**Accessing LinkedIn Learning**

Go to <https://www.linkedin.com/learning/> and click on the SIGN IN link in the upper right corner. Enter your WGU email address and you will be taken through the single sign on process and then redirected back to LinkedIn Learning.

**Introduction to Computer Programming Objectives**

* [History of Programming](https://www.linkedin.com/learning/computer-science-principles-programming/history-of-programming?u=2045532) 2min
* [Working with Values and Variables](https://www.linkedin.com/learning/computer-science-principles-programming/work-with-values-and-variables?u=2045532) 5min
* [Variables across languages](https://www.linkedin.com/learning/programming-foundations-fundamentals-3/variables-across-languages?u=2045532) 3min
* [Working with Numbers](https://www.linkedin.com/learning/programming-foundations-fundamentals-3/working-with-numbers?u=2045532)4min
* [Working with Strings](https://www.linkedin.com/learning/programming-foundations-fundamentals-3/working-with-strings?u=2045532) 2min

**Basic Constructs of Programming Objectives**

* Functions
  + [Cook with Functions](https://www.linkedin.com/learning/programming-foundations-real-world-examples/cook-with-functions?u=2045532) 7min
  + [Code Reuse](https://www.linkedin.com/learning/programming-foundations-real-world-examples/code-reuse?u=2045532) 4min
  + [Add new Input Parameters](https://www.linkedin.com/learning/programming-foundations-real-world-examples/add-new-input-parameters?u=2045532) 6min
  + [Using Functions to Repeat Actions](https://www.linkedin.com/learning/computer-science-principles-programming/use-functions-to-repeat-actions?u=2045532) 2min
  + [Break Down Tasks](https://www.linkedin.com/learning/computer-science-principles-programming/break-down-tasks?u=2045532)2min
  + [Customize Functions with Parameters](https://www.linkedin.com/learning/computer-science-principles-programming/customize-functions-with-parameters?u=2045532) 2min
  + [Return Values From Functions](https://www.linkedin.com/learning/computer-science-principles-programming/return-values-from-functions?u=2045532) 2min
* Control Statements
  + ​[Build Compound Conditional Tests](https://www.linkedin.com/learning/computer-science-principles-programming/build-compound-conditional-tests?u=2045532)4min
  + [Use While Loops](https://www.linkedin.com/learning/computer-science-principles-programming/use-while-loops?u=2045532)2min
  + [While Loops](https://www.linkedin.com/learning/programming-foundations-real-world-examples/while-loops?u=2045532) 4min
  + [Use For Loops](https://www.linkedin.com/learning/computer-science-principles-programming/use-for-loops?u=2045532) 3min
  + [For Loops](https://www.linkedin.com/learning/programming-foundations-real-world-examples/for-loops?u=2045532) 5min
  + [If/else-if chains](https://www.linkedin.com/learning/programming-foundations-real-world-examples/if-else-if-chains?u=2045532) 5min

**Algorithms Objectives**

* [What are Algorithms](https://www.linkedin.com/learning/programming-foundations-algorithms/what-are-algorithms?u=2045532)3min
* [Common Algorithms in Programming](https://www.linkedin.com/learning/programming-foundations-algorithms/common-algorithms-in-programming?u=2045532) 5min
* [Measuring Algorithm Performance](https://www.linkedin.com/learning/programming-foundations-algorithms/measuring-algorithm-performance?u=2045532) 4min

**The Design Process Objectives**

* [Build Iteratively Using Agile Development](https://www.linkedin.com/learning/computer-science-principles-programming/build-iteratively-using-agile-development?u=2045532)2min
* [Unified Modeling Language](https://www.linkedin.com/learning/programming-foundations-object-oriented-design-3/unified-modeling-language-uml?u=2045532)(UML) 3min
* [Use Cases](https://www.linkedin.com/learning/programming-foundations-object-oriented-design-3/use-cases?u=2045532) 5min
* [Creating Class Diagrams: Attributes](https://www.linkedin.com/learning/programming-foundations-object-oriented-design-3/creating-class-diagrams-attributes?u=2045532) 2min
* [Creating Class Diagrams: Behaviors](https://www.linkedin.com/learning/programming-foundations-object-oriented-design-3/creating-class-diagrams-behaviors?u=2045532) 3min
* [Agile vs Waterfal](https://www.linkedin.com/learning/ux-foundations-research/agile-vs-waterfall?u=2045532)l 4min
* [diagramming use cases](https://www.linkedin.com/learning/programming-foundations-object-oriented-design-3/diagramming-use-cases), 3min
* [use cases](https://www.linkedin.com/learning/programming-foundations-object-oriented-design-3/use-cases), 5min

**Programming Languages Objectives**

* [Everything is an Object](https://www.linkedin.com/learning/computer-science-principles-programming/everything-is-an-object?u=2045532)2min
* [Clothing as Objects](https://www.linkedin.com/learning/programming-foundations-real-world-examples/clothing-as-objects?u=2045532) 7min
* [Exploring Languages](https://www.linkedin.com/learning/programming-foundations-fundamentals-3/exploring-languages?u=2045532) 5min