* Things computers can do

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| * + Things computers can do | * + In C# |
| * + Load and store values   + Do computation (primitives)   + ^ FUNCTIONAL PROGRAMMING   + JUMPS, UNCONDITIONAL   + JUMPS, CONDITIONAL   + STRUCTURAL PROGRAMMING   + CONJUNCTION   + DISJUNCTION – CAN BE ONE THING OR THE OTHER BUT NOT BOTH | * + Variables, parameters   + Primitives = basic operators (+, - , \*, %, &&, || , ==)   + && = AND   + = ALLOWS US TO ASSIGN A VARIABLE TO A NAME   + == ALLOWS US TO COMPARE   + METHOD CALLS   + IF/THEN/ELSE   + FOR/WHILE/DO   + SWITCH   + ARRAYS, STRUCTS, CLASSES, TUPLES, RUN TIME, CAN HAVE ADDITION   + IF/THEN ELSE = CONDITIONAL STATEMENTS   + ENUMERATOR TYPE (DISJUNCTION TYPE), UNION C NOT c# |

CONDITIONAL JUMPS ONLY DO SOMETHING BASED ON THE CONDITION

UNCONDITIONAL JUMPS – METHOD CALLS THAT REMEMBER WHERE TO COME BACK FROM (Do, for, while, loops)

If (

Remainder (modulus operator