

1

# Introduction to Programming

Problem Solving with Python



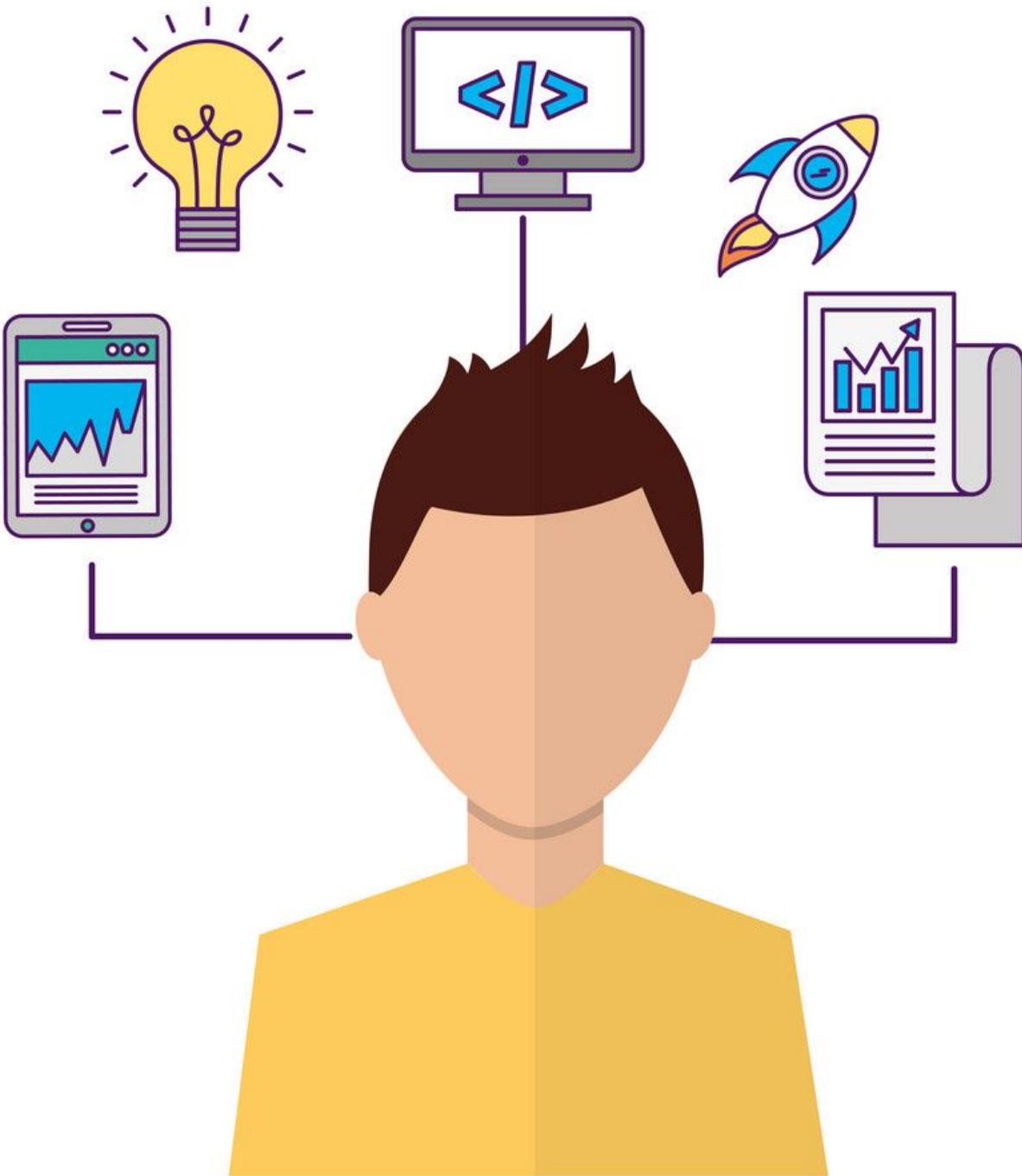
# Join lecture on Newton School Platform

