- 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.

Appendix A: Understanding Numbering Systems and Computer Codes.

Appendix B: Solving Difficult Structuring Problems.