**Purpose**

The purpose of Unit 01 was to learn the fundamental steps in programming and practice using the steps with basic code on a system platform.

**Concepts**

PROBLEM: A programming question that requires a solution that will be carried out through computer hardware

INPUT: The information a program uses in its process to reach an output

OUTPUT: The information a program ends on after running the input through the designed process

PROCESS: Set of steps that must occur with the inputs to reach an output and eventually a solution

SOLUTION: The answer, or the outcome, to a proposed problem

ALGORITHM: A list of steps that outline the process and the order in which various components must run

PROGRAMMING LANGUAGE: A set of conventions that portray to the computer the intended instructions

PSEUDOCODE: Structured English used to express algorithms that resembles a programming language

**Implications**

Following the steps in programming allows for organization and structure. They were designed to put in place methods to prevent common mistakes by emphasizing the developmental process before the programmer begins coding the program in a programming language. Focusing on the proposed problem and the algorithm to solve it before coding allows both a check on the logic and a thorough understanding of the problem. After foundational work, the coding is then done in a way that typically has less errors. Using the process is beneficial is making a successful program and allows beginners to follow set instructions as they familiarize themselves with the concepts.