

Programming concepts in general

Programming

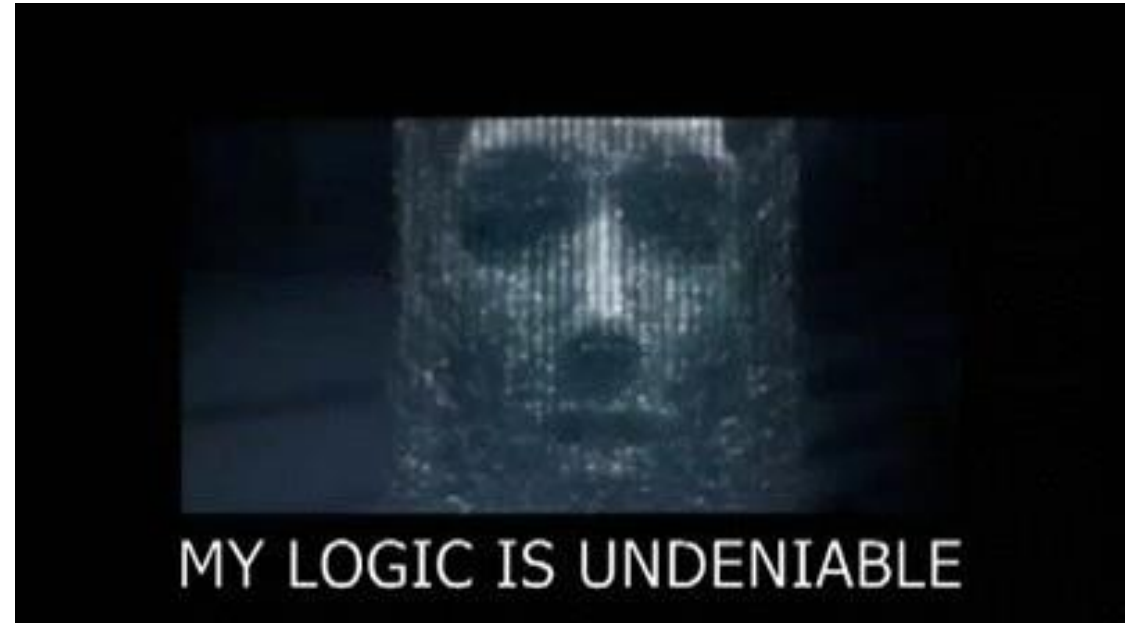
Programming is a skill best acquired by practice and examples rather than from books.

-Alan Turing

Logic + Syntax + Language

Logic

- How you solve a problem?
- Algorithm



Syntax

```
1 a = 1
2 while a < 7 :
3     if(a % 2 == 0):
4         print(a, "is even")
5     else:
6         print(a, "is odd")
7     a += 1
```

code

output

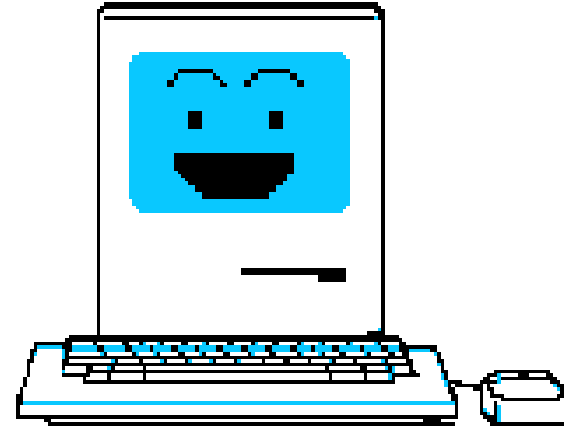
variables

- Structure of the language that computer can understand.

