



INTRODUCTION TO PROGRAMMING

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Why do we need to know about programming?



Computers are **not smart**



You need to tell a computer **what to do** and **how to do it**



Writing instructions for a computer to follow is known as **programming**

What is programming?

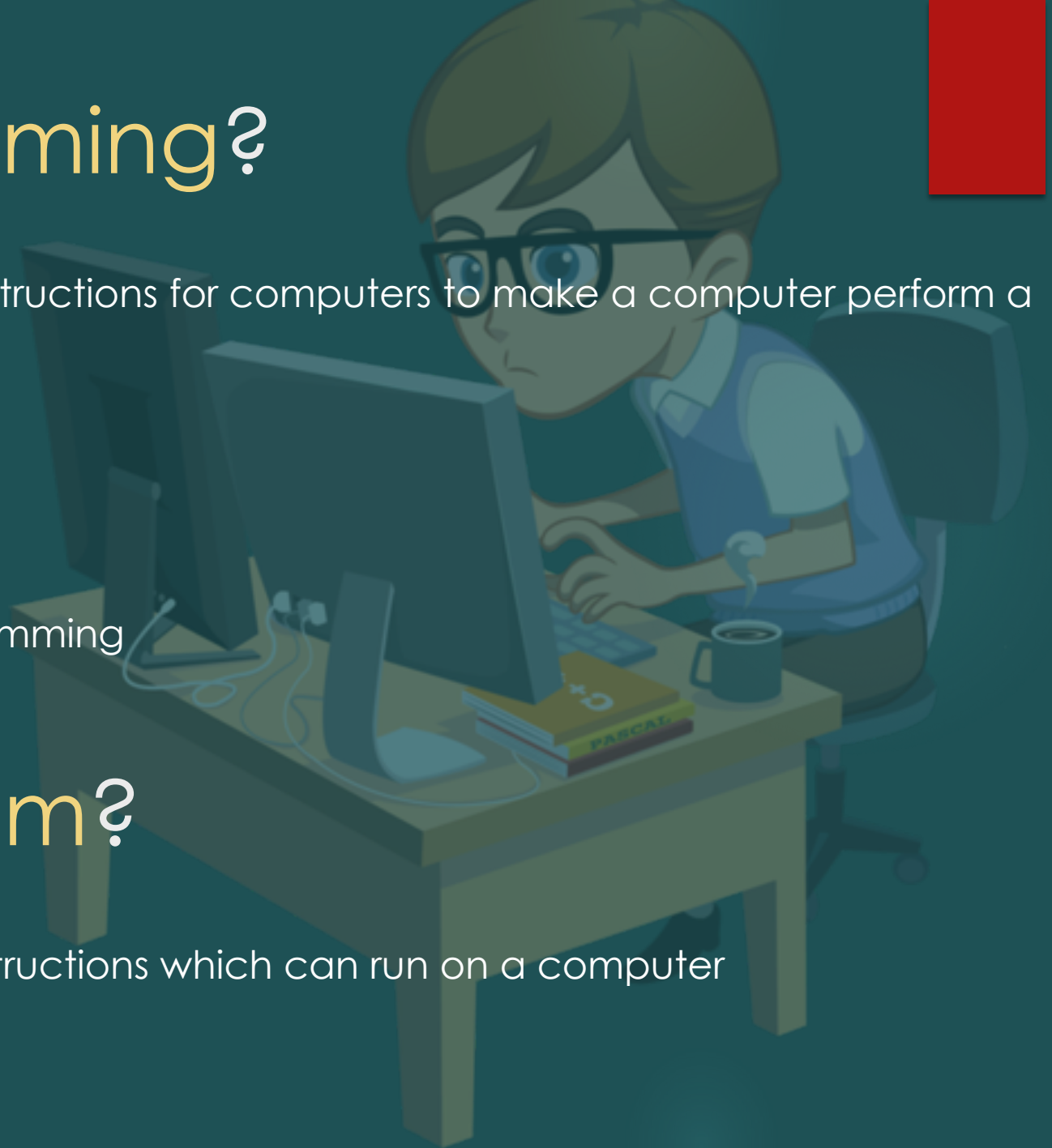
Programming is the act of writing instructions for computers to make a computer perform a task

What is coding?

