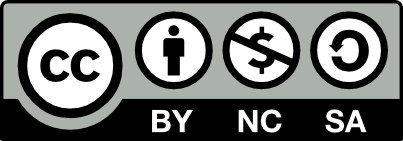


*Written by Ali Mulla*

# Dylan

# Answers are highlighted in yellow.

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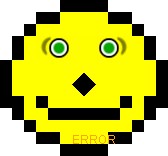
# Introduction

This book aims to be used as a workbook to introduce students to programming in the Python programming language in a simple manner.

I find that younger learners can often find concepts hard to grasp if the concept is merely lectured to them.

The aim of the book is to avoid teaching any concepts too complicated for the time being and teach young learners in the same way they may learn other concepts in a secondary school using exemplary and repetitive exercises.

It’s important to note that this book is not meant to replace the teaching of concepts in the classroom but to help reinforce some of the topics with worksheets that students can use to practice the concepts that have been discussed by a teacher. You will find on many of the worksheets that to avoid having too much text, I have left out some explanations that may involve giving the student too much information and detract from the practicing the new skill.

In essence, computer programming is all about solving problems. The aim of this book is to help teach the basic syntax and concepts of Python before presenting students with more complicated problem solving tasks later on (probably to be presented in book 2 ).

If you like this book, please share it with colleagues and peers. If you find errors or you have suggestions for improvement, please contact me via the following channels:

The contact form on the bottom of the homepage www.learnICT.it Twitter handle: LearnICTit

# Hanging words off a string - Task 1

In Python, getting the computer to write words can be done using the ***print*** function. For example the code would look like this:



The word ***print*** tells Python that you want it to print some words out on the screen.

This is called printing a string. Imagine letters being stringed up back to back and displayed on the screen in the order they have been *strung up*!

In between the brackets we also need to add what we want Python to print in quotation marks. So I could write:

“My name is He­Man”

Like this:

print(“My name is He­Man”)

Did you notice how the print function is written in lowercase?

Write your name in the box below using the Python language.

print (“Hi my name is Dylan”)

Write another line in the Python language stating who your favourite singer or band is.

print (“My favourite band is Deadmau5”)

What do you think would happen if the Python code you wrote included quotation marks? For example: print(“She said “she loves you” and you know you should be glad”)

Try this out in Python and write your answer in the box below.

The code would give an error and it would be an syntax error and it would be invalid syntax because the quotations are being used in the wrong places.

# Hanging words off a string - Task 2

Python can also use single quotation marks when using the print function to write text on the screen. For example:

print(‘my name is He­Man’)

By using a combination of both we can write sentences that need to use quotation marks. Try to write the above quote again using the correct quotation symbols into Python. When you have the correct answer, write it into the box below.

print('She said "she loves you" and you know you should be glad')

Try to see if you can see what is missing from the following lines of code and write in the correction underneath.

1. ­ print(hello world)

print("hello world")

1. ­ (print”how tall are you?”)

print("how tall are you?")

1. ­ (‘Game Over’)

print("Game Over")

1. ­ print(‘Game Over”)

print("Game Over")

1. ­ print(‘Bob’s car has 4 wheels’)

print("Bob’s car has 4 wheels")

# John Motson style lines of commentary

OK, this has nothing to do with football! When writing code, you should add comments to your work so that you can remind yourself later what a section of code means. Sometimes looking at lots of code can be complicated so it may be useful to add descriptive comments to help yourself and others who may be reading your code make sense of it.

A line of commentary is a line of text that the computer will not read as code. The computer will ignore the line and move to the next line of code.

There are 2 ways to add comments:

1. For a single line of commenting you simply add a hash in front of the line that will be commented.
2. For comments that will be written over several lines, you can add 3 quotation marks before and after your comments. This can be either single or double quotation marks (''' or """)

Type the following code into Python and see what happens when you try to run it:

|  |
| --- |
| # This line of text is ignored. The next line prints some text print("My name is...")  # This line is ignored print("My name is...")  '''  When you need to have several lines of commentary like this, you can use 3 quotation marks.  '''  print("Slim Shady") |

Although there will not be many lines of commentary in this book, you should make a habit of adding them to each line of your code like the one above to explain what each code does.

