1. What is a computer really doing whenever you type a letter on your keyboard?

A computer at first is always scanning waiting to respond to a single letter pressed on the keyboard. Once the key is pressed a ‘make and break’ code is triggered so that the computer knows you want a single letter. Once that letter is pressed the computer looks to it’s memory to grab the image of the letter that was pressed. Once the letter is found then it is displayed on the screen for the user.

1. How do computers use input and output to create experiences?

Computers take input, process said input, then outputs a response. This input and output creates an experience for the user which can be enjoyable, useful, or beneficial.

1. Explain why software products are “infinitely reproducible nothings”.
2. How does code become software?
3. “algorithms”?

An algorithm is a recipe that a coder can implement to solve their complex problems.

1. DRY principle?
2. Object-oriented programming?

Object-oriented programming is a way to structure a software program into simple code that can be called upon when needed.

1. What is data and how it relates to code?
2. What is a framework?
3. What is debugging?
4. Why do you want to learn how to code?