

Unit 1: Introduction to Coding

Name: _____ Class: _____ Date: _____

Lesson 1: What is Coding?

1. Define each of the following terms:

a) Binary code:

b) Program/Code:

c) Coding:

2. What does HTML stand for, and how is it used?

3. Why is Python so well-known?

4. Describe Javascript.

5. Describe C++.

Lesson 2: Careers in Coding

1. What is a video game developer?

2. What degree is useful, but not necessarily required, for a game developer?

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3. What are the two types of web developers, and what do they do?

4. What degree is useful, but not necessarily required, for a web developer?

5. What job does an ethical hacker perform?

6. What qualifications does an ethical hacker need to secure a job?

7. What is the role of a software quality assurance engineer?

8. Why should a software QA engineer know code?

9. What are the top five skills you need to be successful in coding?

Lesson 3: The Secret Life of Code

1. Define each of the following terms:

a) Decomposition:

b) Algorithm:

c) Sequence:

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d) Flexible sequencing:

2. What is the purpose of an algorithm?

3. What is the difference between a program and an algorithm?

4. How does a computer read a sequence?

5. Why is understanding sequence versus flexible sequence important?

6. List two features of low-level code.

7. List two features of high-level code versus low-level code.

8. What happens when code is compiled?

9. What happens when code is interpreted?

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10. Define the three types of errors in coding.