Python can do maths!

Python can be used to work out maths problems. You can test this out just by typing equations into Python and seeing for yourself.

Try the following:

2 \* 2

2 + 2

2 / 2

2 ­ 2

The +, ­ / and \* symbols are called operators because they tell the computer to do an operation.

try the following in the Python interpreter and write the answers next to the equations.

1. 12 \* 12 = 144
2. 1 + 78 = 79
3. 45 / 3 = 15.0
4. 10 \* 10 = 100
5. 10 / 2 = 5
6. 10 + 10 = 20
7. 10 – 2 = 8
8. 10 + 10 + 10 = 30
9. 10 \* 2 + 5 / 2 ­ 2 = 20.5

In Python an **integer** is a whole number such as 5, 10, 123 or 7.

**A floating point** number is a number with decimals such as 1.1, 0.5 or 2.99.

A number with a decimal point of 0 such as 2.0 is still considered as a whole number so is an **integer**.

Use the Python interpreter to work out these equations:

1. 2 + 5.6 = 7.6
2. 2 \* 5.6 =5.2
3. 12 / 1.2 = 10
4. 7.8 ­ 4 = 3.8
5. 15 / (1.5 \* 3) = 3.3333333333333335

Concatenation is a hard word to remember!

So you have now seen that Python can be used to work out equations, we will now ask Python to print numbers and words together. In programming languages adding together strings with numbers or strings with more strings is called concatenation. For example I could say “I am a school student and I am aged 14”

print("I am a school student and I am aged ", 14)

Or I could write:

print("2+2 = ", 2+2)

Try the following concatenations in the Python interpreter and write in the missing code.

1. ­ print(“hello “ + “world)

print(“hello “ + “world”)

1. ­ print(“I am Jerry, and I am “, 14 years old”)

print("I am Jerry, and I am ", "14 years old")

3­ print(‘I’m Jerry and I’m 14 years old’)

print("I’m Jerry and I’m 14 years old")

4­ print("if I had 1 apple and 2 pears, I would have ", 2 + 1, fruit)

print("if I had 1 apple and 2 pears, I would have ", 2 + 1, "fruit")

* if I had 1 apple and 2 pears, I would have 3 fruit

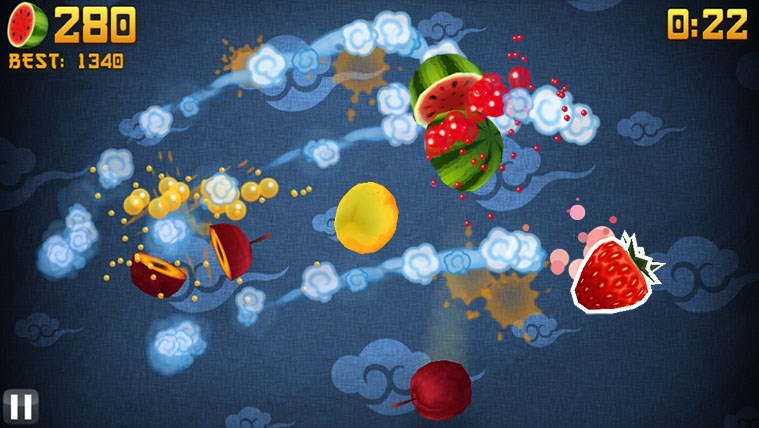
5­ print("if I had ", 1, "apple and ", 2 "pears, I would have ", 2 + 1, "fruit")

print("if I had ", 1, "apple and ", 2, "pears, I would have ", 2 + 1, "fruit")

* if I had 1 apple and 2 pears, I would have 3 fruit

# Variables - Task 1

In computing terms a variable is something that the computer has to remember. It can refer to it and can make changes to it, if you ask it to. Sometimes people refer to a variable as a nickname for something. In a game, variables are usually the things can change such as the score, the timer or the lives of a player.

1

In the example above, you can see the variables are score, timer and best score. See if you can spot the variables in the following images:

|  |  |
| --- | --- |
| Image | Variables |
| 2 | * Score * Timer * World Name * Counter |
| 3 | * Score * Timer * Player * Character Names * Health Bar |

1. Fruit Ninja by, © Halfbrick http://fruitninja.com/
2. Mario Bros © by Nintendo
3. Street Fighter 2 © by Capcom

Setting a variable is easy in Python. Whenever any word or number follows a **=** symbol, it is regarded by Python has a variable.

