

## **CS50's Introduction to Computer Science**



## **ALGORITHM DEFINITION:**

- development of logical thinking: key to programming => take the big problem -> divide in subproblems -> solve it systematically one piece at a time that both humans and computers can understand it - Andy Harris
-> ex: map of construction of a building = algorithm, you cannot start building then destroy building to make changes -> map = algorithm | | construction = program

## 1. VARIABLES: