the algorithm is being processed.	<b>Subroutine</b>	Is a named, self-contained section of code that performs a specific task, It may return one or more values but doesn't have to.
=	Equal to	*	Multiplication	+	Addition
≠	Not equal to	≥	Greater than or equal to	/	Division
-	Subtraction	≤	Less than or equal to	<b>Integer</b>	A whole number, such as 3, 45
<b>Testing: Typical</b>	Using data that the program would accept and process under normal conditions	<b>Testing: Boundary</b>	The program is provided with data that is within the operating range but at its limits of performance	<b>Data Type</b>	Defines the type of data that is allowed to be stored in a variable, constant or array.
<b>Sequence</b>	A sequence is a set of steps taken in order, one thing following another	<b>Module</b>	A section of code that forms part of an overall program.	<b>Logical Operators</b>	AND, OR, NOT
<b>Breakpoints</b>	Can be manually inserted into code by the tester in order to halt the execution of the program at specific points to inspect the values of variables	<b>Watch</b>	Usually in the format of a table and display of the values of specified fields and variables relative to the particular line the debugger is currently on.	<b>Steps</b>	Once the program is paused, the debugger allows the tester to continue the execution of the program one line at a time, effectively stepping through the program.
<b>Validation</b>	An automatic check performed by a computer to ensure that entered data is sensible/feasible.	<b>Verification</b>	Double checks that data has been entered correctly, data is entered twice and then compared, if they are different the user is prompted to enter again	<b>Character</b>	A single character, where a character can be any letter, digit, punctuation mark or symbol that can be typed.
<b>Syntax Error</b>	An error in the rules of the language. The program will not compile with syntax errors present.	<b>Runtime Error</b>	Is an error that occurs while the program is running.	<b>Logic Error</b>	The program will compile and run but the results are not what was expected e.g. the program adds 1+1 and outputs 3.