# Introduction to Software Development Week 11: Revision & Next Steps

# 1. Learning Objectives

- Consolidate understanding of all core concepts covered in the module.
- Review the connections between topics (e.g., how functions, collections, and OOP work together).
- Identify key areas for further learning in software development.
- Prepare for the final project.

# 2. Core Concepts Revision

- From Idea to Code: The SDLC (Planning -> Design -> Implementation -> Testing).
- The Building Blocks:
  - o **Data:** Variables, Types (int, str, bool), Collections (list).
  - o **Logic:** Operators, Control Flow (if, for, while).
- Structuring Code:
  - o **Functions:** For reusability and modularity (DRY principle).
  - o **Classes/Objects (OOP):** To model real-world entities by bundling data (attributes) and behaviour (methods).
- Ensuring Quality:
  - o **Error Handling** (try...except): Building robust code that doesn't crash.
  - o **Debugging:** The process of finding and fixing logical errors.
  - o **Unit Testing:** Verifying that individual components work correctly.
- Managing Code:
  - o Git & GitHub: For tracking changes and collaborating.

# 3. The Big Picture: How It All Connects

Imagine building a simple "User" system.

- You use a **Class** User to define the blueprint (OOP).
- Each User object has attributes like name and email (Data).
- It might have a login() **method** that contains **control flow** (if password is correct...).
- You might store multiple User objects in a list (Collection).
- You would write **unit tests** to ensure the login() method works.
- You'd use **Git** to save every change you make to the User class.
- Your login() method should use try...except to handle potential network errors.

# 4. Next Steps in Your Journey

- Languages & Frameworks: Explore other languages (Java, C#, JavaScript) or specialise with Python frameworks (Django for web, Pygame for games).
- **Databases:** Learn SQL or NoSQL to persist data permanently.
- **Web Development:** Understand Front-End (HTML, CSS, JavaScript) and Back-End (server-side logic).

Data Structures & data.	Algorithms: 1	Deeper study	of efficient v	ways to store	e and proce