









Inventing a product

Adapt	To adjust something or someone, in order to improve a situation or a purpose, to become more effective.
Advertisement	Used to promote or announce something to the public through videos, voice or images broadcast on television and radio. 
Algorithm	A sequence of instructions which, when followed, solve a problem.
Bug	A mistake or error in the code, stopping the program from working as intended.
CAD	Computer-aided design software used to create graphics, diagrams or other visuals.
Computer code	A set of instructions written in programming language, to tell a computer what to do.
Code (verb)	To write in programming language (code).
Design	To make, draw or write plans for something. 
Edit	To change and amend something.
Electronic components	The parts that make up an electrical device or product with processing capabilities. 
Image rights	The picture or image belongs to someone or a company. 
Image	A picture of people or objects.
Input	Information sent to a computer by an input device such as a keyboard or mouse for processing.

Information	Knowledge which can be remembered, written in documents or stored in different forms as data, such as in video files and audio recordings. 
Invention	A new device or process that solves a problem.
Loop	A repeated sequence of instructions. 
Output	Information or data that is sent by the computer to an output device such as a printer or speakers.
Photo	Images that are taken by a device called a camera. 
Program	A series of code that instructs the computer to perform specific tasks.
Repetition (code)	To create loops in your program, to make it more efficient.
Screenshot	A captured image of what is currently on the screen or monitor.
Selection (programming)	Where an algorithm or program branches off. It allows the computer to change what it does, depending on the information received.
Sequence	A set order or pattern for something to follow. 
Variable	This could be a number or text, that can change each time the program is run and often in combination with selection to change the end result of the program.
WWW	The acronym used to express the 'World Wide Web'. It is found at the beginning of website addresses e.g. www.kapowprimary.com