Glossary terms from module 1

Terms and definitions from Course 7, Module 1

Automation: The use of technology to reduce human and manual effort to perform common and repetitive tasks

Boolean data: Data that can only be one of two values: either *True* or *False*

Command-line interface: A text-based user interface that uses commands to interact with the computer

Comment: A note programmers make about the intention behind their code

Conditional statement: A statement that evaluates code to determine if it meets a specified set of conditions

Data type: A category for a particular type of data item

Dictionary data: Data that consists of one or more key-value pairs

Float data: Data consisting of a number with a decimal point

Integer data: Data consisting of a number that does not include a decimal point

Integrated development environment (IDE): A software application for writing code that provides editing assistance and error correction tools

Interpreter: A computer program that translates Python code into runnable instructions line by line

Iterative statement: Code that repeatedly executes a set of instructions

List data: Data structure that consists of a collection of data in sequential form

Loop variable: A variable that is used to control the iterations of a loop

Notebook: An online interface for writing, storing, and running code

Programming: A process that can be used to create a specific set of instructions for a computer to execute tasks

Set data: Data that consists of an unordered collection of unique values

String data: Data consisting of an ordered sequence of characters

Syntax: The rules that determine what is correctly structured in a computing language

Tuple data: Data structure that consists of a collection of data that cannot be changed

Type error: An error that results from using the wrong data type

Variable: A container that stores data

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