1. Python shell: A place where you can type commands in the Python language and see the results right away, like a playground for Python.
2. Error message: A note that appears when something goes wrong in a program, like when you make a mistake, and it helps you understand what's wrong so you can fix it.
3. Machine code: The language computers understand directly, made up of simple instructions in 0s and 1s that tell the computer what to do.
4. Integrated Development Environment (IDE): A fancy tool that helps programmers write code more easily by providing a place to type code, spot mistakes, and run programs all in one program.
5. Source code: The original instructions written by a programmer in a human-readable language like Python or Java.
6. Compile: When you turn human-readable code into instructions that a computer can understand directly, like turning a recipe into step-by-step instructions for cooking.
7. Assign: Giving a value to something in a program, like putting a number or a word into a labeled box so you can use it later.
8. String: A bunch of characters, like letters or numbers, all grouped together, often used to represent words or sentences in a program.
9. Interface: A way for different parts of a computer or different programs to talk to each other, like buttons and menus that let you interact with a computer program.
10. Executable file: A special kind of file that contains instructions a computer can directly follow to do something, like running a program or playing a game.
11. Conditional structure: A way to make decisions in a program by checking if something is true or false before deciding what to do next, like choosing what to wear based on the weather outside.
12. Logical test: A question or condition in a program that evaluates to either true or false, helping the program make decisions, like asking if a number is greater than another number.
13. Indent: Adding space at the beginning of a line of code to show that it belongs to a specific block or group of code, like making sure all the ingredients are aligned in a recipe.
14. For loop: A way to repeat a block of code a certain number of times in a program, like counting from 1 to 10 and doing something with each number.
15. While loop: A way to repeat a block of code as long asa certain condition is true, like playing a game until you reach a certain score.
16. Syntax error: A mistake in the way code is written that prevents the program from running, like forgetting to close a parenthesis or misspelling a keyword.
17. Logical error: A mistake in the way a program is designed or written that causes it to behave differently than expected, even though it runs without any syntax errors, like adding instead of subtracting in a calculation.
18. User-friendly interface: An interface or design of a program that is easy for people to understand and use, with clear instructions, buttons, and menus, like a simple video game with clear instructions and easy-to-use controls.
19. Readable: Describes code that is easy for humans to understand and follow, with clear structure, meaningful variable names, and comments, like a well-written story with clear paragraphs and explanations.