

Introduction to Programing



DEAF YOUNG
CODE

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Video



CODE

<https://youtu.be/zFolQqQGjDs>



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The logo for Deaf Young Code features a stylized graphic of four teal rectangular blocks arranged in a square, with two purple cylindrical shapes placed diagonally across them. Below the graphic, the words "DEAF YOUNG" are written in a small, teal, sans-serif font, and the word "CODE" is written in a large, bold, purple, sans-serif font.

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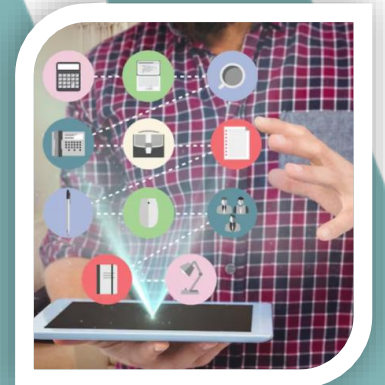


Is Programming and Coding the same?



Coding (= writing instructions) is only a part of programming.

Programming includes a lot more.
It includes the whole process of creating a digital product.



Key Concepts



Algorithms

Step-by-step guides for solving problems, like a recipe for cooking.



Variables

Placeholders for storing data that can be changed during program execution.



Data Structures

Methods for organizing and storing data, such as lists or dictionaries.



Control Structures

Tools like loops and conditionals for decision-making and repetition.



Functions

Reusable sections of code that perform specific tasks.

Challenges



Challenges like **coding errors**, task complexity, and the learning curve are common.



Debugging, or carefully reviewing code to find mistakes, is a vital skill.

With **patience** and **perseverance**, programming becomes easier over time.



Thank you for your attention!



Stay tuned for the next presentation!

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