**Using Python 2.7 - Part 18 - Computer Industry: Terms**

**Source Code**: Human-readable language that can also be read by a compiler/interpreter on a computer

**Programming Language**: A kind of Source Code

**Compiler** **(Compiler & Linker)**: Converts source code to binary that a computer can run

**Resources (of a program)**: Images, window layout files, & other data for a program

**IDE (Integrated Development Environment)**: A program used to edit Source Code & Resources (& usually able to Debug)

**Framework**: A set of classes and functions, usually including those for graphics & sound (examples: Java, wx)

**Direct Media Layer**: A set of classes&functions, for high-speed graphics, & often input & sound (examples: SDL, OpenGL)  
**Engine**: Set of specialized classes such as for effects, levels&characters (Source \_, Quake \_, Half-life \_)