The most compelling concept from the first three modules of IT 140 was designing pseudocode and flowcharts in Module Three. Breaking down the payroll problem calculating regular and overtime pay into a structured plan felt like crafting a roadmap for coding, making complex logic like decision branching (hours worked > 40) surprisingly intuitive. However, I struggled with identifying the correct flowchart shapes for each operation, such as distinguishing parallelograms for input/output versus rectangles for processing. Using PyCharm’s documentation and Module Three resources helped clarify these distinctions, but I need more practice to master them. I’m excited to explore loops and functions next, as they promise to make my Python scripts more dynamic, building on Module Two’s name/age program.