# What is Programming ?



# Definition :

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



# Programming Analogy:



# Programming Analogy :



**Providing data and commands to computer.**

**The computer processes the input data using algorithms.**

**The computer produces results or actions based on the processed data.**

# 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

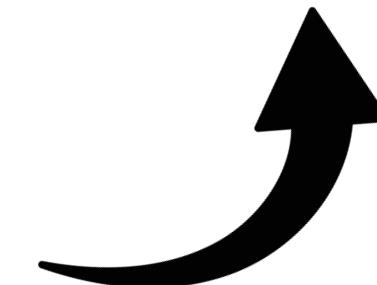
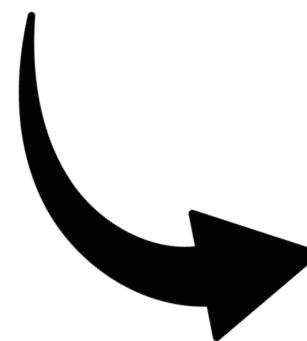
**Input**



**Output**



**Process**



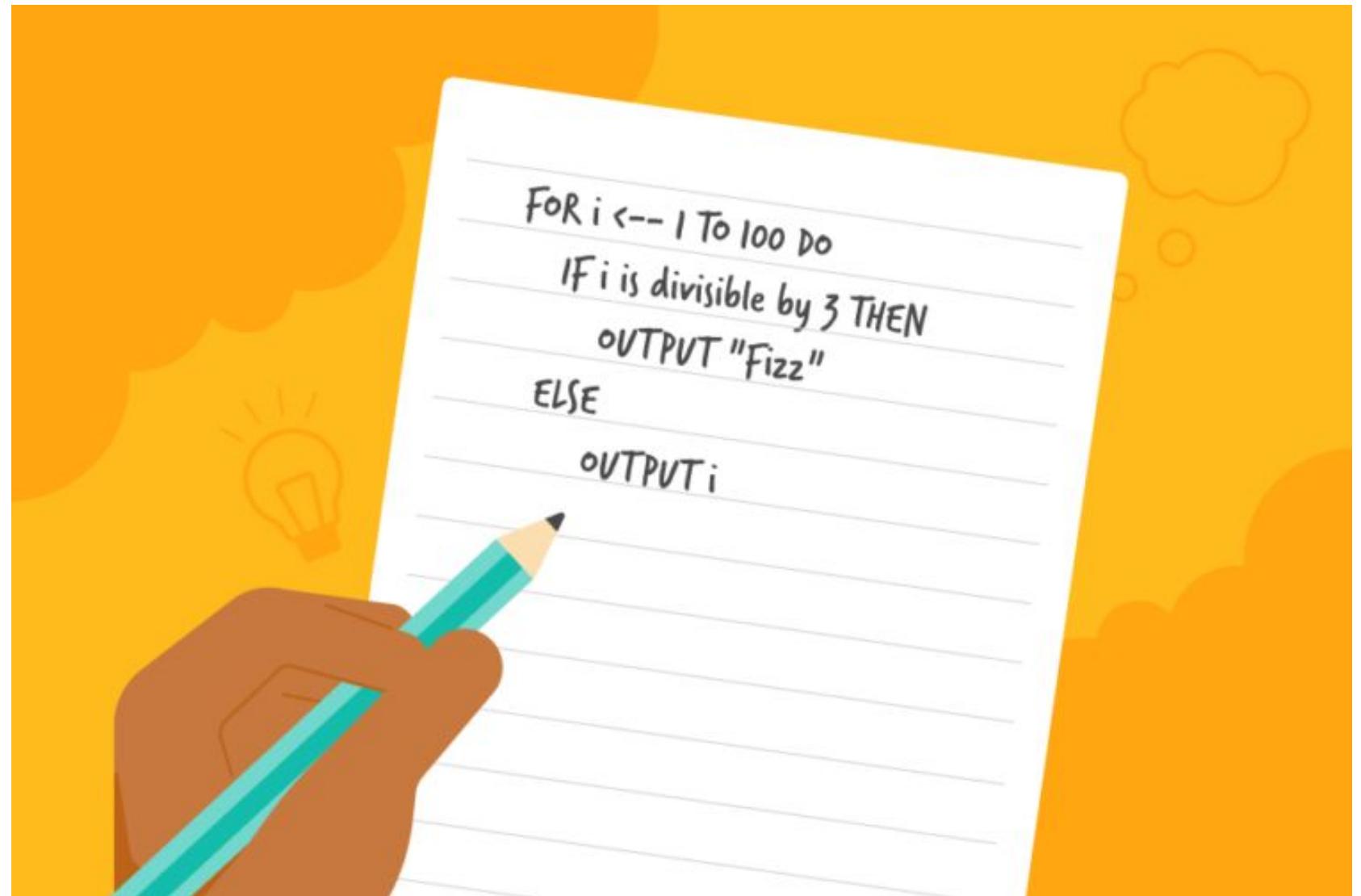
# Pseudocode in Programming

# 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.

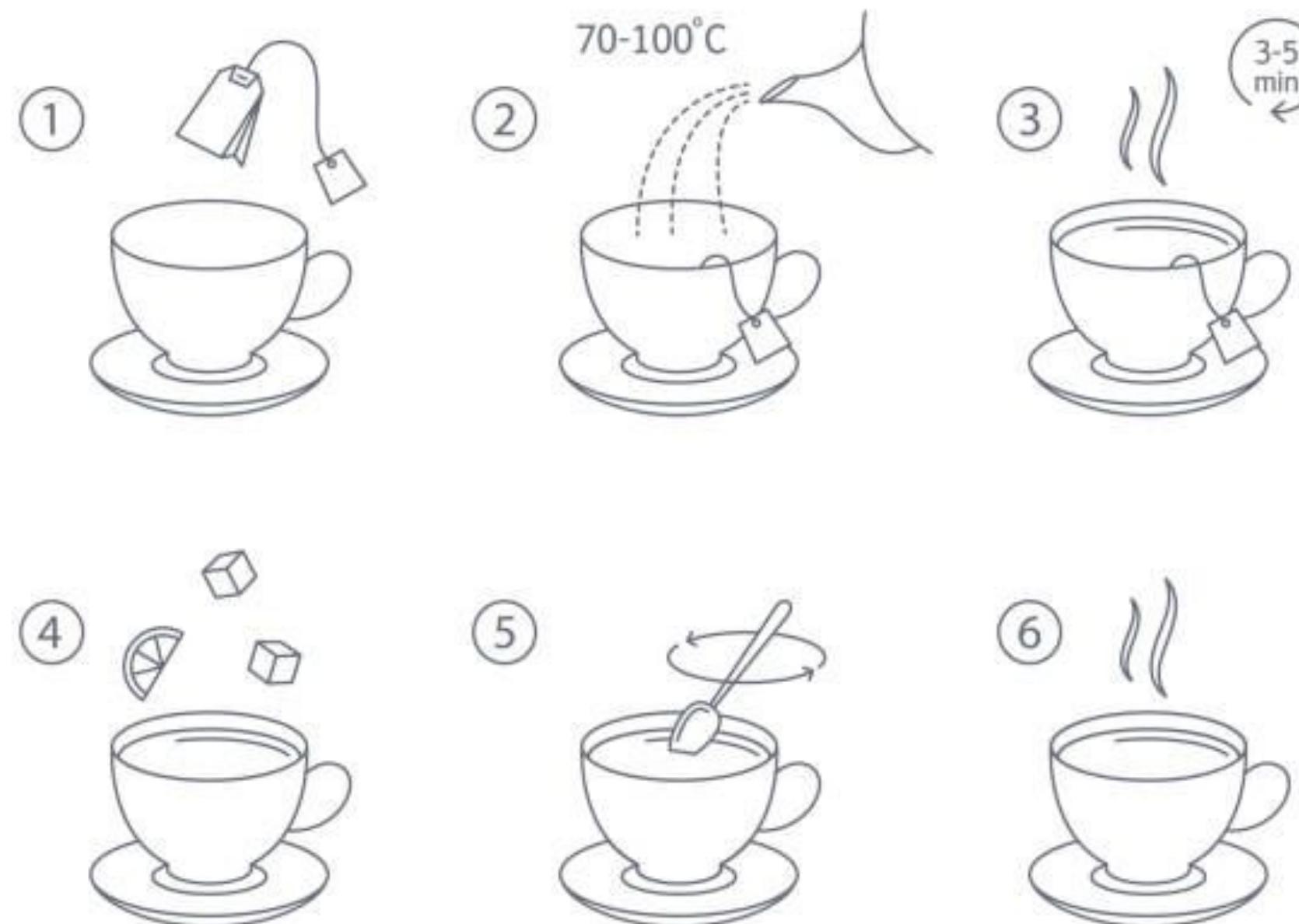


# Classroom Activity

# Let's make coffee :)

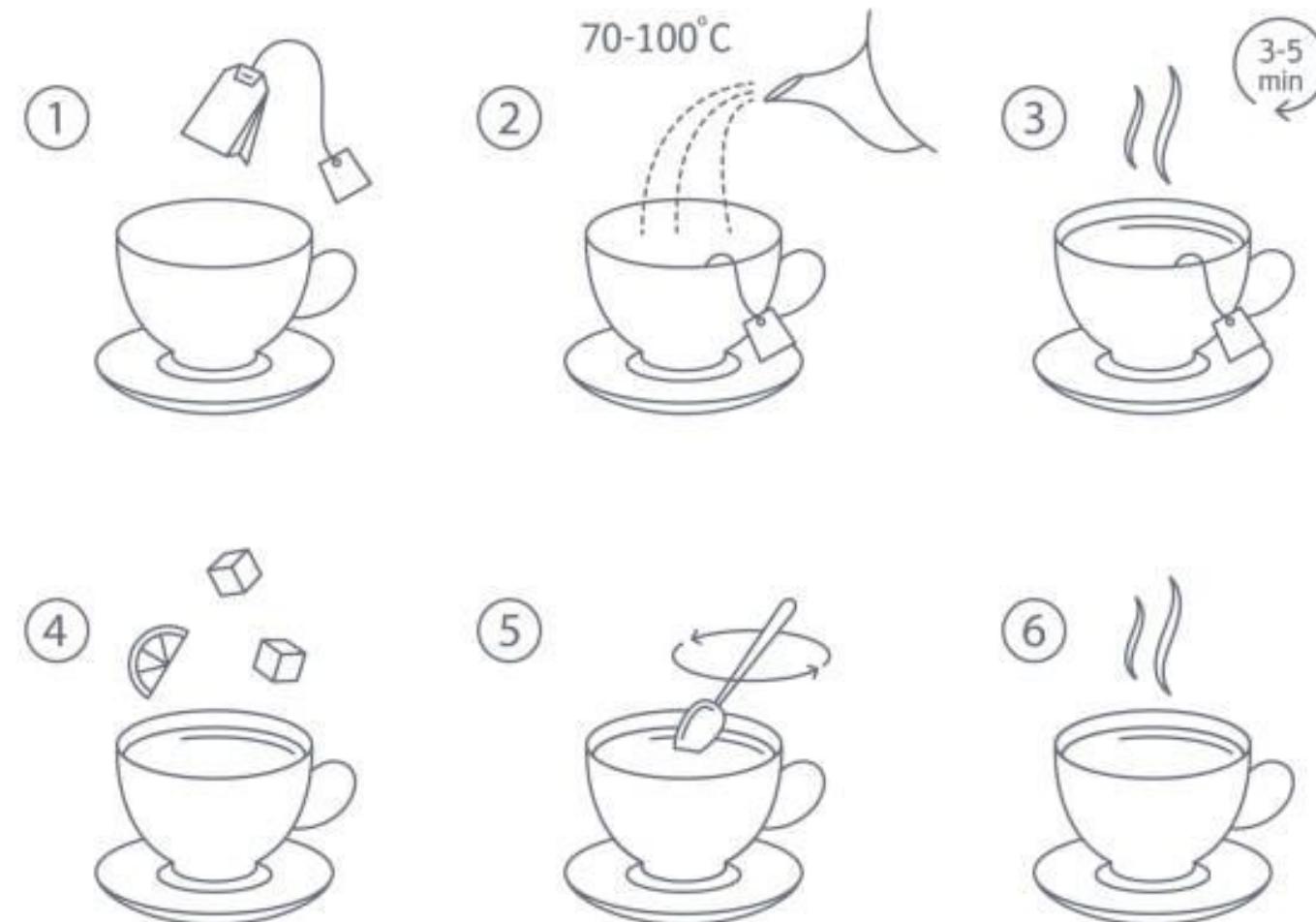


# Steps for making a cup of Coffee :



# 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**



The background features abstract, organic shapes in orange and red. A large, irregular orange shape is positioned in the upper left, with a thin red line tracing its outline. Another large, irregular orange shape is in the lower right, with a thin red line tracing its outline. There are also smaller, more delicate red and orange organic shapes scattered across the white space.

