Define

- **Boolean** – denoting a system of algebraic notation used to represent logical propositions, especially in computing and electronics; data type that has one of two values: true or false

- **Strings** – is a sequence of characters or text in programming; immutable

- **Lists** – comma-separated sequence enclosed within square brackets; mutable

- **Variable** – what a value can be assigned to, like x; doesn’t exist until it’s assigned

- **Function** – a type of procedure or routine that returns a value

- **Method** – similar to a function but is internal to part of a class; used exclusively in object-oriented programming

- **Algorithm** – step by step procedure which defines a set of instructions to be executed in a certain order to get the desired output

- **Parameter(s)** – given to a function or method call; inside parentheses

- **Mutable** – can be changed after it is created

- **Immutable** – object can’t be changed

Provide Examples

- **Data Type** – numbers, Boolean, strings, lists
• Operator – addition (+), subtraction (-), multiplication (*), division (/), integer divide (//), remainder (%)

• Comparison Operator – less than (<), greater than (>, less than or equal to (<=), greater than or equal to (>=), equal to (==), not equal to (!=)

• Boolean Literal – True False

• Expression – and, or, not

• Statement – if, else, elif

• String – ‘dog’ ‘cat’ ‘2.5’

• Integer – 99 4 32

• Float – 3.14 2.5 6.0045

• Function – len( ), max( ), min( )

• String Method – upper( ), lower( ), capitalize( ), strip( ), find( ), split( ), join( )

• List Method – ls.append, ls.count, ls.index, ls.pop, ls.remove, ls.reverse, ls.sort

• Execution Control Structure – evaluates to either true or false

• Conditional Control Structure – one-armed and two-armed statements (if then statements)

• Iteration Control Structure – looping structures (calculating gross pay for employees, same method used for each employee)