

Instructional Materials

Course: Introduction to Programming

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Lecture 1: Introduction to Programming

Programming is the process of designing and building an executable program to accomplish a specific computing task.

Sample Activity:

Write a program that displays your name, age, and favorite programming language.

Lecture 2: Variables and Data Types

Variables store information to be referenced and manipulated in a program. Common data types include int, float, and string.

Exercise:

Create a program that calculates the sum and average of three numbers entered by the user.