

# PYTHON PROGRAMMING

Assoc. Prof. Dr. Bora Canbula

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Week01 Syllabus

## **Python Programming**

#### Instructor Course Overview

Assoc. Prof. Dr. Bora CANBULA Python Programming (Teams Code: khfjfwr)

Phone

Email

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.

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Required Text

bora.canbula@cbu.edu.tr

Advanced Guide to Python 3 Programming, Springer, John Hunt

Python for Everybody, PY4E, Charles Severance

Office Location

Dept. of CENG

Course Materials

Office C233

- Python 3.x (Anaconda is preferred)
- · Jupyter Notebook from Anaconda

Office Hours

- · Pycharm from JetBrains / Microsoft Visual Studio Code
- 4 pm 5 pm, Fridays
- 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

Python Programming (2025-2026 Fall)



Week01 **Syllabus** 

#### First Quiz

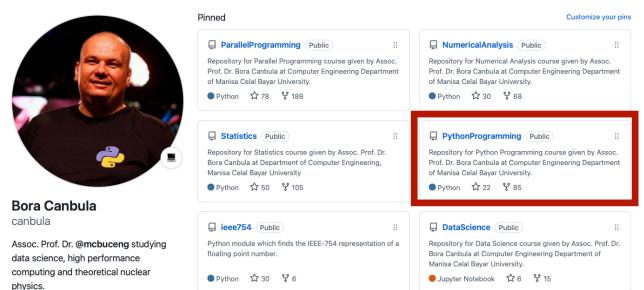


https://forms.cloud.microsoft/r/mAKdBA2bNa

## Repository for the Course



#### https://github.com/canbula



### **First Homework**



### Week01/info\_firstname\_lastname.py

- A string variable with the name student\_id that contains your student id.
- A string variable with the name full name that contains your full name.