

Glossary

Term	Definition
Breakpoint	A marker that pauses running code at a particular point for debugging
Bug	An error in a program that results in incorrect behavior
Debugging	The process of finding the cause of a bug or error in a program
Debugger	A software tool with features designed to speed up the process of finding an error in a program
Diff	A line by line comparison between two pieces of data; often used to compare a previous version of a program's code with the current version
Error	A situation where the expected behavior or output of a program does not match the actual behavior or output.
Error Message	A string or message output by the program that describes where and how the program behavior differs from the expected behavior.
IDE (Integrated Development Environment)	Software that provides a set of tools to write and debug code.
Import	The process of including code from one file into another.
Index	The position of an item in an ordered list.
Intermediate Value	The value of a variable or object in the middle of a program running.
Library Code	Code that is made available for others to use to perform common tasks.
Logs	Files containing information and errors output by a program while it is run
Null	A value used to indicate that a real value has not been set for an object.
Print Statement	A piece of code that prints information to the program logs
Stack Trace	A log that shows the order of functions that were called prior to an error being thrown
Stepping Through	The process of moving through a program line by line to check intermediate values.
Syntax	The formatting of program statements that allow them to be properly read by the computer.