Coding is another name for programming

What is a program?

A program is a completed set of instructions which can run on a computer



Why is programming important?

We use **technology** in almost anything we do.



At **home**



At **school**



At **work**



When we **study**



When we **play**



When we **are sick**

Why is programming important?

Technology is an important part of most jobs



Medicine



Law



Engineering



Banking

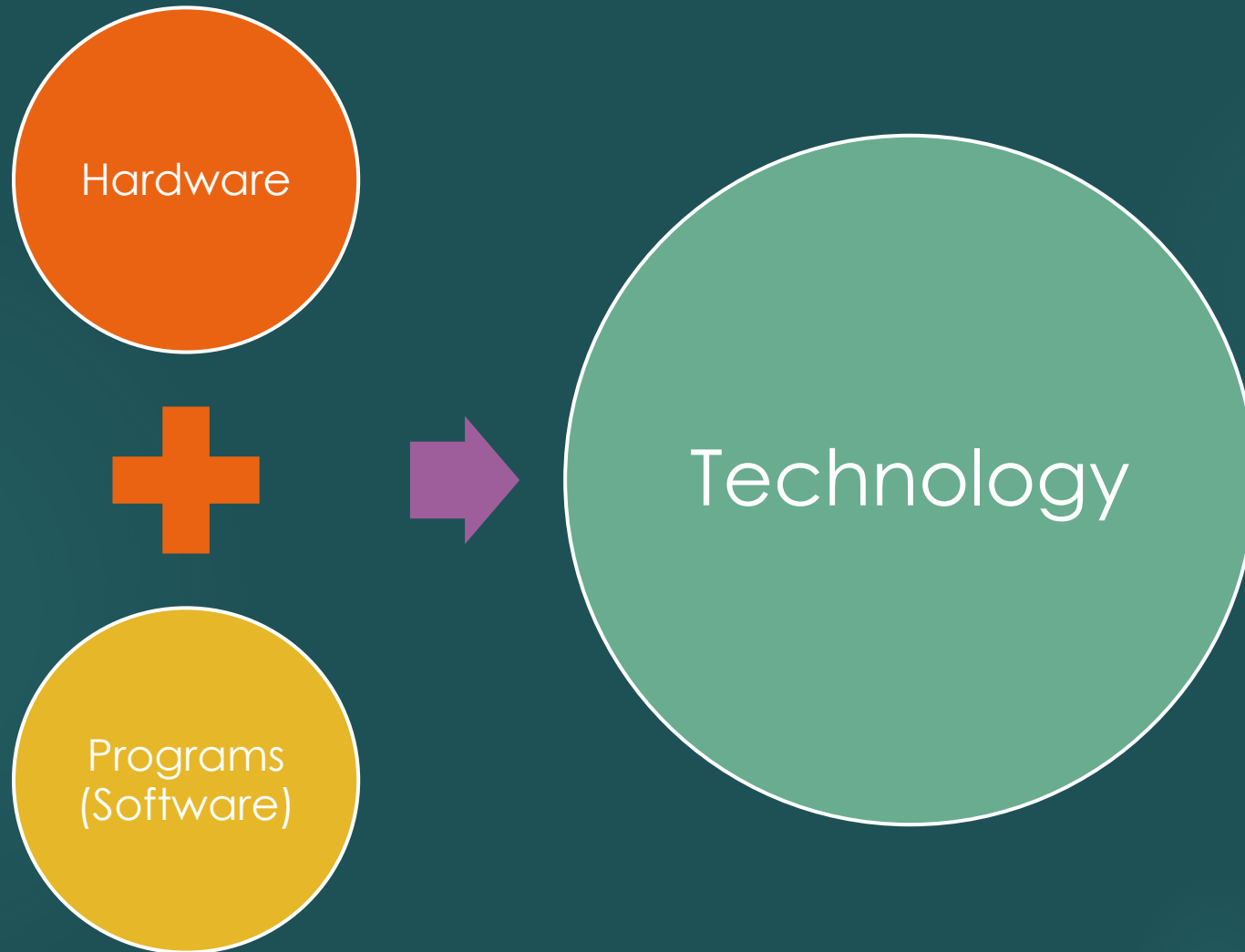


Sales and
Marketing



Teaching

Technology



Why is programming important?