For example to set a variable called bandName to The Beatles we would do this: bandName = “The Beatles”

Now we can concatenate the variable with strings.

bandName = “The Beatles” print(“The most successful band ever were “ + bandName)

Try these out and see if you can correct the errors

1. ­bandName = "The beatles"

print(bandName " had 27 number 1 singles")

bandName = "The beatles"

print(bandName, " had 27 number 1 singles")

1. ­ bandName = "The beatles"

print(“bandName”, are the most successful band ever with 15 number 1 albums)

bandName = "The beatles"

print(bandName, "are the most successful band ever with 15 number 1 albums.")

3­ Complete the following code: bandName = "The beatles" nickName = “The Fab Four” print(bandName + “were also known as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_)

bandName = "The beatles"

nickName = "The Fab Four"

print(bandName + "were also known as",nickName)

We can change variables by reassigning the variable as something else. for example:

|  |  |
| --- | --- |
| batman = ~~“Adam West”~~ batman = ~~“Michael Keaton”~~ batman = ~~“George Clooney”~~ batman = “Christian Bale” | Every time the variable batman is reassigned as something else it forgets the old name. There is no way to bring that back unless it is reassigned as a previous value. |

Use the Python interpreter to :

* 1. Assign Christian Bale as the variable for batman.
  2. Print the variable for batman
  3. Assign Ben Affleck
  4. Print the variable for batman

# Variables - Task 2

Don’t forget a variable is just something the computer has to remember. It may have to remember many variables. Although variables are not just used in games, games are a good example of how they are used.

For this example we will use a parable of a famous Italian plumber in order to not upset a large corporation.

|  |  |
| --- | --- |
|  | lives = 3 print(lives)  If Mahmud were to touch lokum, I would have to change his life like this:  lives = lives + 1 |

Try this out in Python lives = 3 print(lives) lives = lives +1 print(lives)

1. ­ What would you have to type in to reduce the lives by 1? Try it out and write the correct answer below.

lives = 3

print(lives)

lives = lives -1

print(lives)

1. ­ Mahmud jumps on a lives bonus which gives him 3 lives at once. How would the code to make his life go up look for this?

lives = 3

print(lives)

lives = lives + lives

print(lives)

# Comparative Operators - Task 1

In programming we often ask computers to make checks to see if something is true or false. This helps computers make decisions based on the algorithms we write. Take for example our game hero Mahmud, if his lives dropped to 0 then the game would finish and display the game over screen:

lives = 1 **if** lives == 0:

print(“Game Over!!”)

You would have learned about comparative operators in math’s lessons. Try these out in the Python Interpreter and write the answers down. Python will reply either True or False:

1. 3 < 1

False

1. 3 > 1

True

1. 3 == 2+1

True

1. 5 ­2 > 1

True

1. 1 == 1

True

1. 0 > 0.001

False

In Python remember that adding an = symbol creates a variable. In order to test whether something is equal to something we use ==.

# User Input

We have looked at how to write text and how to create variables but now we need to get the computer to ask questions and save the answer we give.

Python uses the input() function to ask a question to the programmer’s user. For example:

|  |  |
| --- | --- |
| input("What is your name?: ") print("my name is R2D2") | The first line asks for your name.  The 2nd line merely states a name. |

The problem with the above code is that after asking for your name it doesn’t save it. Do you remember that by using a = symbol we could create a variable?

|  |  |
| --- | --- |
| yourName = input("What is your name?: ") print("my name is R2D2")  print(yourName + " was my dad's name") | Now the computer remembers the name you give and can use it. |

1. Get Python to ask you your name. Python must reply to you and say hello to you while referring to you using your name. Write the code into box below.

print("My name is:")

myName = input()

print("My name is", myName)

1. Now get Python to ask you your name and age. Python must reply hello yourName and tell youthat you are the same age. Write the code into box below.

print("My name and age is:")

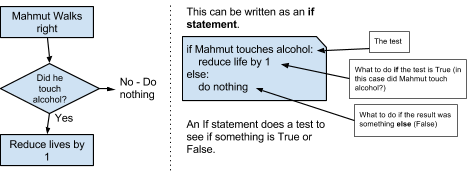
myName = input("Name:")

Age = input("Age:")

print("Hello", myName, "I am also", Age, "years old too.")

