Program Design – 17.09.19

* Program Design: Skills = Flowcharts, Pseudocode, Programming language constructs which are used to model and design computer languages.
* Logic of program design = structure, good formatting
* F = F\*M – (F+1 subroutine) - Factorial operation, you should have noticed that Saul!
* Abstracting a problem = taking a high level, global or overview of the problem
* *Assessment will be based on a two-hour end of semester written exam and a continuous assessment during the semester*
* Reading material on the Brightspace. Read that.
* Lecture notes on Brightspace – will only note things not on Brightspace here.