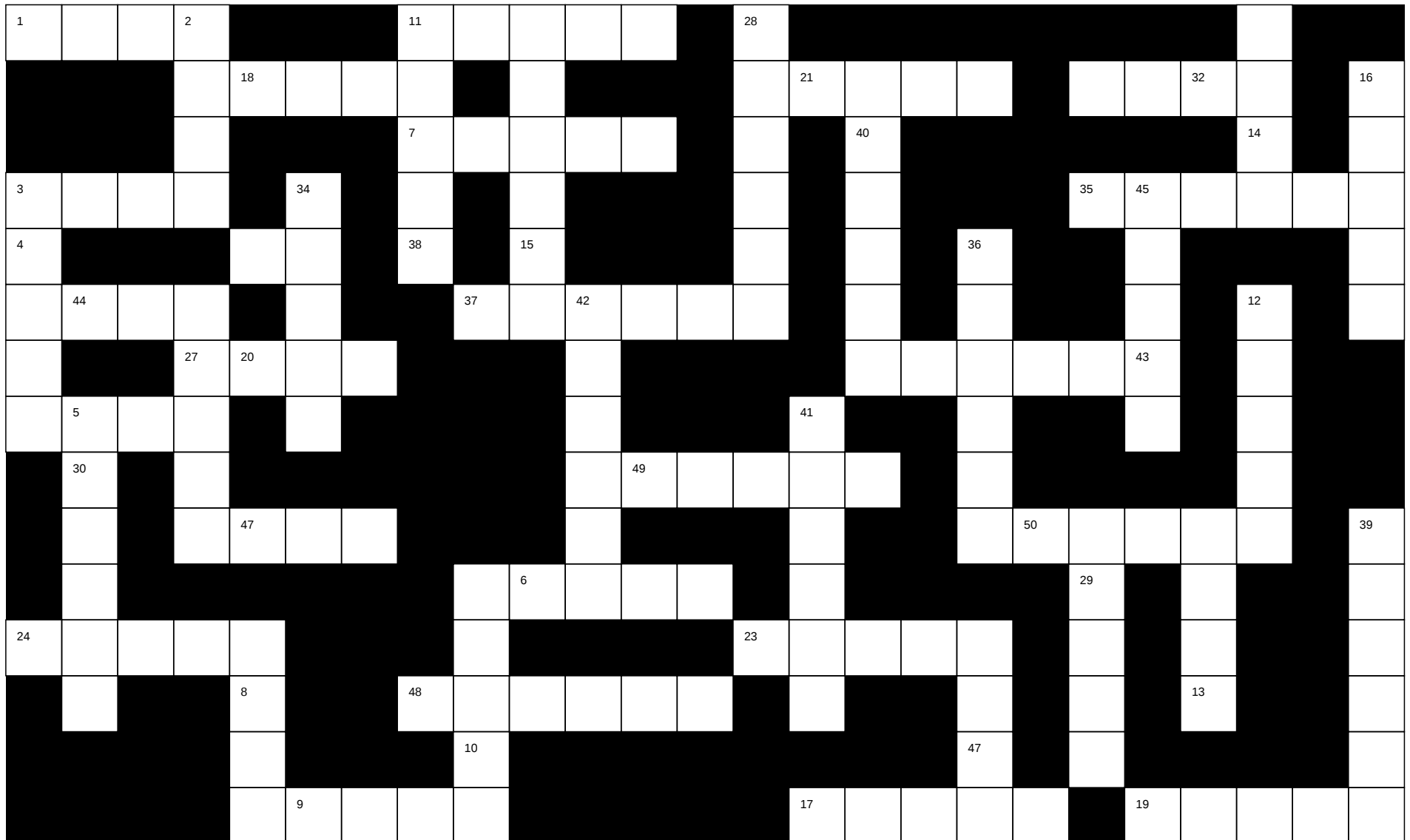


GEROLIA - CROSSWORD

Crossword Puzzle



GEROLIA - CROSSWORD

Crossword Questions

1. Sequence of instructions for a computer
2. Change text or source
3. Run checks on software
4. Lexical unit found by a parser
5. Basic point in a network or tree
6. Fault or unexpected program result
7. Use existing code again
8. Connection between graph vertices
9. Old name for Ethernet medium
10. Path packets follow across networks
11. Electronic message system
12. Level in the OSI model
13. Assigned function or access right
14. Fixed set of named constants
15. A programming language developed by Niklaus Wirth
16. Point where input enters a program
17. Produce a value then pause (generators)
18. Locate and fix issues in code
19. Structure of nodes and edges
20. Produce a short fixed-size output
21. Fast small storage for repeated data
22. Ordered collection of elements
23. LIFO data structure
24. FIFO data structure
25. Base-2 numbering system
26. Eight-bit data unit
27. Command interpreter on OS
28. Text of commands executed in sequence
29. Data given to a program
30. Data produced by a program
31. Authenticate to a system
32. Represents no value
33. Numeric type with decimals
34. OOP blueprint for objects
35. Instance of a class
36. Function bound to a class
37. Bring a module into scope
38. Combine changes in version control
39. Parallel development line in VCS
40. Save snapshot of changes in VCS
41. Repository hosted away from local
42. Program that analyzes source into tokens
43. Related to encryption practices
44. Secret values used for crypto
45. Group of jobs processed together
46. Window or data structure for UI / analytics
47. Short link between components
48. Temporary buffer area for data
49. Machine that provides services
50. Low-level program controlling hardware

GEROLIA - CROSSWORD

Crossword Answers

- | | |
|------------|------------|
| 1. CODE | 26. BYTE |
| 2. EDIT | 27. SHELL |
| 3. TEST | 28. SCRIPT |
| 4. TOKEN | 29. INPUT |
| 5. NODE | 30. OUTPUT |
| 6. ERROR | 31. LOGIN |
| 7. REUSE | 32. NULL |
| 8. EDGE | 33. FLOAT |
| 9. ETHER | 34. CLASS |
| 10. ROUTE | 35. OBJECT |
| 11. EMAIL | 36. METHOD |
| 12. LAYER | 37. IMPORT |
| 13. ROLE | 38. MERGE |
| 14. ENUM | 39. BRANCH |
| 15. MODULA | 40. COMMIT |
| 16. ENTRY | 41. REMOTE |
| 17. YIELD | 42. PARSER |
| 18. DEBUG | 43. CRYPT |
| 19. GRAPH | 44. KEYS |
| 20. HASH | 45. BATCH |
| 21. CACHE | 46. FRAME |
| 22. ARRAY | 47. LINK |
| 23. STACK | 48. BUFFER |
| 24. QUEUE | 49. SERVER |
| 25. BINARY | 50. DRIVER |