

How To Strategize Program Code

This manual will teach you how to program code effectively to limit mistakes.

Let's look at what would need to be a successful programmer:

- Computer
- Paper and writing utensils
- IDLE
- Programming languages
- Internet access

Step 1: Before starting to code, grab a piece of paper and a writing utensil and brainstorm ideas of how you want your code to be. During this time you will choose what programming languages you will be using.

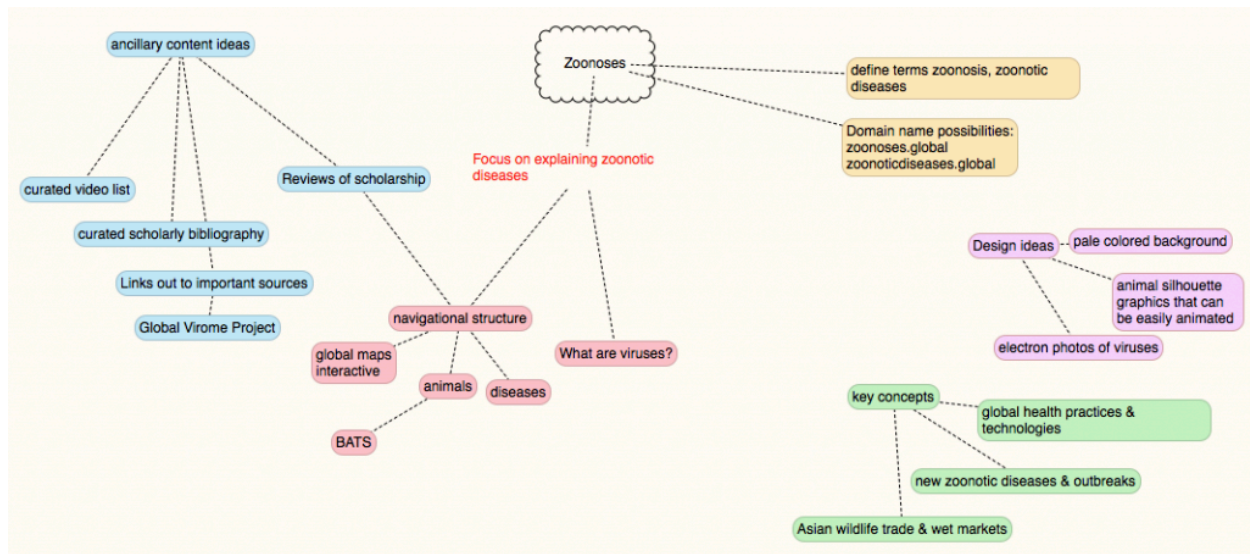


Figure 1: Brainstorming of ideas for the program.



Warning: When choosing programming languages be consistent with the same language throughout your coding if not your code WILL NOT WORK.

Step 2: Then on the same or different piece of paper create an outline of what your code should look like when you are finished with the project.

Step 5: Before testing the whole program. Test each segment of code to ensure that it is working properly as well as saving into a new file in the case of file corruption.

