action. How an object reacts to input or interacts with other objects.

algorithm. Computer script that performs the steps needed to solve a problem.

attribute. Characteristic associated with an object.

class variable. Umbrella device that contains a nonspecific type of item and on which operations can be performed.

collision. Occurs when one game object touches another game object.

comment. Used within the code itself to identify and explain what a line or piece of code is supposed to do.

compatible. When things or people work well together.

compiler. Translates, or compiles, the program into machine code.

data structures. Way of storing and organizing data.

decelerate. Slow down.

declared. Item is given a name and a function in the program being written.

elegant. Describes an algorithm that is the simplest, smallest, and most efficient computer code to perform the needed function.

event. Change in a computer program.

float. Floating decimal point that must be accounted for in any decimal computation.

flowchart. Chart with different text box shapes and connectors to add visual detail to a decision process.

global. Subroutine or variable that occurs throughout the program being written.

high-level computer language. Contains words and symbols that are similar to those found in everyday spoken and written language.

Hungarian notation. Name of a variable starts with lowercase letters that indicate what type of variable it is.

instance variable. Describes a single type of item.

integer. Positive and negative real whole number.

interactivity. How one object behaves when it encounters another object.

intercalating. Process of indenting all lines that are part of a block of one code.

local. Subroutine or variable that does not have persistence outside of the module in which it was declared.

logic statement. Consists of a possible condition and subsequent actions; using these seven common operators: IF, THEN, AND, OR, NOT, NOR, ELSE.

low-level computer language. Abstract and does not contain words and symbols similar to everyday spoken and written languages.

machine language. Instruction set that is interpreted by the computer's central processing unit (CPU); also called *machine code*.

methods. Actions or verbs used in syntax.

modules. Separate units of programming that perform one function and contain all of the information needed to execute that function.

object. In programming, a definition subroutine; defined by attributes and properties.

one bit. Smallest unit of measure of information in computer science; one byte is eight bits.

physics. Science field involving the study of matter and motion.

pseudo code. Similar to, but not actual computer code.

Ruby. General purpose, object-oriented language.

sequence. Predetermined order or steps a computer program will follow.

steps. In programming, refers to how many iterations occur per second.

string. Series of letters, numbers, or punctuation.

structure. Syntax and logic form of the programming language.

syntax. How words are arranged into phrases and sentences; also, programming words and symbols and their arrangement.

variable. Small information-storage containers.

vector. Direction of force.