

1. **Console Applications (Week 1-2)** Start with a **Number Guessing Game** - the program picks a random number between 1-100, and the user has to guess it. This covers basic input/output, loops, conditionals, and random number generation. It's satisfying when it works and teaches core logic flow.
2. **Simple Calculator** - Build a basic calculator that can handle addition, subtraction, multiplication, and division. Focus on getting comfortable with functions, switch statements, and basic error handling (like division by zero). Don't worry about complex expressions yet, just two numbers at a time.
3. **Text-Based Adventures (Week 2-3)** Create a **Choose Your Own Adventure** game. This is perfect for practicing strings, conditionals, and program flow. Start simple - maybe 5-10 decision points. It's engaging and helps you think about program structure and user experience.