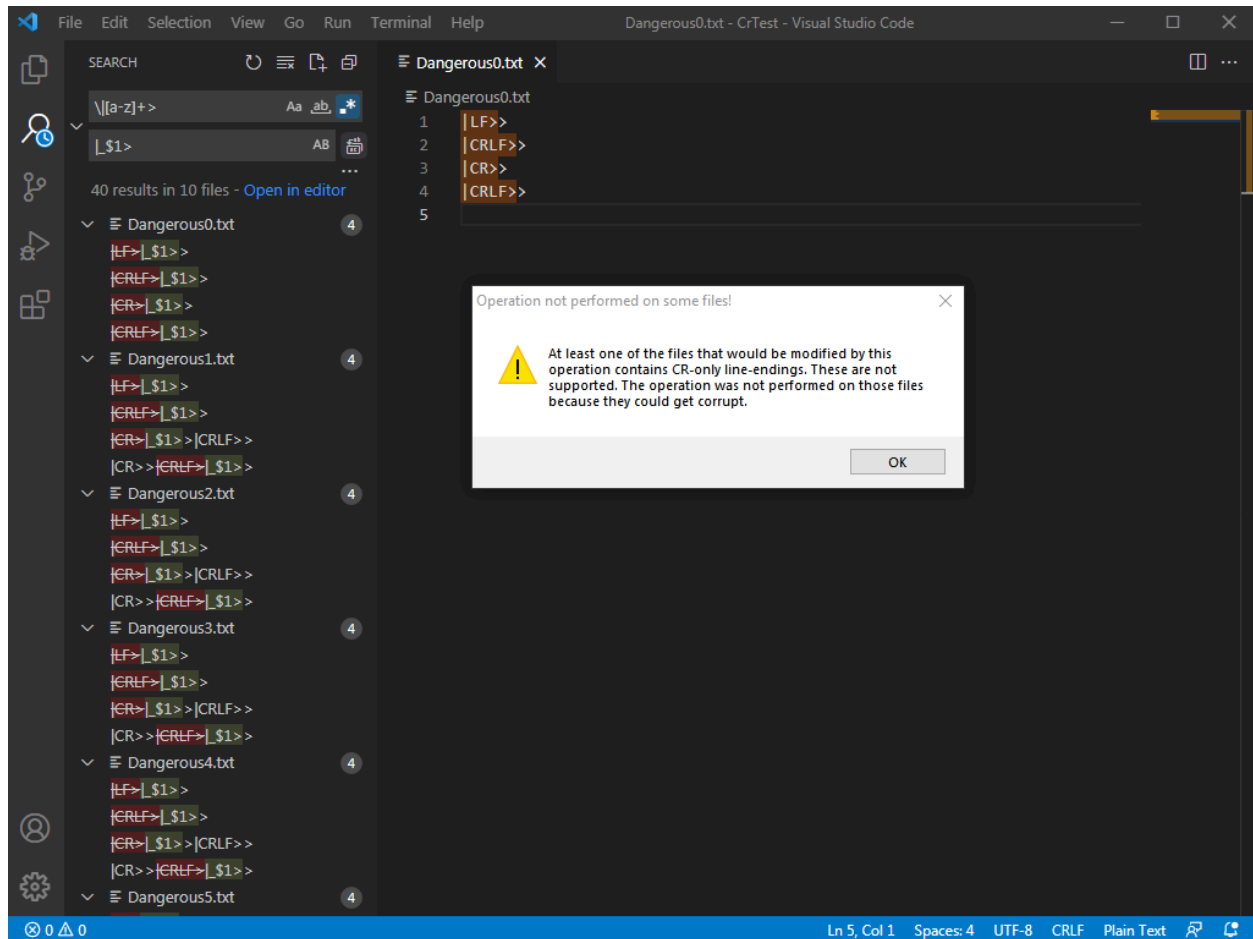


Figure 4: One of the possible messages showing that a file is corrupted.



Warning: Testing the whole code can cause headaches and pain as you would find a harder time finding the problem and the solution since there could be a million reasons why the program is not working.

Step 6: Finally after finishing the program upload it to your project where it is supposed to be.

Troubleshoot

If the program is not working go to your previous file and compare it to the file you are working on and check if there are any spelling mistakes, if the code is formatted correctly, or missing code.

If you are having a hard time brainstorming go ahead and play some brain exercise games. It should be able to spark some ideas in mind.

Conclusion

Great job on completing the process. It always benefits to code effectively as it limits mistakes throughout your code and saves time which makes your program to be high a quality program.

Reference list:

IDLE:

- VSCode
- Visual Studio
- PyCharm

Programming Languages:

- python,
- javascript,
- HTML and CSS,
- Java,
- C,
- C++,
- C#

Glossary:

IDLE(Integrated Development and Learning Environment)- workshop for coding