iGCSE Computer Science – Unit 1	English Name:	Class:
Worksheet: Vocabulary – Unit 1: Ala	gorithms	©2024 Chris Nielsen – www.nielsenedu.com

1. Copy each vocabulary word repeatedly into the boxes to the right of it, then copy the definition of each vocabulary word in the box(es) below it. Make sure you understand the definition. You can also write Chinese characters that will help you remember the meaning.

a.	unambiguous					
	clear and precise	clear and precise with only one possible interpretation				
b.	sequence					
	an ordered set of i	instructions		1		
c.	algorithm					
	an unambiguous s	sequence of steps to solve a p	roblem or perform a task			
d.	accurate					
	producing the cor	rect outcome with no errors				
e.	consistent					
	producing the sam	ne outcome from the same in	put			
f.	efficient					
	achieving the outcome using minimal resources (time, electricity, etc.)					
g.	prompt					
	a message to the u	 iser requesting input				
h.	variable					
	a memory location	n to store a value that may ch	ange while the program is runn	ing		

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constant					
a memory locat	ion that stores an unc	hangeable value			
identifier					
a name used to	refer to a variable, co	onstant, method, or other eler	nent in a program		
flowchart					
a diagrammatic	representation of an	algorithm			
pseudocode					
a structured, co	de-like, high-level de	scription of an algorithm			
structured					
organized in a l	ogical, clear manner				
construct					
a smaller part u	sed as a building bloc	ck			
selection					
a construct that	a <i>construct</i> that allows a choice between alternatives				
iteration					
a selection cons	struct that repeats a se	et of instructions ("loops") u	ntil a condition is met		

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condition				
something that m	ust happen before	e something else can happ	en	
decomposition				
breaking down a	complex problem	n into smaller, more manag	geable parts	
		1		
abstraction				
hiding complexity by focusing on the essential features of a problem				
7.				
ascending				
arranged in increasing order, from smallest to largest				
dascandina				
uescenuing				
arranged in decre	asing order, from	largest to smallest		

- classmates'. The grade points for each is given in parentheses.
- Give an example of something that is *ambiguous*. a.

(1)

(1)

<< Student answers will vary.>>

- Give an example of something that is *unambiguous*. b. <<Student answers will vary.>>
- You have used *variables* in your algorithms. List <u>two</u> ways that you have used variables. (2) c. *Example:* We have used variables to store user input and as loop counters. Other possibilities: store an array of values, store the results of a calculation, etc.

 d. You have used *conditions* in your algorithms. Which flowchart block requires a *condition*, and list three pseudocode keywords that require a *condition*. (3)
<u>The flowchart decision block requires a condition</u>. The pseudocode keywords that require a condition are:

IF (IF..ELSE), REPEAT, WHILE

3. Draw each flowchart symbol and describe how it is used. Marks for neatness.

	Symbol Name	Symbol	Usage
a.	start	START	indicates the beginning of the algorithm
b.	end	END	indicates the termination of the algorithm
c.	process		indicates a calculation or task to be carried out
d.	subprocess		hides the details of a part of the algorithm in a different flowchart
e.	decision	$\bigcirc$	indicates a choice to be made
f.	input		indicates an input to the algorithm
g.	output		indicates an output from the algorithm

4. There are the three points to consider when deciding whether an algorithm is successful or not. Please give the three vocabulary words that summarize these three points and write the definition. (The answer is both in the textbook and in the lecture slides).

a.	accurate	producing the correct outcome with no errors
b.	consistent	producing the same outcome from the same input
c.	efficient	achieving the outcome using minimal resources
		(time, electricity, etc.)

5. List the three algorithm *constructs* mentioned in your textbook.