

A large, stylized Python logo on the left side of the slide. The top half is blue with a white circle and a white horizontal bar. The bottom half is yellow with a white circle and a white horizontal bar. The logo is partially cut off by the left edge of the slide.

Curso de Introducción a python

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Objetivos del curso



Aprender a programar



Independientemente de los conocimientos previos



Independientemente de la formación



Independientemente de la edad



¿Como
funciona un
ordenador?



Usuario vs Desarrollador



A programar!



¿Por qué
programar?

¿Por qué programar?



Desarrollar aplicaciones para que usen otros

Páginas web
Aplicaciones móvil
Aplicaciones de escritorio



Modificar aplicaciones existentes para que se adecuen a nuestras necesidades

Cambio de paradigma

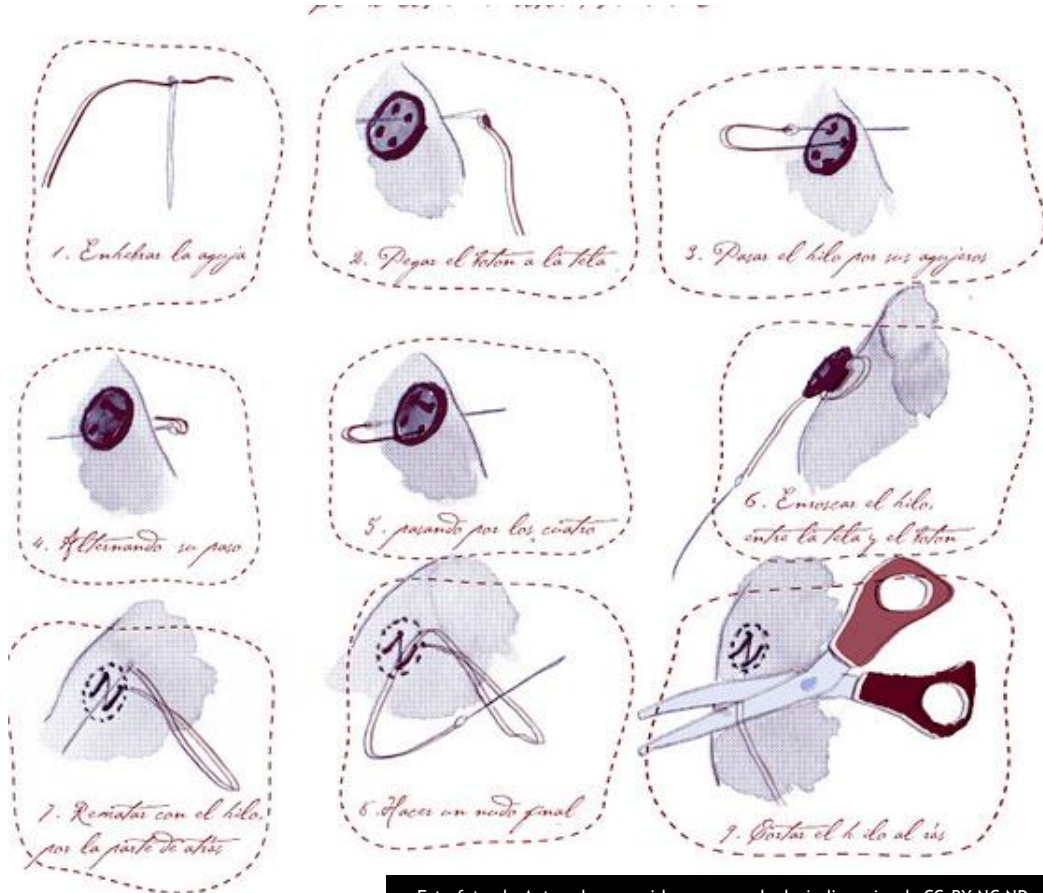
► Usuario  Desarrollador





A programar!

¿Qué es un programa?




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¿Programas para humanos?

- <https://www.directoalpaladar.com/recetas-de-arroces/paella-valenciana-receta-tradicional>

¿Receta para
ordenador?

A collage of images on the left side of the slide. At the top is a yellow calendar for March 2014, showing the days of the week and dates. Below the calendar is a silver and gold pen lying diagonally. To the left of the pen, the words 'To Do List:' are written in a cursive script on a light-colored background.

To Do List:

¡Programalo en Python!

```
    ),
    default="Y",

    use_setting = FloatProperty(
        name="Scale",
        min=0.01, max=1000.0,
        default=1.0,

    def __init__(self, context):

        # Get the folder
        folder_path = (os.path.dirname(self.filepath))

        # Get objects selected in the viewport
        viewport_selection = bpy.context.selected_objects

        # Export objects
        export_list = viewport_selection
        if self.use_selection_setting == False:
            obj_export_list = [i for i in bpy.context.scene.objects]

        # Deselect all objects
        bpy.ops.object.select_all(action='DESELECT')

        for item in obj_export_list:
            item.select = True
            if item.type == 'MESH':
                file_path = os.path.join(folder_path, "{}.obj".format(item.name))
                bpy.ops.export_scene.obj(filepath=file_path, use_selection=True,
                    axis_forward=self.axis_forward,
                    axis_up=self.axis_up_setting,
                    use_animation=self.use_animation,
                    use_mesh_modifiers=self.use_mesh_modifiers,
                    use_edges=self.use_edges,
                    use_smooth_groups=self.use_smooth_groups,
                    use_smooth_groups_bitflags=self.use_smooth_groups_bitflags,
                    use_normals=self.use_normals,
                    use_uv=self.use_uv,
                    use_material=self.use_material,
```