

AP CSP Unit 1 Vocabulary By Mission / Assignment

Mission 1 and Mission 2 – Welcome & Introducing CodeX	
bug	When your program doesn't do what you intended it to do
debugging	the process of understanding what the computer is actually doing and then changing the code to do what you want it to do
CPU	Central Processing Unit or the brain of the computer
peripheral	A device that interacts with the CPU (common peripherals are LED lights, display screen, buttons, mouse, keyboard, and printer)
Mission 3 – Light Show	
RGB	Red, Green, Blue; the colors that make up a single pixel on the screen
sequential	Executing code line by line, one after another, in order
literal	a specific value, like 1 or "hello"
variable	a name you assign to some data that you use in code instead of the literal, or actual values
assign	Bind a name to a value; give a variable a value
Defining Functions Lesson	
Abstraction	the process of taking away or removing characteristics from something in order to reduce it to a set of essential characteristics
Function	a named set of instructions that accomplishes a task
RGB Colors	
Tuple	A read-only list. With RGB colors, a tuple is a triplet of numbers representing the values of red, green and blue light.
Mission 4 – Display Games	
argument	Passing data to functions (information a function uses to complete its task)
integer	A whole number that can be positive, negative or zero
string	A sequence of characters, like words or sentences
Conversion function	a built-in function that converts a value to a different (and specific) data type
branching	Decision points in code; a condition
selection	Decision points in code; a condition – this isn't in the documentation but is used in AP CSP
boolean	True or False data type (values that can be True or False)
indentation	Structuring blocks of code in Python; statements ending with a colon (:) execute the block of code indented four spaces beneath it
Procedural abstraction	A technique that breaks down complex tasks into smaller, more manageable procedures

Mission 5 – Micro Musician

readability	Making code easy to understand for humans.
comments	Notes in code that are ignored by the computer but can explain what the code does These vocab words are not specifically in the Mission instructions, but are included in the warm-up and can be added either in warm-up or wrap-up. Should be covered for the AP exam
analog	Smooth and continuous signals that represent a quantity, like sound waves
digital	A numerical representation of an analog signal, represented in increments