



Coding for Aviation

Zack started writing code when he was 9 years old after his dad taught him how to make a simple computer game. Zack has been creating games ever since! One of the games that Zack made was played over a million times around the world and earned him over \$300. Zack also created an iPad app that helps high school music teachers organize their students for a music performance.

When Zack is not making games, he works as a **software engineer** at Provenair. **A software engineer is a person who designs and develops programs so computers can accomplish certain tasks.** Zack studied computer science in college to gain skills to become a software engineer.

The software that Zack developed for Provenair helps airlines to manage the large amount of paperwork that is needed when they purchase new parts for an airplane. Paperwork is important to keep track of information about each airplane. **The Provenair software reads this information and organizes it for the airline.** This is called machine learning.



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Machine learning is a kind of artificial intelligence, or a way for a computer to think and learn. Computers can use machine learning to **identify patterns in a set of information and make decisions based on those patterns.** Other ways that machine learning is used include self-driving cars and suggestions for what to watch on a TV streaming app like Netflix.

Computer science is used to solve problems so that work can be completed faster. The large amount of paperwork needed to buy parts for an airplane was a problem that was solved by creating a computer program to help do the work.