Glossary of terms used for externally-assessed units

The following table shows the key terms that will be used consistently by Pearson in our assessments to ensure learners are rewarded for demonstrating the necessary skills. Please note: the list below will not necessarily be used in every paper/session and is provided for guidance only.

Command word	
Analyse	Learners examine in detail, a scenario or problem to discover its meaning or essential features. Learners will break down the problem into its parts and show how they interrelate. There is no requirement for any conclusion.
Annotation	A term used in computer programming to refer to documentation and comments that may be found on code logic. For those who will use the code or modify the code at a later date, it can provide a rationale behind the logic or an explanation of how the logic accomplishes its purpose or goal.
C family	A family of programming languages that includes all languages that are descendants of the C programming language.
Calculate	Learners apply some form of mathematical or computational process.
Coding conventions	Guidelines for a programming language that recommend programming style, practices and methods for each aspect of a piece of program written in this language. May cover: file organisation, indentation, comments, declarations, statements, white space, naming conventions, programming practices, programming principles, programming rules of thumb, architectural best practices, etc.
Complete	Learners complete a diagram or process. Can apply to problems/solutions of varying complexity.
Demonstrate	Learners illustrate and explain how an identified computer system or process functions. May take the form of an extended writing response, a diagram or a combination of the two.
Describe	Learners provide an account of something, or highlight a number of key features of a given topic. May also be used in relation to the stages of a process.

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Develop	Learners provide a solution to a problem, typically using an existing system or structure that must be improved or refined.
Discuss	Learners investigate a problem or scenario, showing reasoning or argument.
Draw	Learners represent understanding through the use of a diagram or flowchart.
Evaluate	Learners review and synthesise information to provide a supported judgement about the topic or problem. Typically a conclusion will be required.
Explain	Learners make a series of linked points and/or justify or expand on an identified point.
Flow chart	A formalised graphic representation to show the logic sequence of the program and define relationships.
Function point	A way of measuring the amount of work taken to implement part of a software system, for example it might take 10 developer hours to implement a search function.
Gantt chart	A bar chart which provides a graphical illustration of a schedule that helps to plan, coordinate and track all the tasks in a project against a baseline.
Identify	Learners assess factual information, typically when making use of given stimuli. Requires a single word or short sentence answer.
Lessons learned	A summary report which brings together any insights gained during a project that can be usefully applied on future projects. This includes factors and actions that supported success, and learning from what did not go well.
Logical operators	Used primarily to determine the flow of a program through the use of selection (if statements and iteration (looping)).

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Modules	Part of a large software system that carries out a specific business role; for example different departments will use different modules within a full system, i.e. Human Resources will use a payroll module to calculate staff wages. During development each module is likely to be built and tested independently, often by different groups of developers and testers.
Operating system	Software that manages computer hardware and software resources, and also provides common services for computer programs.
Produce	Learners provide a solution that applies established constructs to a given computing problem.
Program	A list of instructions that tell a computer what to do. It is also used to refer to the software product that is provided to meet a client's brief.
Project kick-off	The official launch of the project; the point at which details of the project are promoted. The kick-off will only happen after some initial investigation to establish that the project is viable, such as: Can the client afford it? Can it be done in the timescale? Is it technically possible?
Pseudocode	An informal high-level description of the operating principle of a computer program or other algorithm. It uses the structural conventions of a programming language, but is intended for human reading rather than machine reading.
Python (3.4 or later version)	Python is a programming language. For the purposes of learners' assessment, the version of Python used must be 3.4 or a later version.
Quality of a program	The reliability, robustness, usability, efficiency/ performance and maintainability of a software product.
Regression testing	A type of software testing that seeks to uncover new software bugs, or regressions in existing functional and non-functional areas of a system after changes, such as enhancements, patches or configuration changes have been made to them.
Command word	

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Resource list	A list of all the staff, equipment and raw materials required for a project, along with their associated costs. Staff will usually have an hourly rate or annual salary, while equipment and materials will usually be fixed costs.
Server	Hardware and software that provides centrally managed services on a computer network, such as a database or email system.
Stakeholder	Anyone with an interest in the project. Can include those who have an interest in or can affect/are affected by the computing project. They can be internal or external, and at senior or junior levels.
State, name, give	Learners assess factual information. Requires a single word or short sentence answer.
Test data	Data that has been specifically identified for use and is used in the testing of a program.
Test log	Used to plan and record program testing and to record the outcomes of testing and the changes made to solve problems.
Write	Learners produce a solution, or a mechanism used as part of a solution, to a given computing problem.