Programming Language Basics

- Input and Output

- Variables, Fundamental Types, and Operations

- Decisions (a.k.a. conditionals)

- Loops (a.k.a. iterations, repetitions)

- Lists and Simple Built-in Data Structures

- Functions (a.k.a. methods, procedures, subroutines, subprograms, callable units)

- Objects and/or Records (a.k.a. tuples, structs)