

Fundamentals of ITProgramming

- *1) variable declaration.
- *1) Basic Syntax.
- *1) Data Type and structures.
- *1) Flow Control structures (Conditionals and loops)
- *1) Functional programming.
- *1) object-oriented programming
- *1) debugging
- *1) IDEs and Environments.

*1) variable declaration:

variables are containers for storing data values, a memory location for a data type. variable are created using a declaration or keyword that varies across languages.

*1) Basic Syntax:

Every programming language has its syntax, and you must learn the fundamental syntax of the language you are learning.

*1) Data Types and Structures:

A data structure is a collection of data values. Common types of data structures include:-

- *1) stacks
- *1) heaps
- *1) Trees
- *1) Linked Lists
- *1) queues
- *1) Arrays
- *1) Tables
- *1) Graphs.

*1) Flow Control structures:

Flow control structures are the fundamental components of computer programs.

*1) Functional programming:

Functions are containers that take in a set of inputs and return an output.

OOOP: object-oriented programming (oop) is a programming concept that objects have methods.