How to master coding

27 Aug 2025

Important Aspects

1) Learn the basics.
2) practise everyday, incrementally work on harder problems
3) Debug
4) Run, make planned mistakes, compile and debug
5) Do mini fun projects
6) Learn from others / GitHub
7) Logic building

problem logic

* Work / Read one item at a time.

Ex: check the color - Green

pseudocode → Iterate (→ while, loop) over colors list / Array.

→ check if item is green

element

if

→ otherwise

continue to next

element

Examples: i) Find no. of colors

ii) swap numbers

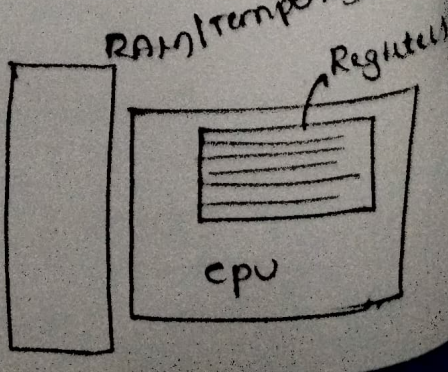
iii) Increasing sequence / Decreasing

iv) Min, max, Average.

variable and Data types

Variables: used to store values

* If variables are not existing, then we need to use address location



Why variables?

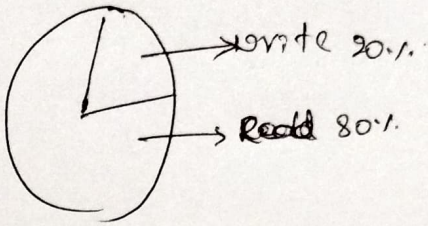
i) simplicity

ii) makes code Readble.

iii) Flexibility, Dynamic memory Allocation

Rules for declaring variables

* keywords (int, for) are not allowed.
* libraries class are not allowed



Datatypes

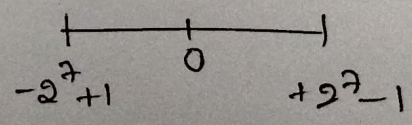
* Data type.
* Data type [integer] = variable [name]

Why Datatypes

* Efficient use of RAM
* type checking
* type casting

char →

unsign char →



Ex: String name = "Algorithm365";

int age = 25

float height = 5.9f

boolean isActive = "True";