

PROGRAMMING FUNDAMENTALS

WHAT ALL PROGRAMMERS KNOW

BASICS OF ALL MODERN PROGRAMMING LANGUAGES

Naming



VARIABLES

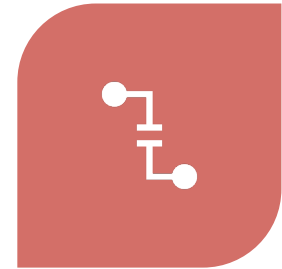


FUNCTIONS

Controlling



IF
STATEMENTS



LOOPS

THE SIX THINGS COMPUTERS CAN DO

Store	Store data with names
Run	Name sets of instructions, and execute (run) those named instructions
Split	Take data apart
Transform	Transform data into other forms
Repeat	Do a set of commands repetitively
Decide	Make tests (with an if) and then take actions based on whether those tests were true

CODING CONVENTIONS

```
void main() {  
    for (int i = 0; i <= 255; i++) {  
        print(String.fromCharCode(i));  
    }  
}
```



NAMES



BRACKETS



NESTED
BRACKETS



DATA TYPES



FUNCTION
RETURNS