

A type of command, which is run on an object. It could be used to make an object move.



Action

This is a type of output. It shows a pop up of text on the screen.



Alert

A precise step by step set of instructions used to solve a problem or achieve an objective.



Algorithm

This refers to the direction an object faces or moves on the screen. You can change this property for a vehicle or animal object.

mash



Angle

Part of the program design that displays behind the objects. It sets the scene for the program.



Background

In programming, this means a group of commands.



Block

A problem in a computer program that stops it working the way it was designed.



Bug

In 2Code, this object responds only to being clicked. It has no other properties or actions available in code mode.



Button

A command that you can use when working with number and text variables.



Change
Variable

A type of object, something that you can see on the screen in your program.



Character

In 2Code, this is where you write your program.



Code Mode

A person who writes
computer code.



Coder

In 2Code, this measures whether 2 objects have touched each other



Collision
detection

A single instruction in a
computer program.



Command

These commands determine whether or not parts of the program will run, how often and sometimes, when.



Control

This is the command you use to create a text or number variable.



Create
Variable

Looking for any
problems in the code, fixing
and testing them.



Debug/
Debugging

Something that causes a block of code to be run.



Event

This puts the text that a user types into the computer's temporary memory, so the code run can vary depending upon what the user enters.



Get Input

A conditional command. This tests a statement. If the condition is true then the commands inside the block will be run.



If

A conditional command. This tests a statement. If the condition is true then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.



if/else

Information going into the computer.
Could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device.



Input

This command will open another Purple Mash file or an external website that you specify when it is called.



Launch

An object is an element in a computer program that can be created and manipulated using the object's actions or properties. In 2Code all the elements on the screen are objects.



Object

Information that comes out
of the computer e.g. sound.



Output

This is a type of output. It prints text to the screen.



Print to
screen

A person who writes
computer code.



Programmer

Every object in a program has these. They are details about the object such as its size or its image. Some can be changed in design view and others in the code.



Properties

This command can be used to make a block of commands run a set number of times or forever.



Repeat

In 2Code this command will repeat a block of commands until a condition is met.



Repeat until

The size of an object in
2Code measured in
percentages.



Scale

Using this in your programming means that different code will run dependent upon the outcome of a conditional command. Examples of conditionals are “repeat until” and “if/else”.



Selection

This is when a computer program runs commands in order. In 2Code this can also include “repeat” or a timer.



Sequence

This is a model that represents a real or imaginary situation. They can be used to explore options and to test predictions.



Simulation

This is a type of output that makes a noise.



Sound

A property of some objects such as vehicles. It controls an aspect of movement.



speed

A command that will stop a character from moving.



Stop

Use this command to run a block of commands after a timed delay or at regular intervals.



Timer

This is used in programming to keep track of things that can change while a program is running.



Variable

An event command. It makes code run when you click on something.



When
clicked

An event command. It makes code run when you press the specified key on the keyboard.



When key

An event command. It makes code run when you swipe in the specified direction.



When swiped

