INTRODUCTION TO COMPUTER Programming

Course Outline

# THE COURSE

## THE INSTRUCTOR

## INTRODUCTION

## GOALS

## REQUIREMENTS

# WHAT IS COMPUTER PROGRAMMING?

## WHAT’S EASY ABOUT COMPUTER PROGRAMMING

## WHAT’S NOT EASY ABOUT COMPUTER PROGRAMMING

## DO I CARE EVEN IF I DON’T ACTUALLY PROGRAM?

# LET’S DO SOME PROGRAMMING!

# ADDING A FEW THINGS

## VARIABLES – PLACES TO STORE DATA/VALUES

## PRINTING – SEND STUFF TO THE SCREEN

## TEXT – WE SPEAK, USUALLY IN WORDS

## DECISIONS – WITHOUT THEM CHOICES ARE FEW

# THE COMPUTER – DOES THE PROGRAM’S WORK

## OUTPUT – WHAT WE GET: SEE/HEAR/FEEL

## INPUT – WHAT WE GIVE: TELL/ASK

## CPU (CENTRAL PROCESSING UNIT)

# PROGRAMMING LANGUAGE – The words we use

# LET’S WRITE A PROGRAM – What could be so hard?