

CSE 512 LABORATORY – Week 1, Winter 2016

Prof. Kerstin Voigt

The objective of this first lab is to learn the fundamentals of the Python scripting language. The Official Python site

<http://python.org> (Version 2.7. not 3.x)

is a perfect starting point. Navigate to this site and locate the Python Tutorial.

Scan Chapters 1 and 2, and then start working through the examples of Chapters 3, 4, ... as far as today's lab session allows you to go. Work at your own pace. Make sure that what you are told to do makes sense to you.

The simple Python IDE called *idle* is a convenient tool to write and test your code. Type `idle` at the Linux prompt, and a *Python Shell* window will pop up. Your instructor will tell you what to do next.

If today's lecture went according to plan, you will have been exposed to a simple GUI program in Python, `hop.py`. This program uses a graphics library `graphics.py`. You should not finish this lab without having downloaded both files. Create and maintain a `cse512` directory for this course. Navigate to this directory and with the Linux `cp` command do:

```
cp ~voigt/cse512/hop.py .
```

```
cp ~voigt/cse512/graphics.py .
```

This lab is not graded, but the instructor expects to **collect some notes** as you are working your way through the tutorial. Make notes of anything that you find noteworthy, surprising or possibly confusing about the Python programming language.