



## **WHAT IS PROGRAMMING?**

y), function(a)("use strict"; function b(b){return this.each(function()) (b)())):ar c-function(b)(this.element-a(b));c.VERSION="3.3.7",c.TRANSITION\_DURATION=150,c.prof a"),f-a.Event('hide.bs.tab",(relatedTarget:b[0])),g-a.Event("show.bs.tab",{relatedTarget:e[0 aultrevented())(var h=a(d);this.activate(b.closest("li"),c),this.activate(h,h.parent(),functio igger((type: "shown.bs.tab",relatedTarget:e[0]))))}}},c.prototype.activate=function(b,d,e){func > .active").removeClass("active").end().find('[data-toggle="tab"]').attr("aria-expanded",!1) expanded".10).h?(b[0].offsetWidth,b.addClass("in")):b.removeClass("fade"),b.parent(".dropdd ().find('[data-toggle="tab"]').attr("aria-expanded",!0),e&&e()}var g=d.find("> .active"),h=e&& ")||!!d.find("> .fade").length);g.length&&h?g.one("bsTransitionEnd",f).emulateTransitionEnd" ;var d+a.fn.tab;a.fn.tab-b,a.fn.tab.Constructor=c,a.fn.tab.noConflict=function(){return a.fn.tab. now"));a(document).on("click.bs.tab.data-api",'[data-toggle="tab"]',e).on("click.bs.tab.data strict; function b(b)(return this.each(function(){var d-a(this),e-d.data("bs.affix"),f="ob  $\mathcal{C}_{pool}(M_{\theta}(b)))$  var c-function(b,d){this.options=a.extend({},c.DEFAULTS,d},this.target=a, proxy(this.checkPosition,this)).on("click.bs.affix.data-api",a.proxy(this.checkPositionWi wil, this, planesOffset=mull, this. checkPosition()); c.VERSION="3.3.7", c.RESET="affix affix-top; State-function(a,b,c,d)(war e-this.\$target.scrollTop(),f-this.\$element.offset(),g=this.\$targ Outout --this.affixed)return mulli-c?!(e+this.unpin<-f.top)&&"bottom":!(e+g<-a-d)&&"bottom" Addition and services and services are also as the services are also as 









• PROGRAMMING IS THE PROCESS OF CREATING A SET OF INSTRUCTIONS THAT TELL A COMPUTER HOW TO PERFORM A TASK. PROGRAMMING CAN BE DONE USING A VARIETY OF COMPUTER PROGRAMMING LANGUAGES, SUCH AS JAVASCRIPT, PYTHON, AND C++. CREATED BY PAMELA FOX.

