

Change the order of the letters to find the original word.

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|---|------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| H | = 1. HLHAUGELGLNV-E GEAI | They use commands and instructions based on English words or phrases. |
| O | = 2. EANLERGJBETDOGOA-TIUECN | An object-oriented computer language like Java that uses objects rather than actions and data rather than logic. |
| E | = 3. LECTXUE EBDCOEA | Independent machine code that can be run without translation. |
| D | = 4. ADNOADILELMGT | A process used in object oriented languages that identifies objects, how they relate to one another. |
| C | = 5. RIICTNCNEA EVAREOMCETN | Correction of previously undetected errors during development apparent after installation of the software. |
| L | = 6. EA O CTRLGNTLC | A contract set up between client and development team. |
| A | = 7. RIOLTAGHM | A detailed sequence of steps which, when followed, will accomplish a task. |
| D | = 8. UDRNYR | A pen and paper exercise to debug a program. |
| T | = 9. SDEAATTT | Data that is used to test whether software works properly and that it is reliable and robust. |
| I | =10. AETNYTAROMCERLIMNN | The use of comments within source code to describe what it does. |
| P | =11. RATAMEREP | An argument of a procedure or function that represents a local variable. |
| R | =12. SURTBO | A program is robust if it can cope with problems that come from outside and are not of its own making. |
| S | =13. E FVMORSEOPEATC PWSLDETOSRNE | A series of stages involving defined methods to produce a software project according to an initial specification. |
| P | =14. AERA GPUANCOLGDULRE | Also known as imperative languages because the programs follow a sequence of steps until they terminate. |
| J | =15. DOATR TMKNCSRECUOIGPJGARRNMSU | A diagrammatic design method for small programs that focuses on sequence, selection and iteration. |