

Words are placed backwards, forward, diagonally, up and down. Clues listed below can help you find the words. Circle the hidden vocabulary words in the maze.

I	N	H	E	R	I	T	A	N	C	E	P	F	G	M	C	R
B	G	N	I	T	S	E	T	A	H	P	L	A	N	A	O	O
G	O	K	Z	K	Q	V	D	R	B	J	S	J	I	C	M	B
W	D	U	N	V	R	E	N	J	P	M	Q	W	G	H	P	U
V	X	S	N	Z	N	N	N	J	H	K	H	C	G	I	I	S
V	S	Z	L	D	T	T	B	T	M	C	P	J	U	N	L	T
H	B	L	L	D	A	D	I	R	F	M	Q	Q	B	E	E	Y
H	F	I	T	F	O	R	P	U	R	P	O	S	E	C	R	S
L	M	S	Q	S	O	I	Y	T	H	Q	Z	M	D	O	H	I
K	J	L	W	G	V	V	A	T	K	L	T	V	Y	D	T	E
C	D	L	L	D	P	E	T	N	E	I	L	C	R	E	L	Y
A	O	A	D	R	M	N	A	X	K	S	T	R	R	B	R	Z
B	C	T	F	Y	K	W	D	X	Z	T	T	A	A	F	X	S
D	Q	W	S	R	N	J	T	D	G	Z	T	I	V	D	W	N
E	Q	P	L	U	N	D	S	K	L	I	L	F	N	P	S	W
E	H	T	C	N	D	G	E	C	V	E	R	D	R	G	S	D
F	P	A	R	A	M	E	T	E	R	J	N	C	N	C	L	X

A detailed sequence of steps which, when followed, will accomplish a task. (9)

A looping system where information is fed back in to a computer system. (8)

A pen and paper exercise to debug a program. (6)

A program is reliable if it runs well and is never brought to a halt by a design flaw. (8)

A program is robust if it can cope with problems that come from outside and are not of its own making. (6)

A program that translates a complete high level language program into an independent machine code program. (8)

A system that responds to an external event such as mouse click or a key press. (11)

An argument of a procedure or function that represents a local variable. (9)

An iterative process is one that incorporates feedback and involves an element of repetition. (9)

Commercial Off The Shelf software. (4)

Data that is used to test whether software works properly and that it is reliable and robust. (8)

Native computer code that can be understood without translation. (11)

Rapid Application Development. (3)

Running a program with test data that represents the extreme upper and lower values. (15)

Testing of software within the development organisation. (12)

The detection, location and removal of errors in a program. (9)

The finished program runs to specification and is robust and reliable. (13)

The person or group that initiates the development process by specifying a problem. (6)

The sharing of characteristics between a class of object and a newly created sub class. (11)