



1

# Introduction to Programming

Problem Solving with Python

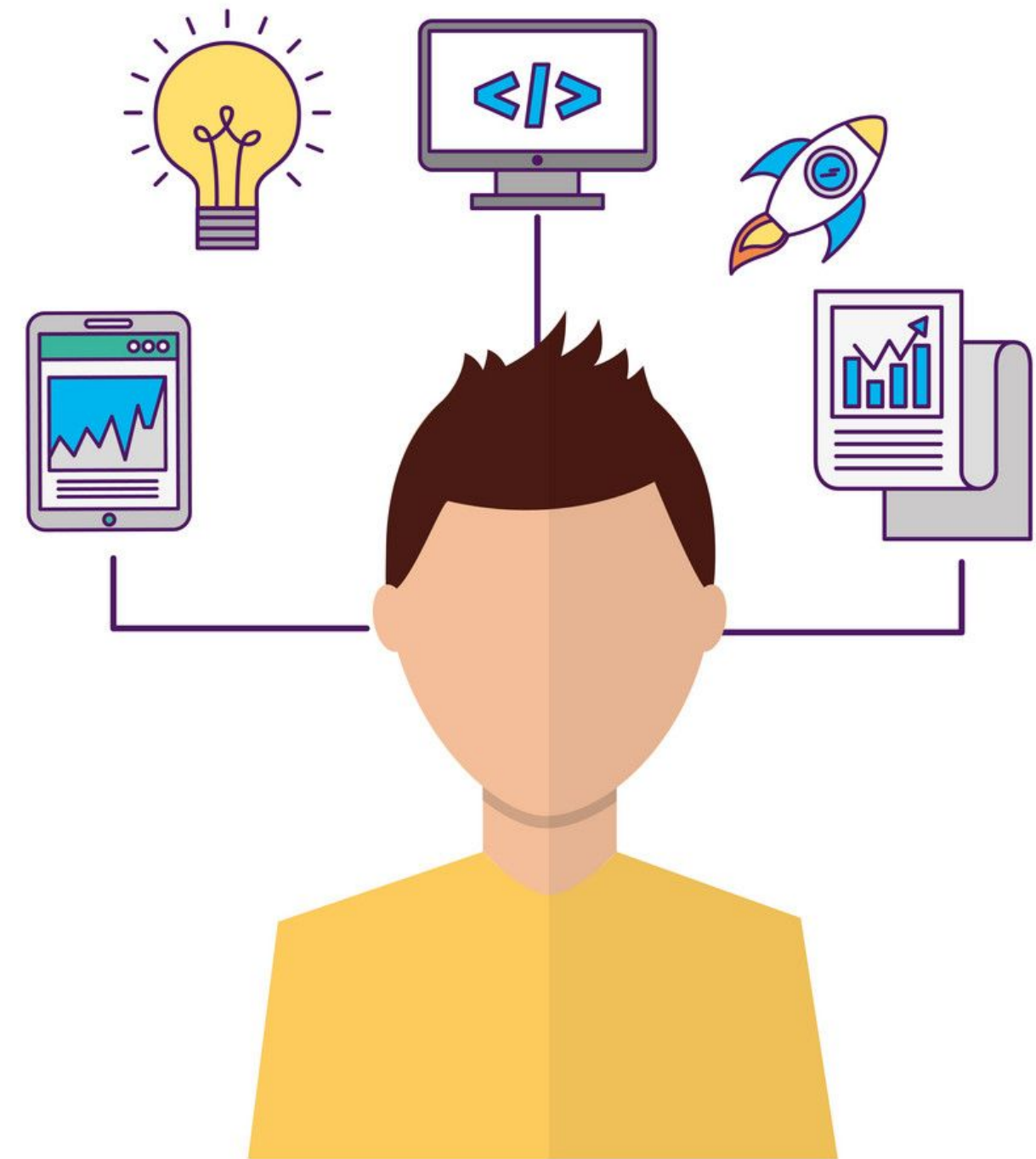
# **Join lecture on Newton School Platform**

