



# Programming Concepts

Interactive Guide to Functions, Libraries, Classes, and Methods



## Function

The foundation of programming - reusable blocks of code that perform specific tasks.

**EXPLORE FUNCTIONS**



## Library

Collections of related functions and classes organized to solve common problems.

**EXPLORE LIBRARIES**



## Class

Blueprints for creating objects that model real-world entities with data and behavior.

**EXPLORE CLASSES**



## Method

Functions that belong to objects and can access their data and modify their state.

**EXPLORE METHODS**