Logic in programming and thinking.

People use computer programs to solve problems , requires logic

Boolean Logic: OR AND NOT Computer circuits perform calculations using Boolean logic, discovered by George Boole. 1 denotes true, 0 denotes false.

AND: TT T, TF F, FT F, FF F

OR: TT T, TF T, FT T, FF F

NOT: T F

Procedures: sequences of instructions that computer programs use to accomplish some task ( Procedures have a lot of instructions)

Instructions are statements in a computer program that makes the computer do one thing.

Decision are logical actions that chose one direction to out of two or more possibilities. In computers, decision are made in programs in conditionals. (if )

Loops: sequences of actions that get repeated until the computer being told to stop.

Iteration: repeated action in loops. (usually making slight changes every time, such as one or two variables)

Algorithm is a set of procedure which accomplishes a common goal, leading the algorithm to be defined as codified.

Thinking logically

Inferences: using logic In life to draw conclusions from observations and knowledge.

Worksheet