www.penjee.com

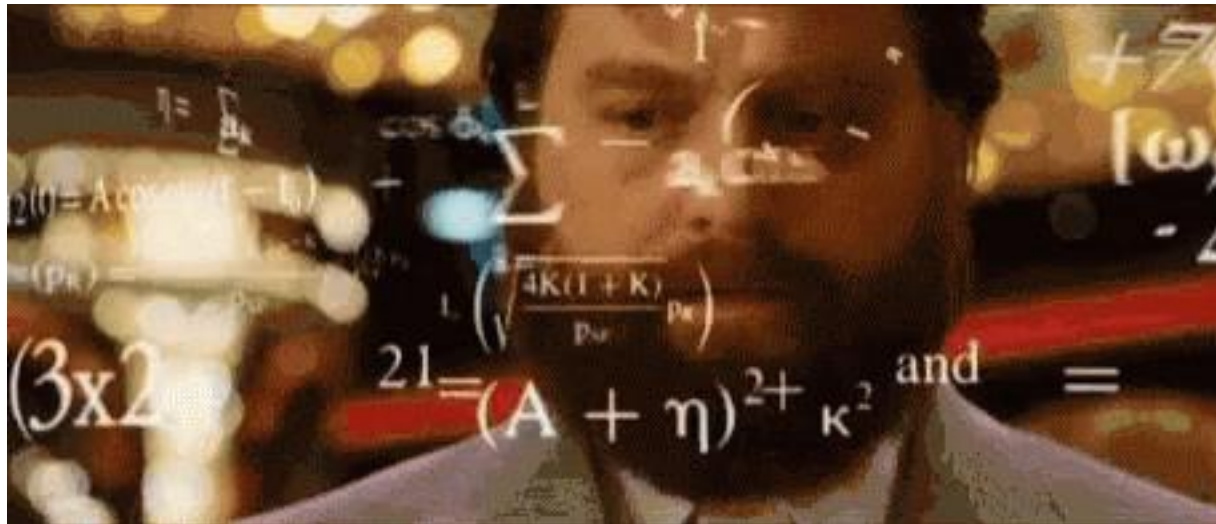
Language

- Language to communicate with the computer or any devices.



Problem solving

1. Understand the problem
2. Understand the constraints
3. Solve the problem





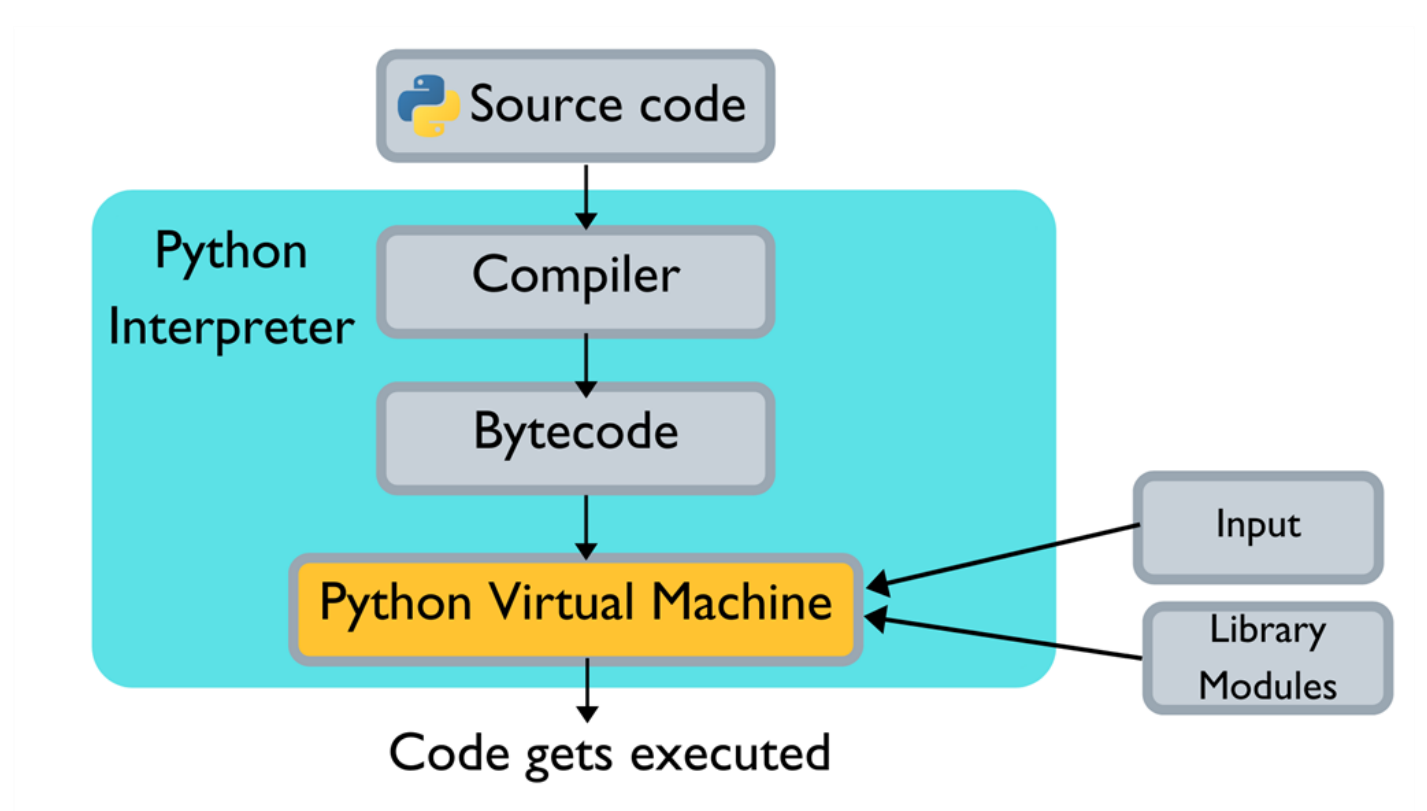
Compiler

Source code

Compiler

1. Converts H-L language to machine code.
2. Machine code (0s and 1s)

Interpreter





IDE



Python IDEs

Important links

1. <http://pythontutor.com/live.html#mode=edit>
2. <https://www.fullstackpython.com/best-python-resources.html>
3. <https://dronebotworkshop.com/python-free-resources/>
4. <https://www.learnpython.org/>



Thank you