

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: Gutttag 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: Gutttag 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](#)
- **La b03:** Completing smaller Python programs.
 - [GitHub Classroom Link](#)
- **Guest Speaker:** [Form](#)