

Comparison Operators	
Operator	Meaning
==	Is equal to
>	Is greater than
<	Is less than
<> or !=	Is not equal to
>=	Greater than or equal to
<=	Less than or equal to

Data Types and Operations
<ul style="list-style-type: none"> - Integer e.g. 23 - Real e.g. 23.7 - Character e.g. A or 5 - String e.g. A546TH - Boolean e.g. TRUE or FALSE.
<ul style="list-style-type: none"> - Operations - ADD + - SUBTRACT - - DIVIDE / - MULTIPLY * - MOD - DIV - EXPONENTIATION **

Translators & Facilities of Language
<p>Low level languages:</p> <ul style="list-style-type: none"> - Machine language <ul style="list-style-type: none"> - Op-code & Operand - Assembly language <ul style="list-style-type: none"> - Mnemonics <p>High level languages:</p> <ul style="list-style-type: none"> - Closer to human language <ol style="list-style-type: none"> 1. Assembler 2. Compiler 3. Interpreter <p>Integrated development environment (IDE)</p> <ul style="list-style-type: none"> - Source code editor. - Error debugger. - Run time environment. - Translator (compiler or interpreter). - Automation tools

Robust Programs
<ul style="list-style-type: none"> - Defensive design considerations: <ul style="list-style-type: none"> - Input validation - Planning for contingencies - Anticipating misuse - Authentication - Maintainability: <ul style="list-style-type: none"> - Comments & Indentation - Types of testing <ul style="list-style-type: none"> - Iterative - Final / terminal - Logical errors, syntax errors, and runtime errors

Key Vocabulary		
1	Variable	A named value which can be changed as the program is running.
2	Constant	A named value which cannot be altered as the program is running.
3	Syntax	The arrangement of words and phrases
4	Boolean	A way of defining 1 or 0. Sometimes used as a way of defining algebraic notation

