# Terms

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## Actions

* Add – Take something that exists and add it to something else that is similar
* Analyze – Evaluate data
* Build – Take pieces of things (code) and put them together
* Calculate – Determine a result mathematically
* Compile – Take something that is in one form and turn it into another form
* Create – Compose something new
* Edit – Change the entirety of something
* Evaluate – Analyze data and perform the data's requested action
* Fetch – Retrieve data
* Find – Search for something that is expected to exist
* Generate – Take user specifications and build something with them
* Get – Obtain the thing requested
* Getter – Retrieve a property or properties from an object
* Insert – Take something that exists and place it into something else
* Is – Test for true
* List – Show something in a list format
* Load – Import a file into the script
* Log in – Log in to a system
* Make - ?
* Modify – Change a specific part of a whole
* New – Create something based on something else to add to a collective somethings
* Parse – Evaluate array of data
* Prepare – Get something ready for something else to use
* Refresh – Fetch the data for an object again
* Replace – Exchange one thing for another
* Review – Look at something again (usually as the data has changed)
* Search – Seek to find something that may or may not exist
* Standardize – Take something that is in one of many possible forms and convert it to an standard form
* Update – Modify something with new data

## Adjectives

* Published – Content available to the public
* Unpublished – Content unavailable to the public

## Nouns

* Data – A collection of information, settings, configuration, etc.
* Information – Data about something
* Name – Name of something that exists independently (is not a created work)
* Settings – Data directing how something is to behave or display
* Something – An object, array, layout, primitive, etc.
* Title – Name for a created work