YOUR CODING JOURNEY

STEP 1
Becoming familiar programming. Writing print statements and variables.

1

PRINTING + VARIABLES

LOGIC + BRANCHING

2

STEP 2
Understanding the logic of branching, from the theory to the practice in programming.

STEP 3
Using the variety of loops and how they can be used in your programs.

3

LOOPS

DATA STRUCTURES

4

STEP 4
Understanding the multitude of data structures, when to use them and what makes them different.

STEP 5
The concept of a function and how to use them in your programs.

5

FUNCTIONS

FIRST PROGRAM

6

STEP 6
Piecing all the steps together to write your first program. One of the biggest steps.

STEP 7
Working more in depth with data structures. Using all the inbuilt tools to make working with them easier.

7

DATA STRUCTURES PART 2

FUNCTIONS PART 2

8

STEP 8
Working more in depth with functions. Understanding the more complex side to them.

STEP 9
Introducing Object Oriented Programming. A different programming paradigm.

9

OBJECT ORIENTED

EXTERNAL TOOLS

10

STEP 10
Utilising external tools, such as APIs and libraries, to aid your programming.

STEP 11
Introducing Functional Programming. A different programming paradigm.

11

FUNCTIONAL PROGRAMMING

TIME

12

STEP 12
Working with time in code. Using dates, intervals and threading.