You need to **understand** the technology you use to do well at your job

The best way to understand technology is by knowing **how it was built**

Most technology is built using **software**

Software is built using **programs**

Understanding the **basics of programming** allows you to understand technology

Technological familiarity will be an important part of any job of the future



Apple CEO Tim Cook

I think that coding should be required in every public school in the world.

Learn to code, it's more important than English as a second language

Studying coding could increase your chances of pulling in a big salary, as more than a third of the highest paying jobs in the U.S. right now require some coding knowledge.

A background image featuring a collection of colorful LEGO bricks in red, blue, and green, scattered and overlapping. The bricks are set against a dark teal background. A semi-transparent dark teal rectangle covers the entire image, and a solid red vertical bar is positioned on the right side.

Programming is like
building LEGO

Programming building blocks

Statements

move 10 steps

change brightness effect by 25

play drum 1 for 0.25 beats

think Hmm... for 2 secs

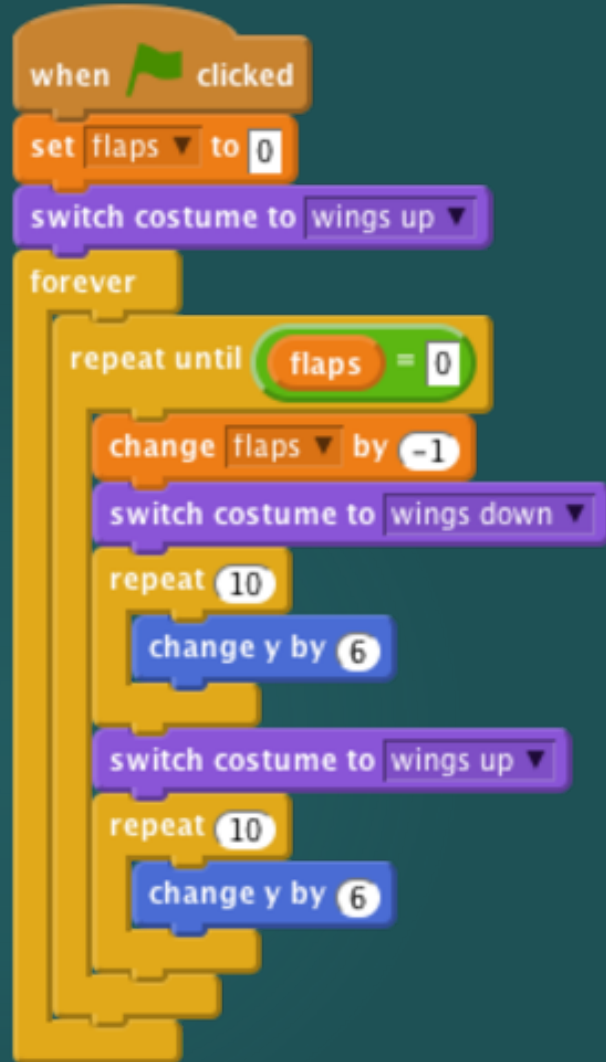
Loops

repeat 10

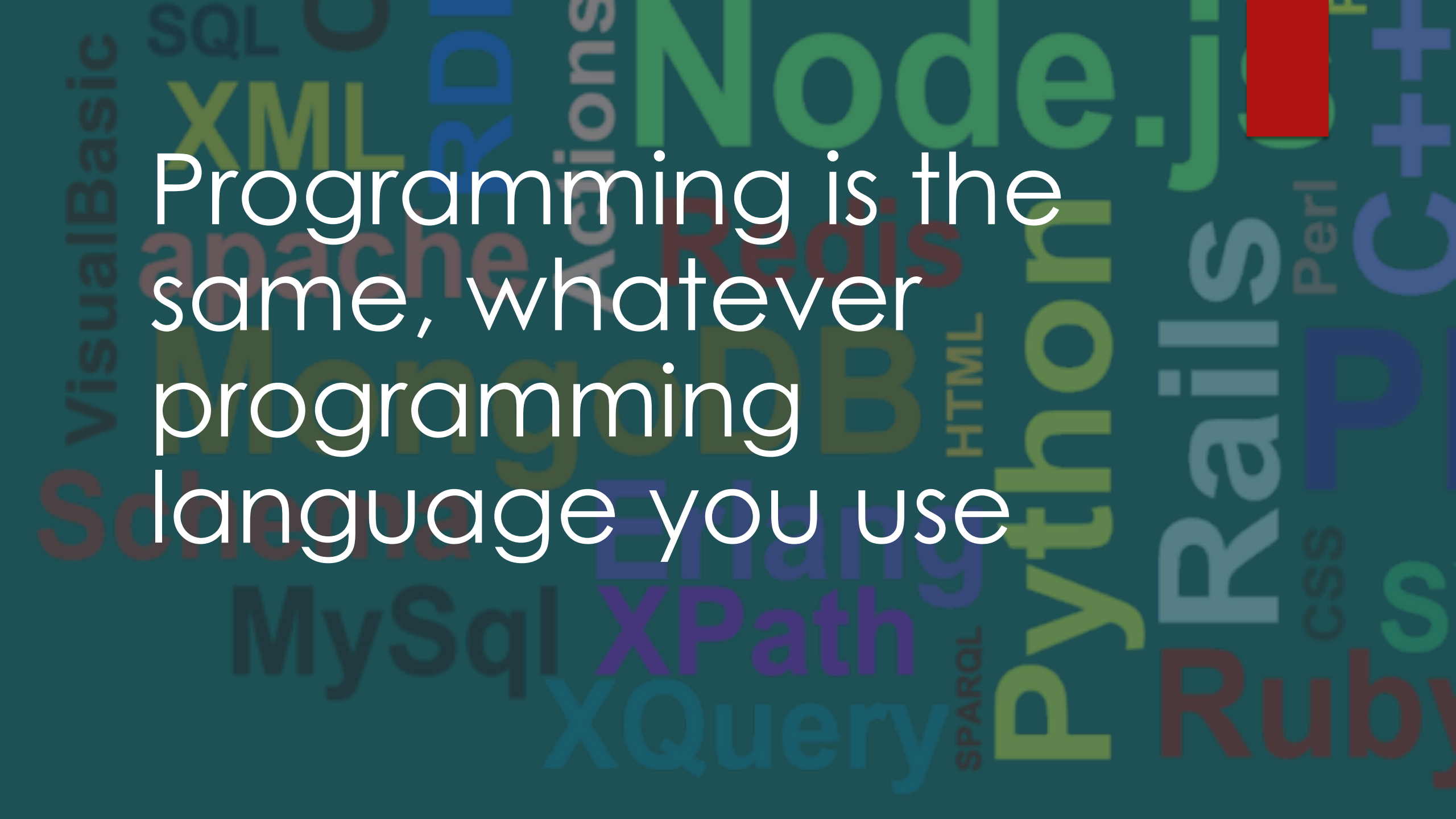
Conditions

if then
else

A complete program



Programming is simply slotting together the blocks into a sequence to complete a task



Programming is the
same, whatever
programming
language you use



Statements

```
my_car = Car()  
print("I'm a car!")
```

Loops

```
while True:  
    action = input("What should I do? [A]ccelerate, [B]rake, "  
                  "show [O]dometer, or show average [S]peed?").upper()
```

Conditions

```
if self.time != 0:  
    return self.odometer / self.time  
else:  
    pass
```



