computer programming is a set of instructions

used to get a certaint output

**algoritme**

algorithm set of steps which are used extensively to get to an end solution

**broncode**

actual to the

**compiler /transpiler /parser**

used to compile text to actual machine code bijvoorbeeld c++, c#, c, java,

**data type**

bijvoorbeeld string/float/decimal/interger/boolean /object/array

**variabels**

stukje geheugen gereserveerd om een datatype met content erin bij tehouden

**constants**

zelfde als een variabel alleen is niet te veranderen

**conditionals**

if, else, while, for

**array**

a row of variabels combined in one namespace with indexes

**loop**

used to loop over your algorithme

**function**

used to save an algoritme wich output can change slightly depending on the input

**class**

used to mimic real world objects with methods and properties

1st generation

machine code 1/0

2nd generation

Assembling languages

3th generation

Finaly used commando’s words

4th generation

Mimics more human language

5th generation

Ai and neural networks