

# Action



A type of command, which is run on an object. It could be used to make an object move.



# Alert



This is a type of output. It shows a pop up of text on the screen.



# Algorithm



A precise step by step set of instructions used to solve a problem or achieve an objective.



# Angle



This refers to the direction an object faces or moves on the screen. You can change this property for a vehicle or animal object.



# Background



This is the part of the program that is behind everything else. It sets the scene for the story or game that you design.



# Block



In programming, this means a group of commands



# Bug



A problem in a computer program that stops it working the way it was designed.



# Button



In 2Code, this object responds only to being clicked. It has no other properties or actions available in code mode.



# Change Variable



A command that you can use when working with number and text variables.



# Character



A type of object,  
something that you  
can see on the screen  
in your program.



# Code Mode



In 2Code, this is  
where you write your  
program.



# Coder



A person who writes  
computer code.



# Collision detection



In 2Code, this  
measures whether 2  
objects have touched  
each other



# Command



A single instruction in  
a computer program.



# Control



These commands  
determine whether or  
not parts of the  
program will run, how  
often and sometimes,  
when.



# Create Variable



This is the command  
you use to create a  
text or number  
variable.



# Debug/ Debugging



Looking for any  
problems in the code,  
fixing and testing  
them.



# Event



Something that  
causes a block of code  
to be run.



# Get Input



This puts the text that a user types into the computer's temporary memory, so the code run can vary depending upon what the user enters.



# If



A conditional command. This tests a statement. If the condition is true then the commands inside the block will be run.



# If/Else



A conditional command. This tests a statement. If the condition is true then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.



# Input



Information going into the computer. Could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device.



# Launch



This command will open another Purple Mash file or an external website that you specify when it is called.



# Object



This is an element in a computer program that can be created and manipulated using the object's actions or properties. In 2Code all the elements on the





# Output



Information that comes out of the computer e.g. sound.



# Print to screen



This is a type of output. It prints text to the screen.



# Programmer



A person who writes computer code.



# Properties



Every object in a program has these. They are details about the object such as its size or its image. Some can be changed in design view and others in the code.



# Repeat



This command can be used to make a block of commands run a set number of times or forever.



# Scale



The size of an object in 2Code measured in percentages.



# Selection



This is a decision command. When selection is used, a program will choose a different outcome depending on a condition, for example; “repeat”; “repeat until”; “if/else”.



# Sequence



This is when a computer program runs commands in order. In 2Code this can also include “repeat” or a timer.



# Simulation



A model that represents a real or imaginary situation. They can be used to explore options and to test predictions.



# Sound



This is a type of output that makes a noise.



# Speed



A property of some objects such as vehicles. It controls an aspect of movement.



# Stop



A command that will stop a character from moving.



# Timer



Use this command to run a block of commands after a timed delay or at regular intervals.



# Variable



This is used in programming to keep track of things that can change while a program is running.



# When clicked



An event command. It makes code run when you click on something.



# When key



An event command.  
It makes code run  
when you press the  
specified key on the  
keyboard.



# When swiped



An event command. It  
makes code run when  
you swipe in the  
specified direction.