Statements

```
int i=1, n;  
  
cout << "Enter a number \n";  
cin >> n;
```

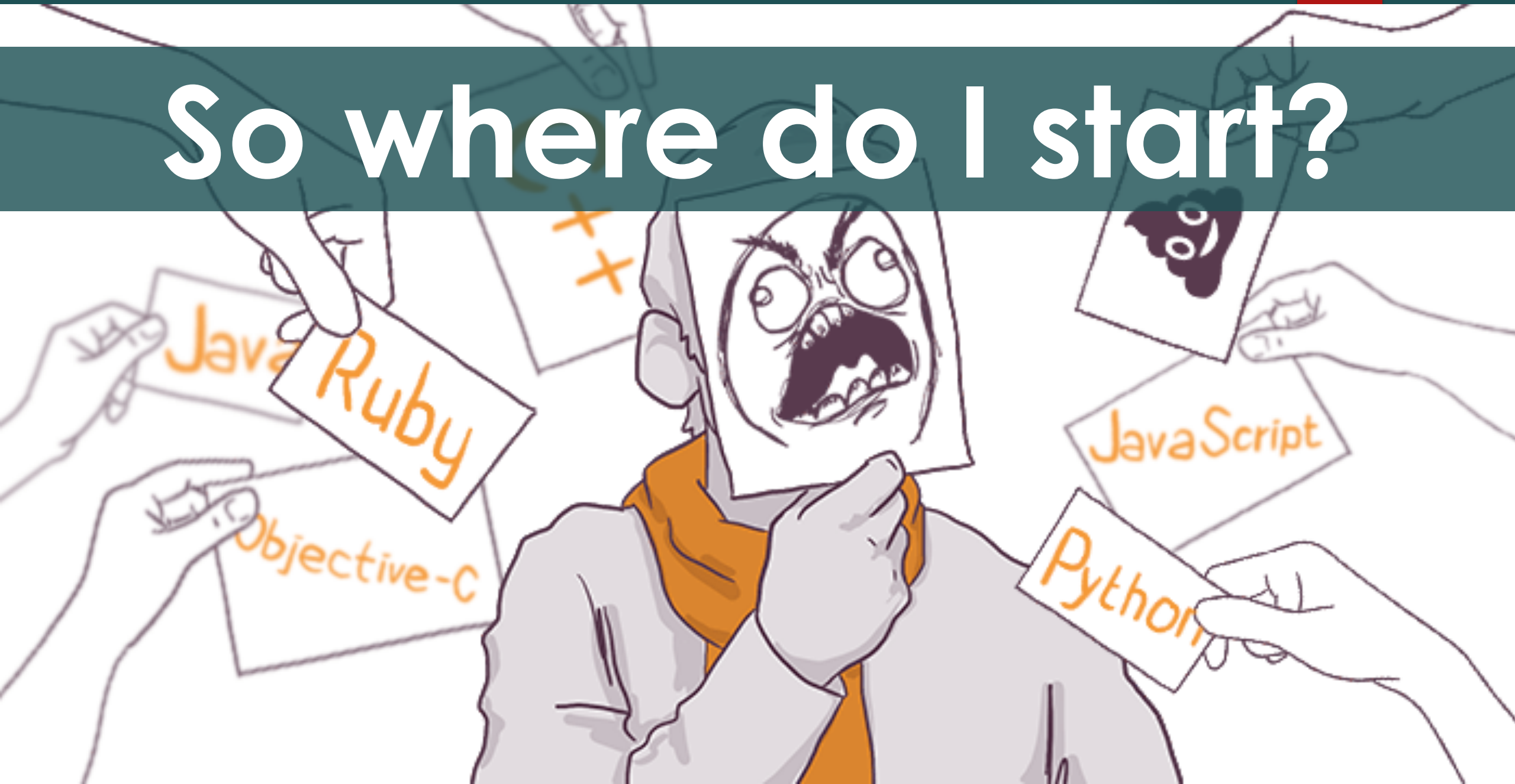
Loops

```
while( i <= n){  
  
    /* If number is divisible by 2  
    then it's an even number  
    */  
}
```

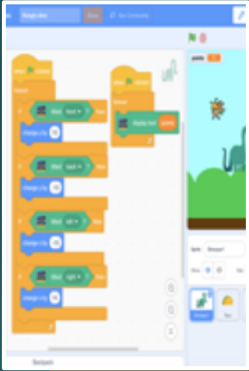
Conditions

```
if(i % 2 == 0){  
  
    cout <<i<< " ";  
}
```

So where do I start?



