Materials

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

1. Welcome Weeks

- **README**: 01_activity 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**: 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**: 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

- **Lists and Dictionaries at Work**
    - **PlayGround demonstrations**: Demonstration
        * Note: *This time only: Changed Due Date. Now set to 22nd Sept 2025, 11:30pm*
    - **Finish slides from last week** (Check the challenges)
        * HTML Slides