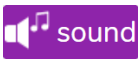
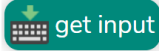

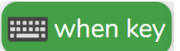






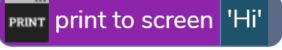

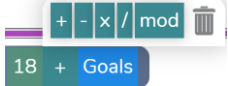
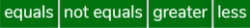

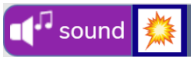


2Code Colour Key

For more information on these terms, please refer to the code glossary and the tutorial videos.

Colour	Meaning	Description
	Output command 	A command that generates output from the computer such as a sound from the speakers or something appearing on the screen.
	Input command 	Commands that ask the user for input.
	Control command 	Commands that control the programme such as timers, if/else, repeat or restart commands.
	Events 	Events are blocks of code that are run when something happens such as a key press or a mouse click.
	Create or change variable command 	Commands that create or change variables. For information on variables check out the tutorial videos and the glossary.
	Variable or object 	Used for storing pieces of information within a programme. Objects are variables that can be created in design mode.
	Variable type 	The type of variable. In 2Code variables can either be created as text or a number. An object is also a type of variable but in 2Code objects are created in design mode.
	Action 	A command run on an object to alter its behaviour, such as "UP" or "DOWN."
	Attributes/Properties 	A variable associated with a Game Element such as an object, e.g., 'x' or 'y' position, scale or speed.
	Number 	Many items can have number values applied. For example, an object can have its 'X' position set to 14.
	Text 	Text used in the command entry space. For example, when using the 'Output' command 'Print to Screen'.
	Assignment operator 	A type of operator that is used to assign or reassign (or change) the value of a variable.
	Mathematical operator 	An operator which functions as a typical mathematical statement.
	Conditional operator 	An operator (symbol) which evaluates to either true or false depending on the values either side of it.
	Logical Operator 	Logical operators are used for combining conditions, allowing for complex tests to be created. The most common examples of logical operators are "AND" and "OR".
	Sound 	A sound.