

Python Programming

Instructor

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Office Location

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Office Hours

4 pm – 5 pm, Mondays

Course Overview

Python Programming (Teams Code: haufqo2)

This course is about basic concepts in Python Programming. Students will learn the data structures, functions, classes, and the special structures of Python. They will also learn how to create basic desktop applications with a GUI, web applications as APIs, basic games as projects. In this course, we will use GitHub actions for assignments.

Required Text

Advanced Guide to Python 3 Programming, Springer, *John Hunt*
Python for Everybody, PY4E, *Charles Severance*

Course Materials

- Python 3.x (Anaconda is preferred)
- Jupyter Notebook from Anaconda
- Pycharm from JetBrains / Microsoft Visual Studio Code
- PC with a Linux distro or a Linux terminal in Windows 10/11.

Course Schedule

Week	Subject	Week	Subject
01	Basic Concepts in Python	08	Desktop Programming
02	Sequences	09	Desktop Programming
03	Functions	10	Web Programming
04	Decision Structures	11	Web Programming
05	Loops	12	Game Programming
06	Classes	13	Game Programming
07	Special Structures	14	Student Projects