**In-Class Activity**

**Montfort et al, Conclusion**

1. “Reading this one-liner also demonstrates that programming is culturally situated just as computers are culturally situated, which means that the study of code should be no more ahistorical than the study of any cultural text” (262).

Definitions and key terms in this statement:

* cultural
* ahistorical

2. “Code is not only a conventional semiotic system. At its essence, code also functions” (262).

Definitions and key terms in this statement:

* code
* semiotic

3. “Computer programs can be representational; they can depict worldly things and ideas, and they can resonate with related figures, images, and designs” (264).

Definitions and key terms in this statement:

* representational
* resonate

4. “While 10 PRINT is a text, it exists in the material context of computing” (265).

Definitions and key terms in this statement:

* text
* material context

5. “10 PRINT is not just a line of code; it defines a space of possible variations” (266).

Definitions and key terms in this statement:

* space
* variations

6. “Since programs are dynamic, and some of them explicitly invite modification, an since modifying programs is a way to better understand them, the platform, and computing generally, why not modify a program as part of a scholarly investigation of this program?” (266).

Definitions and key terms in this statement:

* dynamic
* explicitly
* modification