# Comparative Operators 2 - If Statements

Your task now is to combine a comparative operator with an input. Computers often use if statements to determine what decision to make. We touched on this earlier with Mahmut who lost a life when he touched alcohol.



Task 1. Let’s write a basic if statement using a variable first.

|  |  |
| --- | --- |
| age = int(input("What is your age?")) if age < 16:  print("you are young!") else:  print("your are getting old!") | Re­write this if statement to ask how many marbles I have. (Notice how the code **int** is infront of **input** because the data being entered is a number.)  If the person has less than 6 marbles, it should reply “I have more than you”  If the answer is else, it should reply, “Wow that’s a big collection of marbles!!” |

Write your answer below:

print(“How many Marbles do you have”)

numMarble = int(input())

if numMarble < 6:

print(“I have more marbles than you”)

else:

print(“Wow that’s a big collection of marbles!!”)

Task 2. New challenge. Let’s get Python to ask if my name is John. If it is, Python should reply, “That’s my name too!” if else Python should reply, “Well it’s not a great name but it will do”.

print("What is your name?")

name = input()

if name == "John":

print("That’s my name too!")

else:

print("Well it’s not a great name but it will do")

Remember the == operator checked if something was the same as something else.

# Comparative Operators 3 - More If Statements

If statements can check for a list of things instead of just 1. For example:

|  |  |
| --- | --- |
| temp = int(input("What's the temperature in celcius?"))  if temp < 8:  print("Brr, its a cold day!!!") elif temp >= 8 and temp < 15: print("I'ts a mild day") elif temp >= 15 and temp < 21: print("Its a warm day") elif temp >= 21:  print("It's a hot day") else:  print("sorry, you must enter a number") | Can you see that the word **if** is only used once?  Every other time to check if something is **True**, Python uses **elif**. |
| Task 1  Write a program to check if someone’s name is John, George, Ringo or Paul. If one of those names is True, Python should say “Hey that’s the name of a Beatle!”. If not, Python should say “That’s a nice name”.  Write your answer in the next box | Name = input("What is your name:")  if Name == "John":  print("Hey that is a name of a Beetle!")  elif Name == "George":  print("Hey that is a name of a Beetle!")  elif Name == "Ringo":  print("Hey that is a name of a Beetle!")  elif Name == "Paul":  print("Hey that is a name of a Beetle!")  else:  print("That’s a nice name") |
| Task 2  Write a program to comment on how interesting a football match was.  ❏ If no goals were scored, Python should say “the game was a bore draw!”  ❏ 1­2 goals: “Not the most interesting game”  ❏ 3­5 goals: “It was a very interesting game”  ❏ 6+ goals: “The football match was an unmissable game!”  Write your answer in the next box | def Print():  print("It was a very interesting game")  print("How many goals was in the last football game")  goals = int(input())  if goals == 0:  print("The game was a bore")  elif goals <= 2:  print("Not the most interesting game")  elif goals == 3:  Print()  elif goals == 4:  Print()  elif goals == 5:  Print()  else:  if goals >= 6:  print("The football match was an unmissable game!") |

# Datatypes

Programming involves asking a computer to work with different types of information. For example, numbers and words. We will focus mainly on 3.

Python understands that numbers are different than strings. For example, it can work out an equation with numbers like 2 \* 2 but not with strings like word \* word. There are exceptions to this and you will see.

## Task 1

Use Python to tell us what type of information each of these are: print(type(10))

<class 'int'>

This means that the answer is an integer.

print(type(10.5))

<class 'float'>

This means that the answer is a float.

print(type(‘letters & words’))

<class 'str'>

This means that the answer is a string.

