Chapter 1 - Introduction to Computers and Programming

The big idea behind this chapter is ....

It relates to the previous chapter how ...

The main purpose of this chapter is ...

The key questions are ...

Why:

When:

How:

Why is this material at this point in the class?

You'll know this material when ...

Main assumptions are ...

Opening Thoughts. *Write any thoughts or questions you have before reading this material. See if you can find the answers while you read.*

Key Ideas. *Record major points from the chapter.*

Idea	Notes

Demonstration Code Index.

Filename	Purpose of demo code