1. Click here to enter text. , is defined as using information technologies to solve problems or explain the classification of information through codes.
2. Choose an item. , is defined as arithmetic operations or scripts that regulate and manage the actions of computer hardware.
3. Choose an item. , is a platform that detects the language of the written program, examines the program, detects logical and literary errors, reports errors to the user and displays the results.
4. The program that is created using computer systems is called Choose an item.
5. Click here to enter text. , is an open source program developed by Microsoft. With the help of this program, small programs and projects can be designed using the Basic programming language. The interface of the program is also available in Turkish.
6. Click here to enter text. ,is a 3-dimensional, object-oriented programming platform designed primarily for storytelling. This program, which aims to encourage children to programming, is a meeting point of children's imagination and the digital world.
7. An important reason for the use of Click here to enter text. in education; is to educate the individuals who will have the characteristics about the members of the information society.
8. One of the aims of the distance education studies is providing education to the studens Click here to enter text. by using comminication technologies.
9. Click here to enter text. , is a small computer model designed to be used by a single person at the same time.
10. Click here to enter text. , is a document format designed to read books on various computer equipment.