* 1.1 Why Program?
  + CONCEPT: Computers can do many different jobs because they are programmable.
  + Machine specifically designed to follow instructions
  + Computers are designed to do whatever task their programs, or *software*, tell them to do.
  + Computer programming is an art and a science
    - Art: logical flow, mathematical procedures, appearance of screens, way information is presented to user, etc.
    - Scientific: lots of testing, correction, and redesigning
* 1.2 Computer Systems: Hardware and Software
  + CONCEPT: All computer systems consist of similar hardware devices and software components.
  + Hardware
    - Physical components of the computer itself
    - CPU
      * Job is to fetch instructions, follow the instructions, and produce some result.
      * Consists of two parts: control unit and the arithmetic and logic unit
      * Control unit = coordinates all of the computer’s operations
      * Arithmetic and logic unit = performs mathematical operations
      * Program = sequence of instructions stored in computer’s memory
      * CPU is engaged in process known as fetch/decode/execute cycle when a program runs
    - Main Memory
    - Secondary Storage Devices
    - Input Devices
    - Output Devices
  + Software
* 1.3 Programs and Programming Languages
* 1.4 What is a Program Made of?
* 1.5 Input, Processing, and Output
* 1.6 The Programming Process
* 1.7 Procedural and Object-Oriented Programming