This unit introduces learners to text-based programming with Python. The lessons form a journey that starts with simple programs involving input and output, and gradually moves on through arithmetic operations, randomness, selection, and iteration. Emphasis is placed on tackling

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\subsection*{8.4 Intro to Python} common misconceptions and elucidating the mechanics of program execution.

A sequence of steps used by a human or computer to solve a problem or complete a task

An algorithm expressed in a programming language
Any method of getting data into the computer
Any method of getting data out of the computer

A storage location with a name. The data in a variable can be

A ste da in a name
followed the rules of the programming language they're using

When a program does not behave in the way that it should, A mathematical operation, for example, \(10+5\) that are carried one after the other in order. that can evaluate a Boolean expression and branch off to on or more alternative paths.

One of the three basic programming constructs. A selection of controlled) or a variable number of times based on the evaluation of a Boolean expression (condition-controlled).  \(g\)```