# What is Programming ?

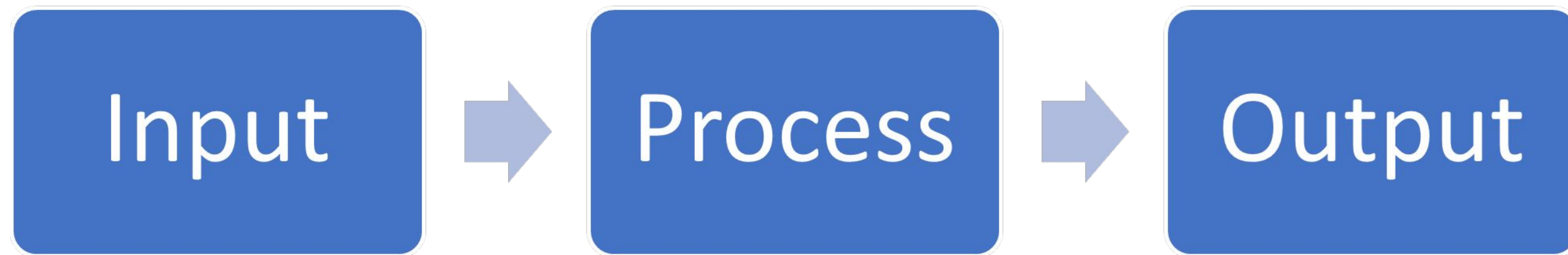


# Definition :

Programming is the **process of creating instructions** for computers to perform specific tasks.

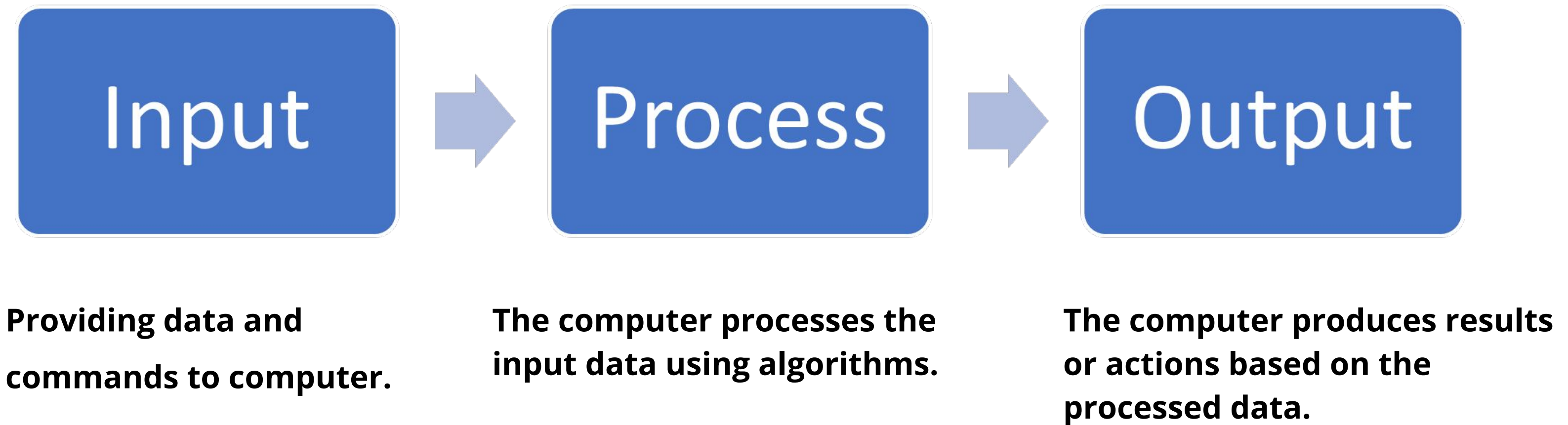


# Programming Analogy :





# Programming Analogy :



# Example : Making a cup of Coffee



# Example : Making a cup of Coffee

**Input:** Adding coffee grounds and water into a coffee machine.





# Example : Making a cup of Coffee

**Process:** The coffee machine brewing the coffee.



# Example : Making a cup of Coffee

**Output:** A freshly brewed cup of coffee being poured into a mug.





# Example : Making a cup of Coffee

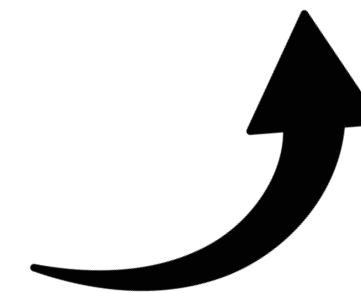
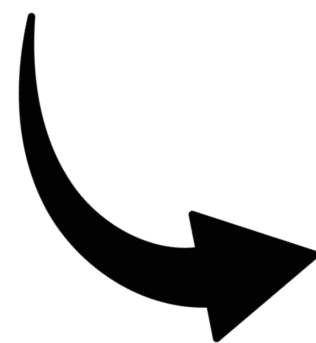
**Input**



