Visual Programming Tools for Young Learners: Investigating How Different Programming Paradigms Teach Software Architecture Concepts

1st Oliver Wagner
owagn20@student.sdu.dk

2nd Marcus Elmkvist
maelm22@student.sdu.dk

3rd Toke Odgaard-Jans
toodg22@student.sdu.dk

4th Henrik Prüß
hepru23@student.sdu.dk

Abstract—Xxxxx

I. Introduction
This is the introduction chapter.

II. Related Work
This is the related work chapter.

III. Research Method
This is the research method chapter.

IV. Experiment
This is the experiment chapter.

V. Results
This is the result chapter.

VI. Discussion
This is the discussion chapter.

VII. Conclusion
This is the conclusion chapter.