

Agenda

(a) Course Introduction

(b) Lecture 1 Introduction to Computer Programming

1. Computer
 - 1.1 What is a computer
 - 1.2 What is the architecture of a computer?
 - 1.2.1 Peripherals - Input and Output devices
 - 1.2.2 Central Processing Unit
2. Programming
 - 2.1 What is Programming? What is Machine Language?
 - 2.2 How code and data is stored in a computer?
 - 2.3 Why computer uses binary representation?
3. Different generations of programming languages
4. High-level Language
 - 4.1 Compilation vs Interpretation
 - 4.2 What programming language will you learn?