| Time | ~ 5 - 20 minutes read |
|------|----------------------|
| **Learning Goals** | • Understand the importance of pseudocoding |

Learning to program means learning to approach problems in a new way. It requires breaking them down into components that can be expressed in code.

Most of us do not "think in code" when we are living our daily lives. We interact with other humans who, unlike computers, are intuitive and emotive creatures. Logic and mathematical reasoning certainly play a role in our everyday thinking, but we have these wonderful things called senses which help us navigate the world and perform all kinds of complex calculations without much conscious effort.

Part of being an effective programmer is the ability to communicate the functionality of your program to other programmers. Learning to write, think in, and interpret **pseudocode will help you train your brain to understand how a computer "thinks"**. If you can think like a computer, you will know how to write in a way that a computer can understand.

If you have not been able to read this e-book from Phase 1, please read it now!