

ITEC 1150-85 Introduction to Computer Programming with Python

WEEK 1

INTRODUCTION, COURSE OVERVIEW AND WORKSTATION SETUP

Agenda for this week

INTRODUCTION

CLASS STRUCTURE, RULES
AND GUIDELINES

RESOURCES

WORKSTATION SETUP AND
SIMPLE ASSIGNMENT

Erik Granse

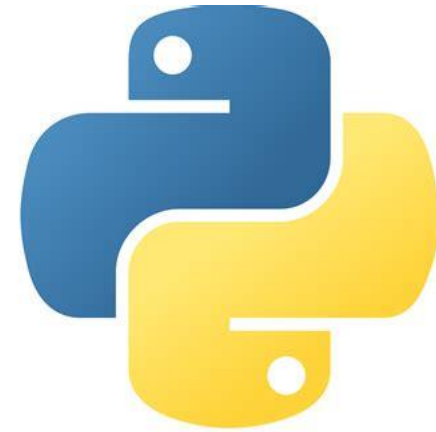
Adjunct Professor

- I took my first programming courses at Minneapolis College in the 1990s
- I have been working professionally in IT in developer, architect, manager, and director roles over the last 20+ years
- I'm currently working as a software engineering manager for a Twin Cities-based startup, which means I have a full-time job during the week.
- Joined the faculty at Minneapolis College because I love teaching



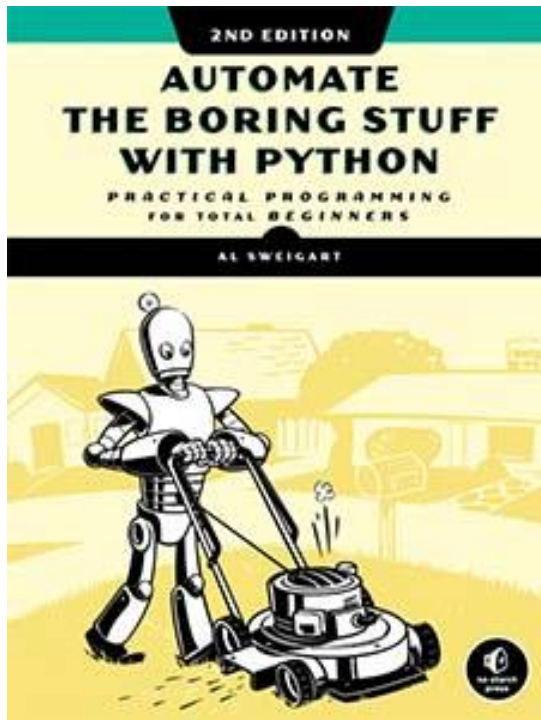
What We Are Learning`

- ▶ Programming Fundamentals, with the Python programming language.
- ▶ We will learn about data, variables, input and output, and control structures like if-else and looping.
- ▶ These concepts will apply to most languages you will program in.



pythonTM

Our Textbook



- ▶ Automate the Boring Stuff With Python, Al Sweigart
- ▶ All references and assignments are based on this book.
- ▶ You can use the free online version or buy a hard copy.
- ▶ <https://automatetheboringstuff.com>

Syllabus Review

- ▶ In D2L, navigate to
 - Materials →
 - Content →
 - Week 1 – Welcome →
 - Syllabus

Due Dates and Late Submissions

Lab Work Submission

- Lab opens on weekly on Tuesday.
- All files due by 11:59 PM the following Monday.
- Completed work which did not receive full points may be corrected and re-submitted for re-grading.
- Up to two re-grading submissions within the two weeks following the original due date.

Late Work

- If first submitted within one week of the due date, 10% automatic deduction.
- If first submitted between one and two weeks of the due date, 20% automatic deduction.
- No submissions accepted more than two weeks after the due date.

Submitting partial work by the original due date, getting feedback and resubmitting is far better than submitting a perfect program two weeks late!

Submission Schedule Example

Lab opens on Tuesday; due by 11:59 PM the following Monday.

For 7 days following the due date, new submissions will be accepted, but will have an automatic 10% deduction

For 7 days after that, new submissions will have an automatic 20% deduction.

No submissions accepted 21 days after the lab opened.

2024

CALENDAR YEAR

SEPTEMBER

CALENDAR MONTH

SUNDAY

FIRST DAY OF WEEK

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
01	02	03	04	05	06	07
08	09	10 Chapter 1.2 Content Opens	11	12	13	14
15	16 Chapter 1.2 Lab Due 11:59 PM	17	18	19	20	21
22	23	24	25	26	27	28
29	30 Last day for submissions	01	02	03	04	05
06	07	08	09	10	11	12

Automatic 10% deduction

Automatic 20% deduction

Additional Resources

Additional Development Environments

PyCharm is the IDE you should be using, but if you need an alternate for some reason, these are my recommendations:

- PyTutor
 - Early labs can be done online (only if necessary!)
 - <https://pythontutor.com/visualize.html#mode=edit>
 - Run code online, and debug/run step-by-step
- Text Editors – if NOT using PyCharm
 - <https://notepad-plus-plus.org/> (Windows)
 - TextEdit (Mac, built-in)
 - VSCode (all platforms)

School Resources

- Academic Calendar
 - <https://minneapolis.edu/academics/academic-calendars>
 - Last drop date: 2024-08-30
 - Last day to withdraw full-term classes 2024-11-27
 - Deadline for any allowable work 2024-12-20
- Tutoring
 - <https://minneapolis.edu/student-services/academic-success-center>
 - <https://minneapolis.edu/tutoring>