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Programming

What is "computer programming" all about?

"Talk to me!"

Using a computer is like having a conversation. The computer asks for some information, you reply, the computer thinks about what you said (or "processes the input"), then asks for more information. This continues until both sides have what they need, and the conversation ends.

A program tells the computer how to conduct its side of the conversation, how to "stand in" for the programmer who can't be there in person. Programs are sets of instructions for the computer to follow, one step at a time, to ask for information, pull the answers in, do the processing, and show the results. Programming consists of writing instructions -- no more, no less.

The programmer writes the program, the set of instructions, in a "program editor". Modern programming languages like LB (the programming language **Liberty BASIC**) have a built-in editor with special features to help the programming process. Learning to use the editor is the first step in learning to use the programming language.

A compiler translates the instructions from the (almost-human) programming language into the electronic signals used by computer.

Let's get started with the first lesson, and learn to use the LB editor.

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