

Table of Contents

1. An Overview of Computers and Programming.
 2. Elements of High-Quality Programs.
 3. Understanding Structure.
 4. Making Decisions.
 5. Looping.
 6. Arrays.
 7. File Handling and Applications.
 8. Advanced Data Handling Concepts.
 9. Advanced Modularization Techniques.
 10. Object-Oriented Programming.
 11. More Object-Oriented Programming Concepts.
 12. Event-Driven GUI Programming, Multithreading, and Animation.
- Appendix A: Understanding Numbering Systems and Computer Codes.
- Appendix B: Solving Difficult Structuring Problems.