

## Projec

- The aim of the project is to teach everyone the basics of programming in Delphi;
- **Duration of the project**: 6 months;
- <u>Target audience:</u> pupils and students, who start learning Delphi;
- <u>Business Angels</u>: schools, universities, Ministry of Education;
- Project budget: \$ 500.

Many people want to learn programming, but, unfortunately, not many get it yourself. Many courses, such as: "Programming for Dummies", "Programming from the Ground Up" and other self-help books aimed only at one side of the "book - student" or "video lesson - the student," but there is no feedback, and without it no one can cover and consolidate the material is fundamental.



From The Ground

An Introduction to Programming using Linux Assembly Language



Up

DOWNLOAD

By Jonathan Bartlett

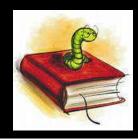
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Therefore we can say about the relevance of the project «I know Delphi». The project is a website where there are 25 video lessons, 125 Tasks. The course is divided into 5 parts (points), and in addition there is a feedback from the student. Tasks are checked. The student can ask the teacher questions. It is also possible discussion of the material between students.







Each item is divided into several sub-items. There are tasks necessary for the implementation of each paragraph (video lesson). Each video lesson and challenges after it laid out once a week - on Sunday and during the week of the host response. All responses (program) based on 10-point scale. After checking tasks laid out points of each student. Pupils have a general rating (not for one week, and for all time, the average score.) This is a competitive process. It is important in education.



This site aims to gather all those who want to learn to program, designed to help you take the first bold steps in the world of computing. For anyone who has decided to learn programming in Delphi, the project «I know Delphi» will become an assistant and teacher.





## The main advantages of the couse:

- 1. All in one place! Nothing to look!
- 2. The simplicity and accessibility of the material presented;
- 3. Visual material through video lessons;
- 4. Inspection and evaluation of program;
- 5. General rating / competitive process;
- 6. Ease of learning;
- 7. Huge return on material;
- 8. Discussion of the material between students;
- Feedback with the teacher.



