Materials

Here you will find a listing of lesson materials for the course such as slides, assignments, and similar.

1. Welcome Weeks

- Activity 01: README.md Due Date: Wednesday 3 Sept 2025 (by the end of class)
- GitHub Classroom Link (Used to setup your workspace and repository for your assignment submission.)

2. Getting Started

- Installing necessary software for the course. Python, Visual Studio Code and GitHub.
- Required Reading: Guttag Chapter 1
- Lab 01: Working with the UV package manager to run Python code.
 - GitHub Classroom Link
 - README Lab 01 documentation

3. Crash Course I: Python

- Required Reading: Guttag Chapter 2
- Literals, Variables, Conditionals, Strings, etc.
 - HTML Slides
 - PDF The slide's material as a pdf.
- Lab 02: Refactoring (Restructuring) a Rock, Paper, Scissors Python game.
 - GitHub Classroom Link
 - README Lab 02 documentation
- Activity 02: Building a morse code translator in Python and UV
 - GitHub Classroom Link

4. Crash Course II: Python

- Literals, Variables, Conditionals, Strings, etc.
 - HTML Slides
 - PDF The slide's material as a pdf.
- Activity 03: Coding using literals, lists and conditionals
 - GitHub Classroom Link
- Lab 03: Completing smaller Python programs.
 - GitHub Classroom Link
- Guest Speaker: Form

5. Lists and Dictionaries

- Return to Programming challenges of Activity 03
 - README
 - Note: This time only: Changed Due Date. Now set to 22nd Sept 2025, 11:30pm
- Lists and Dictionaries at Work
 - PlayGround demonstrations: Demonstration
 - Finish slides from last week (Check the challenges)
 - * HTML Slides
- Lab04: For loops and While Loops
 - GitHub Classroom link
- Activity 04: Fixing code for finding approximations
 - GitHub Classroom Link

6. Exhaustive enumeration and Approximation

- Some Approximation Techniques in Python
 - HTML Slides
 - PDF The slide's material as a pdf.