Where do I start?



Visual Programming Packages

- Scratch
- Tynker
- code.org
- Code Combat
- Code Monster



Online Courses

- Khan Academy
- Code.org
- Tynker



Programmable Robots

- mBot
- DASH robot
- JIMU
- LEGO BOOST



Lets do some
programming

scratch

TYNKER™

Jimù
robot

BOOST
BUILD CODE PLAY

Makeblock



There is
another way to
write programs

ARTIFICIAL
INTELLIGENCE

WHATS THE DIFFERENCE



SOFTWARE



SOFTWARE

TECHNOLOGY

(Hardware + Software)

SOFTWARE



HARDWARE



NORMALLY

Hardware and software
built by **humans**

WITH AI

Hardware and software built by
other programs and robots

AI Programs can

LEARN

How to do something

They can then

AUTOMATICALLY

WRITE

A program to recreate
what they learned



AI CAN LEARN



With a
teacher
or with
supervision



By only telling it
what is
right
and
wrong



Or by learning
on its
OWN

AI CAN LEARN



From
data

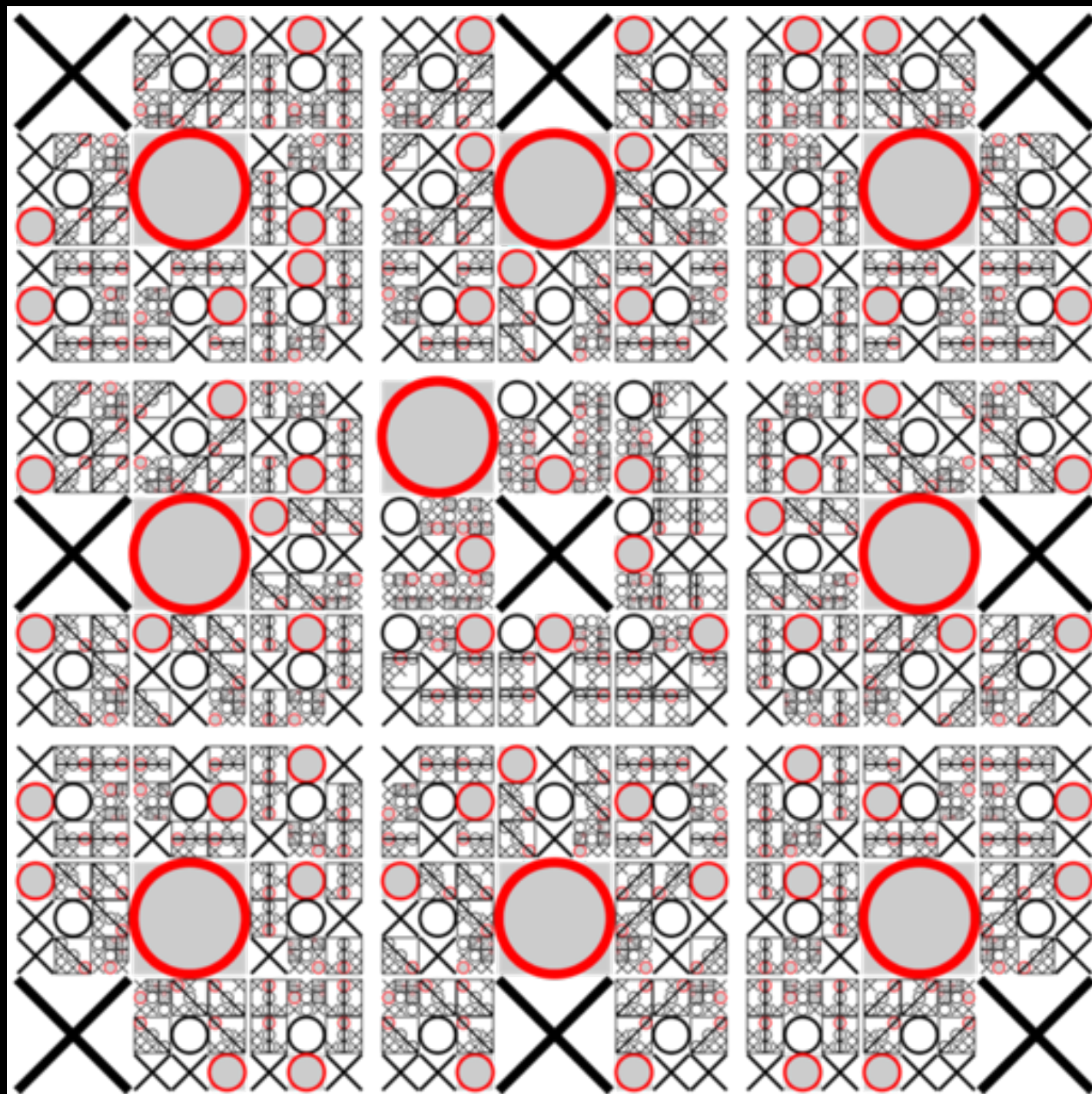


By
Experimenting

WRITING A MACHINE LEARNING COMPUTER PROGRAM TO PLAY TIC TAC TOE

1 LEARN FROM DATA

- SHOW A MACHINE LEARNING ALGORITHM DATA FROM PREVIOUSLY PLAYED TIC TAC TOE GAMES
- ALGORITHM LEARNS TO PLAY TIC TAC TOE FROM THESE EXAMPLES



WRITING A MACHINE LEARNING COMPUTER PROGRAM TO PLAY TIC TAC TOE

2

LEARN FROM EXPERIENCE

