



Unit 3 – Lesson 1:

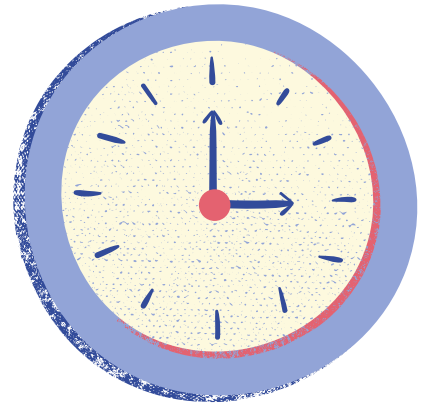
Interview for Programmers and Best Practices in Programming





Lesson 1: Interview for Programmers

Time available: 4 hours



Lesson programming:

1. Socialize the technology idiom of the day.
2. Game: Vocabulary hangman activity.
3. Play the game "Who wants to be a millionaire" about programming.
4. Socialize keywords from the reading
5. Reading: Top 24 Coding Interview Questions
6. Matching description activity.
7. Socialize the vocabulary about the reading "Best practices in Programming".
8. Reading: "Best practices in Programming".
9. Filling-in-the-blank activity about the previous reading.
10. Matching activity about the reading "Best practices in Programming".





Learning materials:

- Hangman game: <https://www.hangmanwords.com/play/custom?g=ZW50ZXIIMEFIYWN0JTBBd29yZCUwQW9yJTlwcGhyYXNIJTBBb24IMjBpdHMIMjBvd24IMjBsaW5l>
- Game “Who wants to be a millionaire”: <https://www.superteachertools.us/millionaire/millionaire.php?gamefile=448885>
- Readings



Lesson 1: Interview for Programmers

1- Idiom of the day:

Break new ground: This idiom is used when somebody invents or introduces something completely new and innovative.

“The company’s revolutionary product broke new ground in the smartphone market.”



2- Game: Hangman

Game URL: <https://www.hangmanwords.com/play/custom?g=ZW50ZXIIMEFIYWNoJTBBd29yZCUwQW9yJTlwcGhyYXNIJTBBb24lMjBpdHMIMjBvd24lMjBsaW5l>

3- Through the game “Who wants to be a millionaire” , the whole group will try to answer the following questions about programming.



- **Game URL:**

<https://www.superteachertools.us/millionaire/millionaire.php?gamefile=448885>

4- Let's socialize the following vocabulary:

- **Data Structure** - The organization and storage method of data in a computer.
- **Arrays** - Collections of items stored at contiguous memory locations.
- **Trees** - Data structures consisting of nodes, connected in a hierarchical manner.
- **Linked List** - A linear collection of data elements where each element points to the next, not necessarily contiguous in memory.
- **Recursion** - A programming technique where a function calls itself.
- **Polymorphism** - An OOP concept where tasks are performed in multiple ways.
- **Abstraction** - Hiding complex implementation details and showing only the necessary features in OOP.
- **Encapsulation** - Bundling of data and methods that operate on the data within one unit in OOP.
- **Palindrome** - A word or phrase that reads the same backward as forward.

