Action	These are types of commands, which are run on a particular object. They could be used to move an object.
	purple mash
Alert	This is a type of output. It shows a pop up of text on the screen.
	purple mash
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
	purple mash

Angle

This refers to the direction an object faces or moves on the screen. You can change this property for a vehicle or animal object.

Background

Part of the program design that displays behind the objects. It sets the scene for the program.

Block

In programming, this means a group of commands

Bug	A problem in a computer program that stops it working the way it was designed.
Button	In 2Code, this object responds only to being clicked. It has no other properties or actions available in code mode.
Change Variable	A command that you can use when working with number and text variables.

Character	A type of object, something that you can see on the screen in your program.
Code Mode	In 2Code, this is where you write your program.
Coder	A person who writes computer code.

Collision detection	In 2Code, this measures whether 2 objects have touched each other
Command	A single instruction in a computer program.
Control	These commands determine whether or not parts of the program will run, how often and sometimes, when.

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Create Variable	This is the command you use to create a text or number variable.
Debug/ Debugging	Looking for any problems in the code, fixing and testing them.
Event	Something that causes a block of code to be run.

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Get Input

This puts the text that a user types into the computer's temporary memory, so the code run can vary depending upon what the user enters.

If

This command tests a condition. If the condition is true then the commands inside the block will be run.

If/Else

A conditional command. This tests a statement. If the condition is true then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.

Input

Information going into the computer. Could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device.

Launch

This command will open another Purple Mash file or an external website that you specify when it is called.

Object

This is an element in a computer program that can be created and manipulated using the object's actions or properties. In 2Code all the elements on the screen are these.

Output	Information that comes out of the computer e.g. sound.
Print to screen	This is a type of output. It prints text to the screen.
Programmer	A person who writes computer code.

Properties

Every object in a program has these. They are details about the object such as its size or its image. Some can be changed in design view and others in the code.

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Repeat

This command can be used to make a block of commands run a set number of times or forever.

purple mash

Repeat until

In 2Code this command will repeat a block of commands until a condition is met.

purple mash

Simulation	This is a model that represents a real or imaginary situation. They can be used to explore options and to test predictions.
Scale	The size of an object in 2Code measured in percentages.
Selection	Using this in your programming means that different code will run dependent upon the outcome of a conditional command. Examples of conditionals are "repeat until" and "if/else".

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Sequence	This is when a computer program runs commands in order. In 2Code this can also include "repeat" or a timer.
Sound	This is a type of output that makes a noise.
Speed	A property of some objects such as vehicles. It controls an aspect of movement.

Stop	A command that will stop a character from moving.
Timer	Use this command to run a block of commands after a timed delay or at regular intervals.
Variable	This is used in programming to keep track of things that can change while a program is running.

When clicked	An event command. It makes code run when you click on something.
When key	An event command. It makes code run when you press the specified key on the keyboard.
When swiped	An event command. It makes code run when you swipe in the specified direction.