

# 2/ Learning

## Procedural Programming

• Give it the understanding of basic building blocks of procedural code and enable it to build learnings as self-written code.

- ~~statements~~
- sequence of statements
- loops
- if

⇒ represent in WM.  
as a single (large)



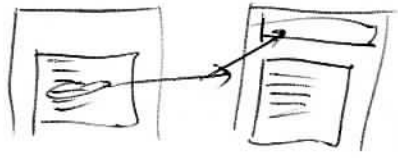
⇒ with processor(s) that know how to ~~form~~ run it and how to execute each step.

⇒ And for some steps just uses existing processors.

eg: '3+6=9' processor.

⇒ Execution shouldn't be too ideal.

It should load one statement into top of WM in general form.



Then let consciousness & subconscious work on it.  
→ when that statement is 'completed', then a processor will kick in, see there is a program in WM, and load the next statement.