- LEARNS BY PLAYING THE GAME
- LOOKING BACK AND ANALYSING WHEN IT WON OR LOST
- CONTINUOUSLY LEARNS FROM EVERY GAME



VS



PLAYING AGAINST
HUMAN PLAYERS



VS



PLAYING AGAINST
OTHER COMPUTERS

ARTIFICIAL INTELLIGENCE BUILD PROGRAMS WHICH CAN



SEE
LIKE A PERSON



HEAR AND UNDERSTAND
LIKE A PERSON



SPEAK
LIKE A PERSON

**DO WHAT
HUMANS
CAN DO**



WORK
LIKE A PERSON



THINK
LIKE A PERSON



ARTIFICIAL INTELLIGENCE
IS ALL AROUND US

ARTIFICIAL INTELLIGENCE IS ALL AROUND US



AIR TICKET
PRICES



BANK
LOANS



HOTEL
PRICES

ARTIFICIAL INTELLIGENCE IS ALL AROUND US



WEATHER
PREDICTION



STOCK
MARKET



ONLINE
SHOPPING

MOST AI WORKS
BEHIND THE
SCENES

YOU
DON'T SEE IT

AFFECTS
ALL OUR
LIVES



ARTIFICIAL INTELLIGENCE HAS **CHANGED** AND **IS CHANGING**



MEDICINE



ENGINEERING



LAW



BANKING



SALES



EDUCATION



SECURITY



MANAGEMENT

ALL JOBS AS WE KNOW IT
WILL CHANGE

ARTIFICIAL INTELLIGENCE JOBS



AI SCIENTIST
DEVELOPS NEW
TYPES OF AI



AI ENGINEER
BUILD NEW AI
APPLICATIONS



ALL OTHER JOBS
WILL USE SOME AI IN
THEIR JOBS



**PAY
ATTENTION**

BE
AWARE
OF HOW
TECHNOLOGY IS
CHANGING
JOBS AND
INDUSTRIES



People wont lose their
jobs to a computer

But they could lose their jobs
to someone who knows how
to use a computer better