**Output**



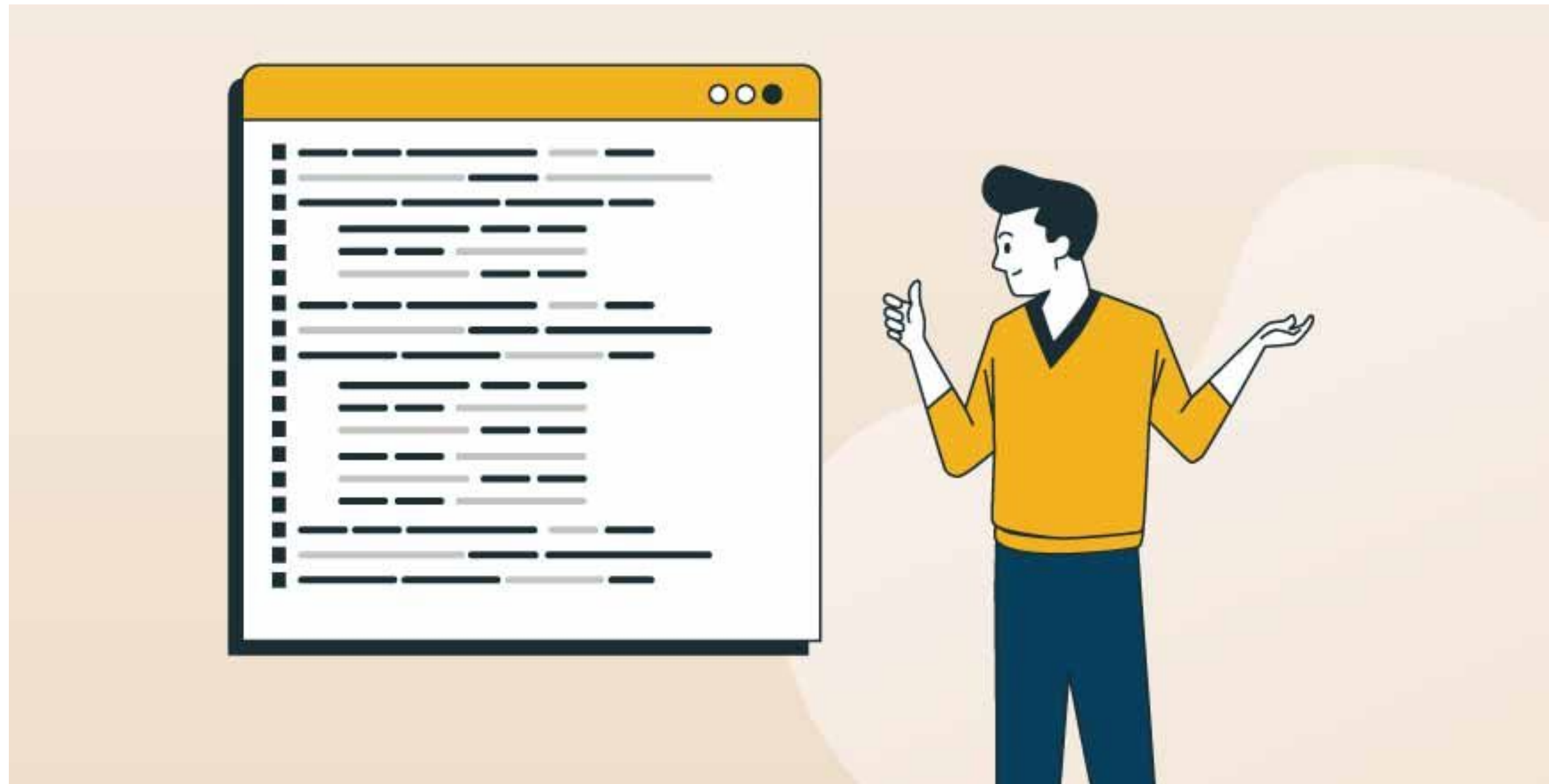
**Process**



# Pseudocode in Programming

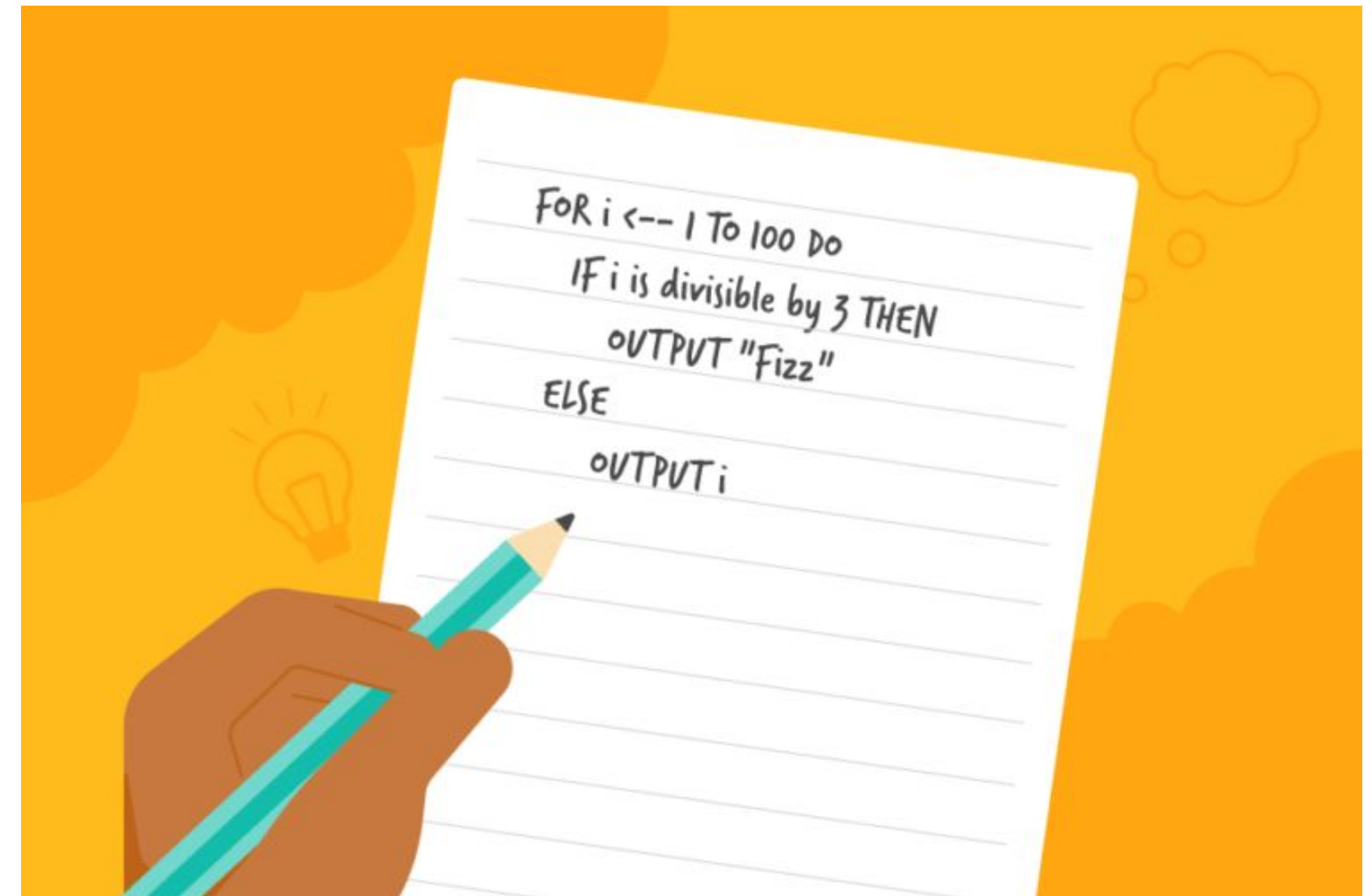


# What is Pseudocode ?



# Pseudocode :

Pseudocode is a simplified, plain-language description of the **steps in a program**, used to plan and communicate ideas before writing actual code.