## Task 2

Try these in Python too using **print(type())**:

34 = <class 'int'>

“phone” = <class 'str'>

99.9 = <class 'float'>

“The Hobbit” = <class 'int'>

95.8 = <class 'float'>

12 = <class 'str'>

16 = <class 'str'>

1 = <class 'str'>

0.5 = <class 'float'>

0.9 = <class 'float'>

12.45 = <class 'float'>

## Task 3

Can you understand the 3 different types of data? Try to explain what the difference between an integer, a float and a string is.

An integer is a whole number that does not have a decimal. A float is a number that has a decimal and if the number does not have a decimal then it is an integer. A string is a series of characters that has quotations around them. If there are no quotation marks, then it is not a string.

Your teacher will discuss the answers with you.

# Looping - While Loops

Computers can be programmed to continue repeating code ***while*** a condition is True. Look at the example below for an idea.

|  |  |
| --- | --- |
| name = "" **while** name != "Batman":  print("Somebody call Batman!")  print("Are you him? ")  name = input("What's your name?") | As you can see in the example in the left, the code will keeping looping and asking the same question **while** the answer is not Batman.  Notice the nesting of statements underneath the while? It is the indented code that will keep looping. |

## Task 1

Write a while loop to ask someone what the best football team in the world is. Repeat the question until they say the correct team. Test it in Python and write your answer and explanation in the table below. Share the code with your teacher and class.

|  |  |
| --- | --- |
| football\_team = ""  while football\_team != "Philadelphia Eagles":  print("What is the best football team in the world?")  football\_team = input("Who do you think the best football team in the world is?:")  if football\_team != "Philadelphia Eagles":  print("Try again.")  else:  print("You are correct.") | I named my variable football\_team and this program would loop until you type the correct football team which is Philadelphia Eagles. If you type the wrong team it would say “Try Again” and repeat the questions. If you type the correct team then the loop would stop and say, “You are correct”. |

## Task 2

Try to write your own infinite while loop like the one above. This is a hard task but you can be creative and make code for whatever you want. Test it in Python and write your answer and explanation in the table below. Share the code with your teacher and class.

|  |  |
| --- | --- |
| food = ""  while food != "Fried Rice":  print("What is the best food in the world.")  food = input("What do you think the best food in the world is?:")  if food != "Fried Rice":  print("That is not the best food in the world.")  print("")  print("Try again.")  else:  print("Yeah, Fried Rice is the best food in the world.") | The variable that I used was food. This program would repeat until you type the correct food which is “Fried Rice”. If you type the wrong food, then the program would keep on looping saying "That is not the best food in the world. Try again” until you type the correct food. If you type the correct food, then the program would stop looping and say "Yeah, Fried Rice is the best food in the world”. |

## Task 3

Now we will try to write one more **while** loop this time using a condition. Again this task is a lot harder. Look at the example below and try to write your own.

|  |  |
| --- | --- |
| secret\_number = 6 guesses = 3 **while** guesses > 0:  print("Can you guess what number I am thinking?) guess = int(input("write a number ")) if guess == secret\_number:  print("Well done, you guessed correctly!") break else:  guesses = guesses ­1  if guesses == 0:  print("You have no guesses left!") | This is a little more complicated. it may be a good idea to write this out as a flowchart to help you think about how the code works.  In this code, we also learn of the **break** statement. This will tell the PC to skip to the next line of code that is not in the current indented nesting. |

**This is code for Task 3**

correct\_name = "Dylan"

guesses = 5

while guesses > 0:

print("Can you guess what name I am thinking?")

guess = input("Type a name: ")

if guess == correct\_name:

print("Well done, you guessed the name!")

break

else:

guesses = guesses -1

print("The number of guesses you have left is:", guesses)

print("")

if guesses == 0:

print("Too bad, you could not figure out what name I was thinking of.")

**Task 4** (A little harder :­/)

The code below shows an example of how to add a list of numbers together:

|  |
| --- |
| count = 5 number = 0  print("this programme will work out the total of a list of numbers") while count > 0:  number = number + int(input(print("Please enter a number :")))  count = count ­ 1 print(number) |

Edit this code in the box below to also divide the total by the count.

count = 5

number = 0

print("this programme will work out the total of a list of numbers")

while count > 0:

number = number + int(input(print("Please enter a number: ")))

count = count - 1

print(number/5)

Try it in Python and share your answer with your teacher and class.

