

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

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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. RESULTS

This is the result chapter.

V. DISCUSSION

This is the discussion chapter.

VI. CONCLUSION

This is the conclusion chapter.