pseudocode	algorithms	keyword
identifier	variable	constant
procedure	function	case-sensitive

A word reserved by a language or notation for a defined purpose, rather than available as an arbitrary identifier.	A finite sequence of precise steps for solving a problem or carrying out a task.	A language-independent description of an algorithm using structured, programming-like statements.
A named or literal value that does not change during the relevant part of a program.	A quantity or named value that can change or take different values.	A name used to identify a program element such as a variable, function or class.
Treating uppercase and lowercase forms as different; the reference states that its Cambridge identifiers are not case-sensitive.	A named routine that returns a value to the expression that calls it.	A named routine called to perform a task, without returning a value.

comment	indentation	data types
whole number	decimal part	single character
sequence of characters	TRUE or FALSE	variable

A classification of values that determines their representation and permitted operations.	Space placed at the start of a line to show structure, including code blocks in languages that use it syntactically.	Explanatory text in source code or markup that does not execute as a program instruction.
One character value, such as a letter, digit or punctuation symbol, rather than a string of several characters.	The fractional portion of a value expressed in decimal notation, represented by digits after the decimal point.	In this INTEGER-type context, a number with no fractional part, including zero and negative integers.
A quantity or named value that can change or take different values.	The two values of a Boolean type, used to represent whether a condition holds.	A string: an ordered collection of characters used to represent text.

constant	literal	assignment
literal	prompt	arithmetic
add	subtract	multiply

Storing a value in a variable or other named location.	A value written directly in program text, such as 7, "Hello" or TRUE, rather than obtained by looking up a variable.	A named or literal value that does not change during the relevant part of a program.
Calculations involving numbers and operations such as addition, subtraction, multiplication and division.	A message asking a user to provide input or carry out an action.	A value written directly in program text, such as 7, "Hello" or TRUE, rather than obtained by looking up a variable.
Find the product of quantities using multiplication.	Take one quantity away from another using subtraction.	Combine quantities using addition.

divide	raise to a power	precedence
Integer division	function	quotient
remainder	even	relational operator

The rules determining which operators or actions are applied before others.	Compute a base raised to a specified exponent.	Find the quotient when one quantity is divided by another, using the relevant numeric operation.
The result of dividing one quantity or expression by another.	A named routine that returns a value to the expression that calls it.	The whole-number quotient operation; use the chosen pseudocode dialect's DIV rules rather than assuming every language treats negatives identically.
Operators that compare values, such as less than or greater than, and produce a Boolean result.	Describes an integer divisible by two with no remainder.	The amount left after division into equal whole groups, or the residual expression after algebraic division.

is equal to	is not equal to	is greater than
is less than	is greater than or equal to	is less than or equal to
logic operators	string	characters

A comparison that is true when the left value is larger than the right value.	A comparison that is true when two compared values differ.	A comparison that is true when two compared values are equal.
A comparison accepting either a smaller left value or equality.	A comparison accepting either a larger left value or equality.	A comparison that is true when the left value is smaller than the right value.
A text unit such as a letter, digit, punctuation mark or other symbol.	A sequence of characters treated as a single data value.	Operators that combine or negate conditions, such as AND, OR and NOT.

upper case	lower case	original
Selection	condition	branches
Nesting	syntax error	Iteration

The starting value before a transformation or operation is applied.	Small-letter forms, such as a rather than A.	Capital-letter forms, such as A rather than a.
Alternative paths of execution selected according to conditions.	An expression tested as TRUE or FALSE to control which instructions execute.	Choosing which branch of instructions to execute according to a condition.
Repeating a sequence of instructions or calculations.	A mistake that breaks the grammatical rules of a programming language.	Placing one control structure inside another, such as an IF inside a loop.

count-controlled	counter	infinite loop
validating	array	index
bounds	elements	out of bounds

A loop that continues indefinitely because its stopping condition is never reached or no stopping condition is provided.	A device or variable that records how many events or items have occurred.	Describes repetition whose number of iterations is determined by a count or loop range.
A position value used to access an element in an array.	An indexed collection of elements arranged in one or more dimensions.	Checking whether input satisfies the requirements for its intended use, such as type, range or format.
Outside an array's valid index limits; such an access must not be treated as a valid element.	Individual items in a collection or data structure.	The declared lower and upper limits of an array's valid indices.

2-D array	row	column
dimension	procedure	decomposition
definition	function	parameter

A vertical arrangement of entries, or a named field in a database table.	A horizontal sequence of entries in a table or array, or a single record in a database table.	An array accessed with two indices, one for the row and one for the column.
Breaking a computing problem into smaller tasks that can be developed separately.	A named routine called to perform a task, without returning a value.	For an array, an independent index direction; a two-dimensional array uses two indices to identify an element.
A named input in a routine definition that receives an argument when the routine is called.	A named routine that returns a value to the expression that calls it.	The code or declaration that specifies a routine's behaviour, parameters or named type.

passed by value	file	file modes
APPEND	mixed case	by value
own variable	data structures	record

Settings specifying how a file is opened or used, such as READ, WRITE or APPEND.	A named collection of data stored and managed as a unit.	Supplying a parameter with a copy of the argument's value in this pseudocode model, rather than allowing reassignment of the caller's variable.
In the stated parameter model, passing a copy of a value rather than the caller's variable itself.	Using both uppercase and lowercase letters in a name or text.	A file-opening mode or operation that writes new data after a file's existing contents, preserving the earlier contents.
A user-defined type grouping named fields, possibly of different types, into one item.	A way of organising and storing data to support particular operations.	The caller's original variable, which a BYREF parameter accesses in 9618 pseudocode.

enumerated type		

		A type whose allowed values are explicitly listed as named alternatives.