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HOW TO DEAL WITH THE DIFFICULTIES OF PROGRAMMING

KARINA SNURNIKOVA, student

OKSANA O. RESVAN, Professor, Doctor of Science in Education, Scientific Adviser

O. M. Beketov National University of Urban Economy in Kharkiv

One of the biggest arguments about programming is whether it's a difficult profession to do or not. You may hear from some people saying programming is easy, which some people can disagree.

The intention for writing this article is to motivate people who are struggling with the difficulties of programming but not to scare them. This article will spot some difficulties in programming and suggest ways to deal with them, based on different experiences.

Is Programming Really Difficult?

Programming is a difficult profession. But should we lose our motivation for writing code? Should we quit just because it's hard? Absolutely not!

Every profession has difficulties, upsides and downsides, and so does programming. There are ways to deal with them — let's see what these difficulties are and how it's possible to deal with them.

1. The Learning Process

The very beginning is the most difficult part. The education we receive is poor, and there are very few tutorials and articles.

Thanks to the content creators, this has been changing, and maybe that's the reason why so many people (including me) start to create programming tutorials, write e-books, and share their knowledge on various platforms on the internet.

Tip 1: Give yourself time

The important thing to understand here is if you're new to programming, you'll learn slow. You'll forget quickly unless you practice enough and truly understand how things work. That's why you need to keep trying, read what you're reading again, solve the same exercises again, and replay the tutorials again and again until you have a complete understanding.

Learning a programming language is similar to learning a new language like English, French, or Chinese. You can't learn Chinese or French in one day, right? The same goes for learning a programming language. It'll take a couple of months to get familiar with the concepts. Give yourself time.

Tip 2: Learn the fundamentals first — then you can learn any programming language

Regardless of what you did or learned before, you can always switch between programming languages, jobs, and even working fields.

Tip 3: Take online courses, watch tutorials, and read e-books

Regardless of having no idea how to write code — and whether you're a junior or a veteran with several years of experience — taking an online course or watching tutorials is always helpful.

Finally, when we get stuck somewhere, we can ask questions in the comment section — the instructor or someone else watching that course can reply and help us. Online resources are today a big part of our learning process.

Tip 4: Practice

The last tip for this section is to practice — write code. This one is also difficult at the beginning. But it's the strongest way to learn how to program.

So what you can do is:

- Start with writing the code you see or read on tutorials
- Solve exercises and answer questions you find on the web
- Start working on personal projects, even if you don't earn money
- Discuss and share ideas with your friends/colleagues
- The best learning comes by teaching, so learn by teaching

2. Dealing With Problems/Errors Every Day

Tip 5: Learn reading the errors

Errors are an important part of the development process. When you run your code and it fails by receiving errors, don't panic.

Errors tell you what or where something is wrong.

If you understand what the error message means, you can fix it immediately. Otherwise, you can google the error message and probably someone else has already asked it, and there you can find out what's wrong.

Tip 6: Learn debugging

As it was mentioned above, when we see errors, defects, or unexpected things in our code during the development process, the best way to advance is through debugging.

“Debugging is the process of finding and resolving defects or problems within a computer program that prevent correct operation of software or a system”. — Wikipedia

Learning how to debug is an important skill and very helpful for finding errors and bugs.

Tip 7: Ask for help

If you're still struggling, then you can ask a your friend, instructor, etc. They can see maybe what you can't see. Sometimes the mistake is just in front of you, but you can't see it.

Communication and helping others is a part of programming.

Tip 8: Leave it and come back tomorrow

You need to rest, but your brain continues thinking about the problem. You go to sleep, and your brain still thinks about it. Sometimes, it finds where the problem is, and you even don't realize it. And when you go back to work, suddenly you find the solution.

3. Following Rapid Changes in Technology

Since we're working inside the tech and development sector, everything changes rapidly.

So what you can do is:

Sign up for a couple of newsletters from blogs that follow what's new in tech

Follow social-media accounts and trends over on Twitter, Facebook, and other platforms

Listen to podcasts (which is really time-saving)

Remember, we can't know everything. We can't follow every new thing, so just invest your time in what's really needed/important based on your work and project.

Conclusion

So these are the three common difficulties of programming. Every profession has upsides and downsides, and none of them are easy. Personal interest plays a huge role in success in our careers. There are a lot of things to learn for everybody who only begin his/her career and the professional way. Remember- endeavors and attempts will prevail all failures.

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STATE, PROBLEMS AND PROSPECTS FOR THE DEVELOPMENT OF SPORTS AND HEALTH TOURISM IN UKRAINE

JULIIA TSAPUK, student

OKSANA O. REZVAN, Professor, Doctor of Science in Education, Scientific Adviser

O. M. Beketov National University of Urban Economy in Kharkiv

Sports and health tourism is a type of active recreational and tourist activity carried out in an untouched or slightly altered environment, the essence of which is the passage of tourist routes with overcoming various obstacles of the natural environment by various means of transportation using special techniques and equipment. Sports and health tourism is a specific territorial system in which three main agents interact – tourists-sportsmen, the resource base of sports tourism and the system of sports tourism institutions.