EXERCISE - DAY 1 - PSEUDOCODE

Learning Objectives:
1. Define pseudocode.
2. Use pseudocode to describe a process or behavior with a distinct goal.

Activity:
Decide on a goal you would like your process or behavior to achieve.

Describe the steps needed to accomplish that goal using plain language (high level language), drawings, and/or some other demonstration.

Consider the information or materials that you have and what you need to know, have, and do to accomplish the goal.

Questions Posed:
Q1: What is the goal (the end state)?

A1: open ended

Q2: What is the starting state?

A2: open ended

Q3: What are the steps to get from the starting state to the end state?

A3: dependent on objectives

Key Vocabulary & Concepts:

High level language - allows a programmer to write largely independent of specific hardware or device; more closely resembles human language

Compiler - a computer program that turns high level language into machine language

Low level language - a programming language that is very close to the commands and functions run at the hardware level; a type of low level language is assembly

Machine language - binary

C# - pronounced C Sharp; a high level programming language developed by Microsoft; it is one of the languages that can be used to code behaviors in Unity

Pseudocode - a simple way of writing programming code in human language; it uses programming structure, but is not concerned with syntax

BONUS VOCABULARY

Syntax - is the set of rules that defines the combinations of symbols that are considered to be a correctly structured document or fragment in that language