



Across

1. An argument of a procedure or function that represents a local variable.
5. A looping system where information is fed back in to a computer system.
8. A library includes code for standard algorithms that can be re-used by programmers.
11. A program that translates a complete high level language program into an independent machine code program.
13. Commercial Off The Shelf software.
14. The detection, location and removal of errors in a program.
15. The finished program runs to specification and is robust and reliable.

Down

1. A notation combining natural language and code used to represent the detailed logic of a program.

2. Rapid Application Development.

3. A program is reliable if it runs well and is never brought to a halt by a design flaw.
4. Design approach of sectioning a large and complex system into smaller and more easily manageable components.
6. The person or group that initiates the development process by specifying a problem.
7. A pen and paper exercise to debug a program.
8. Native computer code that can be understood without translation.
9. A contract set up between client and development team.
10. An iterative process is one that incorporates feedback and involves an element of repetition.
12. A program is robust if it can cope with problems that come from outside and are not of its own making.