**Game Time!**

# Tortoise Water Game

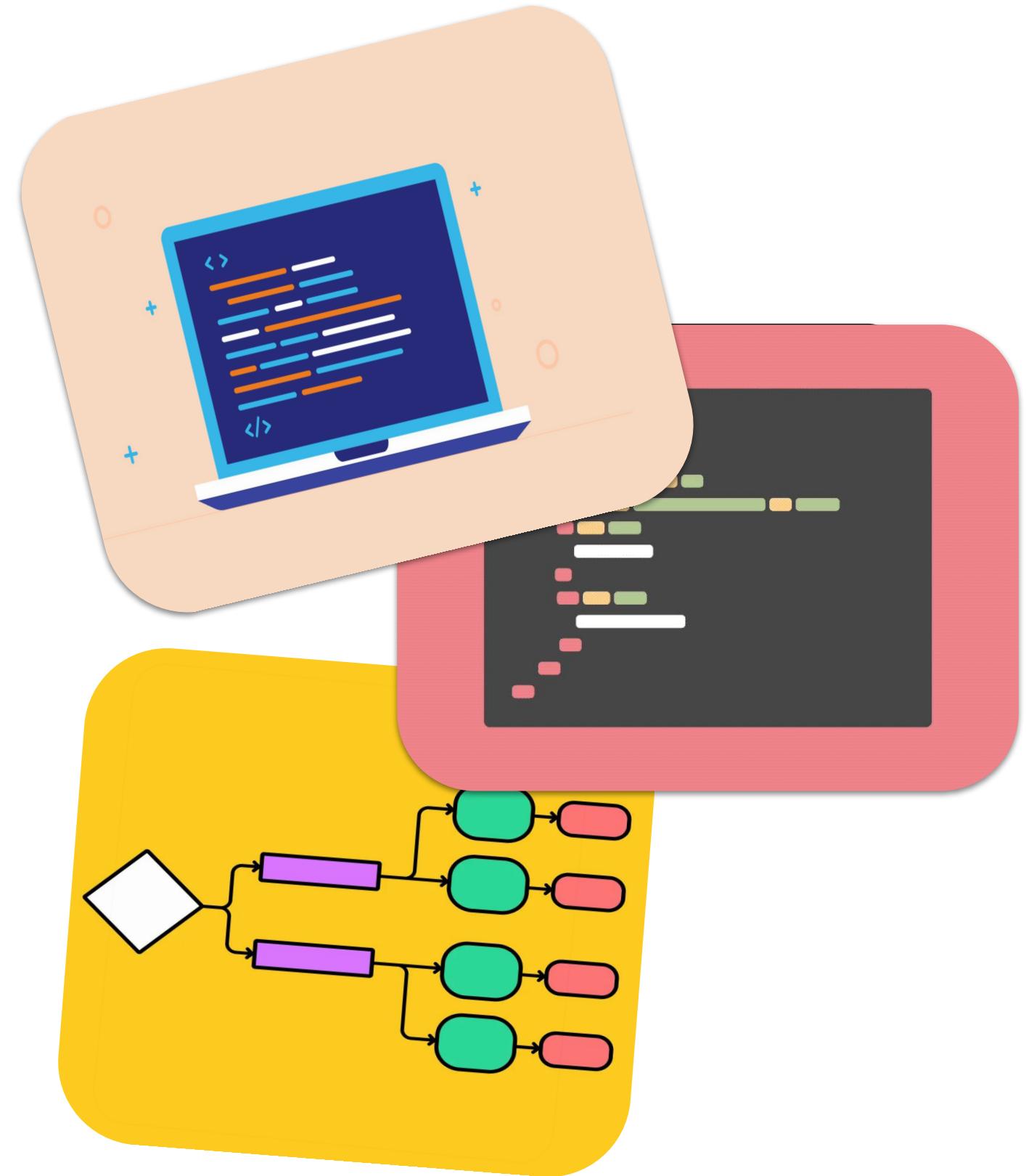


# Boat to the Shore



# Summary

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



# Thank You!