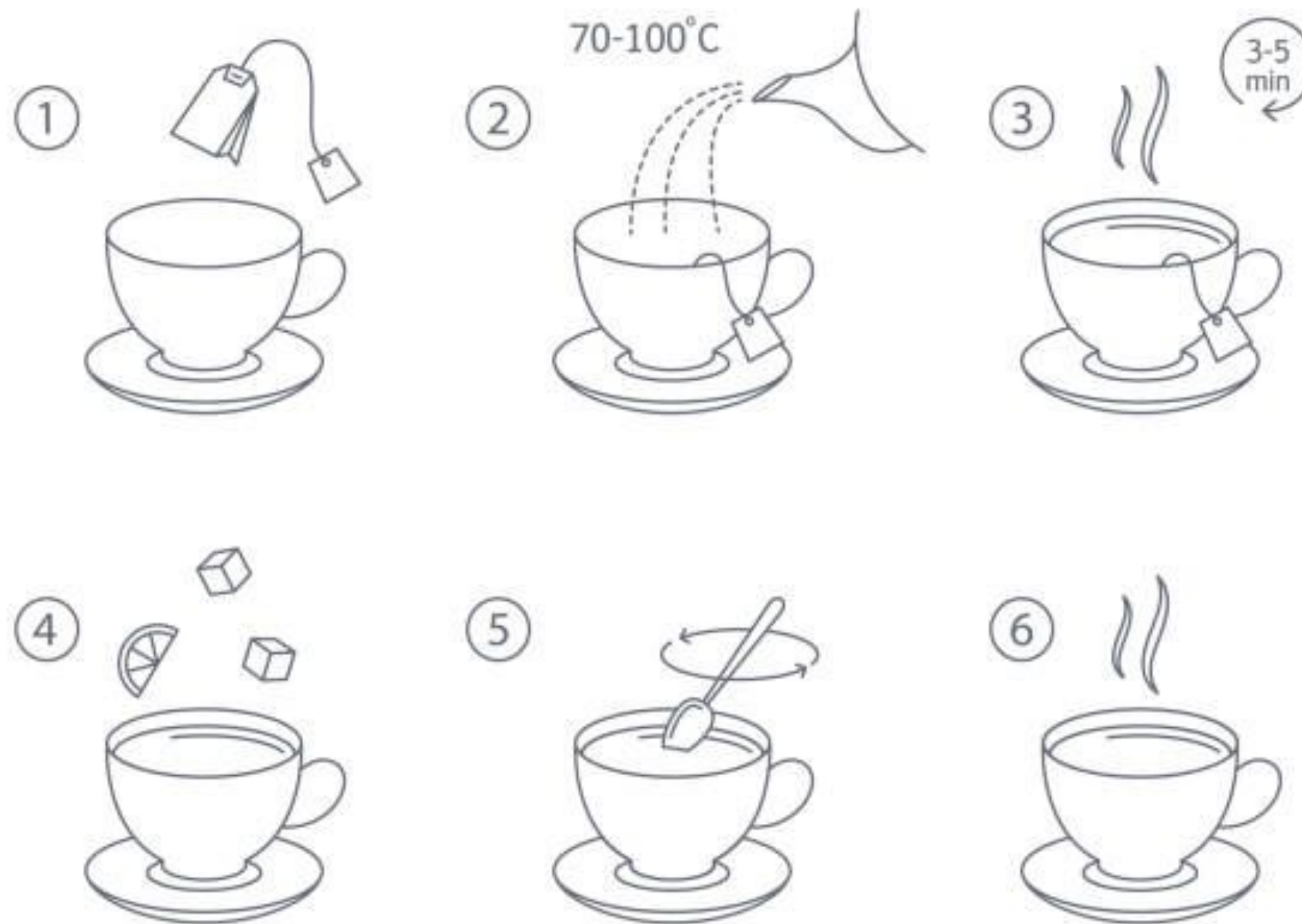
# Classroom Activity

# Let's make coffee :)



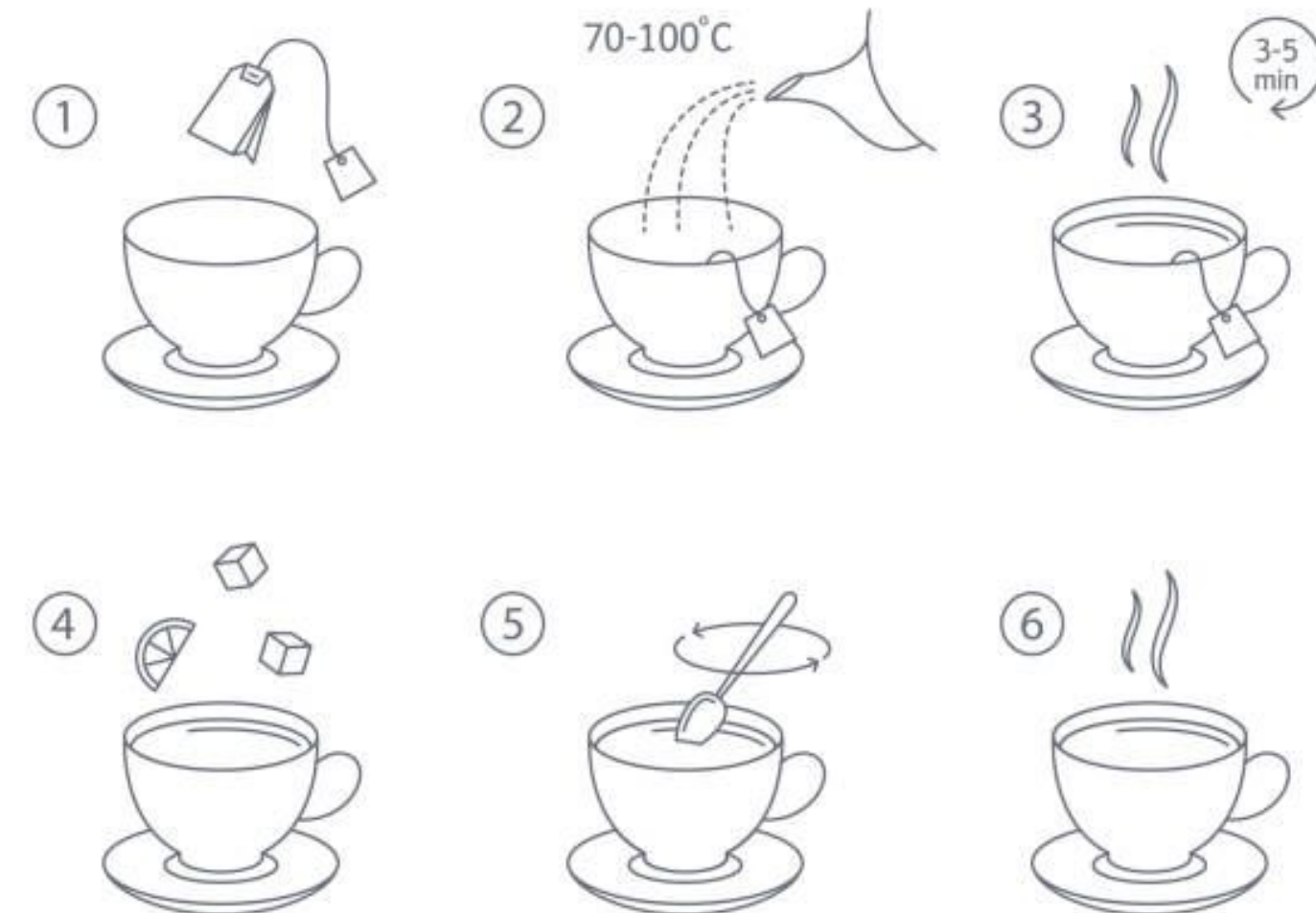


# Steps for making a cup of Coffee :



# Steps for making a cup of Coffee :

1. Start
2. Boil water
3. Add coffee bag to cup
4. Pour boiling water into cup
5. Decide: Do you want to add milk?
  - Yes: Add milk
  - No: Skip to next step
6. Stir the coffee
7. End





