

Meeting 5 Lesson Plan

Prerequisites: Come with an inquisitive mind!

Topics Covered:

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|--|------------------------|---|
| - Classes and Objects II | <i>Leader:</i> Brandon | <i>Resources:</i> Vector.py |
| - Magic Methods | | |
| - Static Methods | | |
| - Enums | <i>Leader:</i> Brandon | <i>Resources:</i> Planet.py |
| - BlackJack | <i>Leader:</i> Brandon | <i>Resources:</i> BlackJack_Practice.py |
| - Designing Class Structure | | BlackJack.py |
| - Creating Necessary Classes | | |
| - Putting it all together | | |
| - Abstract Methods and Classes | <i>Leader:</i> Brandon | <i>Resources:</i> AbstractExample.py |
| - Graphical User Interfaces (GUIs) | <i>Leader:</i> Dan | <i>Resources:</i> entry_box.py |
| - Creating widgets (entry boxes, radio buttons, check boxes, etc.) | | PyConGUI.py |
| - Utilizing a Notebook for multiple tabs | | |
| - Callback functions | | |

Collaborative Program: After learning the basics, you will be given a project to try and build off an already existing interface which will all for the creation of a simple BlackJack game.