Basics of Programming

Summer School 2024 5 – 9 August





Exploring Culture through Data: Digital methods & Data practices

Time	Monday	Tuesday	Wednesday	Thursday	Friday
IIIIE	Data in concept	Python	Data collection	Data analysis	Final group assignment
08:00					
	Introduction by the team Data School 09:00 - 10:00	Basics of programming (1/2) Digital Humanities Workspace 09:00 - 12:00	Data collection (1/2) Digital Humanities Workspace 09:00 - 11:30	Text analysis Digital Humanities Workspace 09:00 - 12:00	Group assignment Digital Humanities Workspace 09:00 - 12:00
	Thinking In Data Dennis Nguyen Data School 10:00 - 12:00				
			Lunch break Data School		
12:00	Lunch break	Lunch break	11:30 - 12:30	Lunch break	Lunch break
	Data School	Data School		Data School	Data School
	12:00 - 13:00	12:00 - 13:00	Data Ethics Julia Straatman	12:00 - 13:00	12:00 - 13:00
13:00	Introduction round	Data Journalism	Digital Humanities Workspace	Data visualization	Group assignment
	& course overview	<u>Hay Kranen</u>	12:30 - 14:30	Digital Humanities Workspace	Digital Humanities Workspace
	Digital Humanities Workspace	Digital Humanities Workspace		13:00 - 15:00	13:00 - 15:00
	13:00 - 14:30	13:00 - 14:30			
14:00					
	Break	Break	Break		
	14:30 - 15:00	14:30 - 15:00	14:30 - 15:00		
	Group assignment	Basics of programming (2/2)	Data collection (2/2)	Break	Break
	Digital Humanities Workspace	Digital Humanities Workspace	Digital Humanities Workspace	15:00 - 15:30	15:00 - 15:30
	15:00 - 16:30	15:00 - 17:00	15:00 - 17:00	Group assignment	Presentations
16:00				Digital Humanities Workspace 15:30 - 17:00	Digital Humanities Workspace 15:30 - 16:30
10.00				13.30 - 17.00	13.30 - 16.30
17:00					
		Drinks	—		
		Café de Bastaard			
18:00		17:30 - ??:??			

Color legend
Data School team
Guest lecture
Drinks
Break
Group project

Location

Data School

<u>Digital Humanities Workspace</u>

Café de Bastaard

Schedule

Programming block 1:

- Introduction
- Discussing preparation materials
- Foundations of syntax

Programming block 2:

- Pandas DataFrames
- Your turn: exercises

Introduction – what is programming?

- Creating instructions for a computer to follow
- How do you communicate?
 - With code that adheres to syntax

```
"clickmod";else{var l=b.which||b.keyCode;ca663==[66(#1)]
"type")||c.tagName).toUpperCase()in H||"BUTTON"==e.tagName."
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```



Introduction – why Python?

- Easy to learn, use, and read
- Versatility
- Active community, open source
- Central to Digital Humanities





Code walkthrough!

Open `01_preparation.ipynb` in Jupyter Lab



Code walkthrough

- GitHub account?
- Go to Teams > General > Files > Materials
- Download the materials for today
- Open `2a_syntax_foundations` in Jupyter Lab

Break