**Game Time!**

# Tortoise Water Game



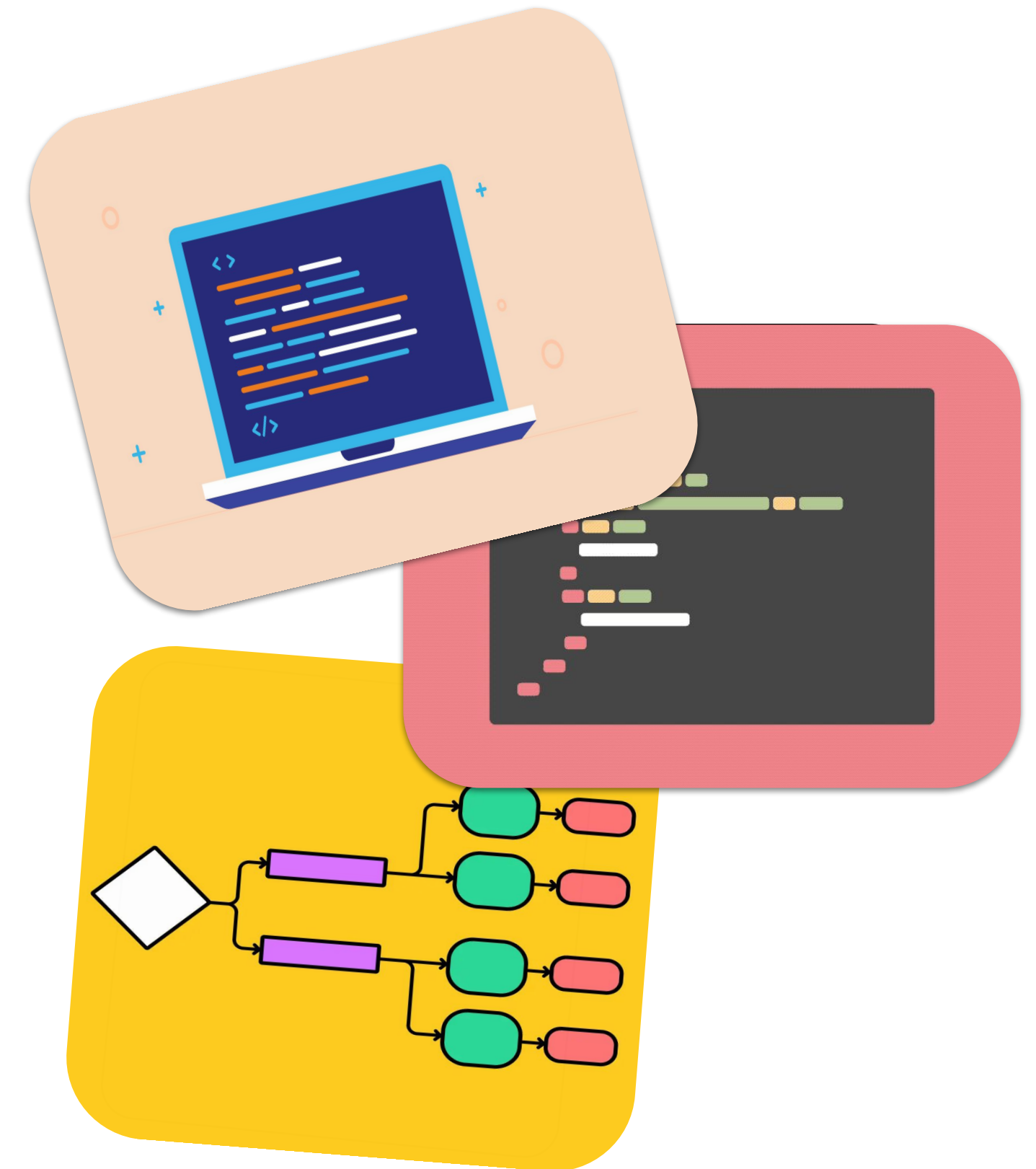


# Boat to the Shore



# Summary

- **Programming** - Instructions for computers to perform specific tasks.
- **Pseudocode** - Plain-language description of the steps in a program







**Thank You!**