**computer devices:** This refers to theany device that can be used to access or run software, and includes, without limitation, personal desktop computer, portable computer, workstation, tablet, mobile device.

**problem-solving skills:** This refers to the ability to identify problems, brainstorm and analyze answers, and implement the best solutions.

**analytical thinking skill:** This is refers to the problem-solving skills that help you parse data and information to develop creative, rational solutions.

**students' enthusiasm:** This is refers to reliable, responsible and committed to what they are doing and often engage themselves in functional activities.

**strive:** This refers of making a vigorous effort or attempting with great determination to achieve a goal, overcome an obstacle, or improve oneself.

**constructive:** This refers to actions, behaviors, or feedback that contribute positively to a situation, process, or relationship.

**hurdles:** This refers to obstacles or challenges that impede progress or hinder the achievement of a goal. They can take various forms, such as physical barriers, logistical complications, financial constraints, or psychological barriers.

**incapability:** This refers to the state or condition of lacking the ability, skill, knowledge, or capacity to perform a particular task, fulfill a responsibility, or achieve a goal. It indicates a limitation or deficiency in one's capabilities or competencies that prevents them from effectively carrying out a desired action or function.

**programming codes:** This is refers the set of instructions, or a system of rules, written in a particular programming language.