# Inserting Modules

While Python includes a lot of functions like **print**, it leaves out a lot of functions that we can load into our code if we need it. Think of a module as a book with instructions on how to do something. These modules are stored by Python in a library until we need our code to know how to use them.

The code below shows an example of how to add actual time to our code.

|  |  |
| --- | --- |
| import time  count = 10 while count >0:  print(count)  count = count ­ 1 time.sleep(1) print("Time is up!") | This line imports the module  In the code, you can see **sleep**. A function within the **time** module which pauses the code for the amount of time within the brackets. |

## Task 1

Create a code to count from 0 to 10. Write the answer below and share with your teacher. You will need the sleep function.

import time

count = 0

while count < 11:

print(count)

count = count + 1

time.sleep(1)

print("Time is up!")

## Task 3

When importing modules into your code, Python adds many functions into the memory. This could slow down how fast it takes to execute your code when it’s time to run it.

Within the time module, there are loads of functions that we didn’t use such as *clock*. We can choose to load just the function we need from a module like this:

from time import sleep

In order to use the function such as sleep, it now needs to be written into the code differently.

|  |  |
| --- | --- |
| How it was written before (x is represents seconds) | How it should be written now |
| time.sleep(x) | sleep(x) |

Re­write your code to reflect the changes.

# Variables task 3 - Using Variables for Calculations

By now we know that variables can represent both numbers and text. We shall try to use variables to store formula to make it easy to calculate equations.

|  |  |
| --- | --- |
| Area of a square is height x length  *area* = *x* × *y* | height = int(input("What the height of your rectangle in CM?")) length = int(input("What the length of your rectangle in CM?")) area = height \* length print("the area of the rectangle is " + str(area) + "cm\xb2")  #Note that the code: \xb2 is an escape code which we will cover later. |

Use the example above to write a Python script to work out the area of a triangle asking the user for the height and width.

|  |  |
| --- | --- |
| Area of a triangle is base x height ÷ 2  *area* = *x* × *y* ÷ 2 | height = int(input("What is the height of the triangle in CM?"))  width = int(input("What is the width of the triangle in CM?"))  area = width \* height / 2  print("The area of the triangle is " + str(area) + "cm\xb2.") |

Now use the example above to write a Python script to work out the area of a circle by asking the user for the radius. This is quite a hard task but you should be able to work it out if you could work it out on a calculator. The first variable has been written for you :­)

|  |  |
| --- | --- |
| Area of a circle is  Pi x radius x radius  π*r*² | pi = 3.14  radius = int(input("What is the radius of the circle in CM?"))  area = pi \* (radius \* radius)  print("The area of the circle is " + str(area) + "cm\xb2.") |

# Defining a function - Task 1

When writing code sometimes we need to repeat code several times and therefore end up writing the same thing repeatedly. To cut down on this most programming languages allow you to create functions that allow you to call the function that performs an action when you need it.

|  |  |
| --- | --- |
|  | To give you a basic idea we shall create a number machine that will receive a number and perform an action to it.  As you can see from the  illustration on the left, the number 5 is given to the machine as an ‘argument’.  It is then multiplied by 5 and divided by 2. |

The code for such a function could look like this:

|  |  |
| --- | --- |
| def numberMachine(x):  x = x \* 10 / 2  print(x)  numberMachine(5) | Here the name of the function is defined. x will be replaced with a number.  Underneath the name of the function the calculation is added.  Wherever the name of the function is written on a page of code it will ‘*call upon*’ it and execute it. This can be called *calling the function*. |

,

Task

|  |  |
| --- | --- |
| 1. Write a number machine function to take a number and multiply it by the power of 3 & divide it by 3. (**easy**) | 2. Write a function to take the radius of a circle and work out the area. (**hard**, refer to variables task 3) |
| def numberMachine(x):  x = (x \* x \* x) / 3  print(x)  numberMachine(7) | def Area\_of\_Circle(x):  x = 3.14 \* (x \* x)  print(x)  Area\_of\_Circle(4) |

# Defining a Function - Task 2

This task is in essence the same as the previous task but offers more practice.

## Task 1

Write a function called **tax** that takes the cost of a meal and adds on 22% VAT. This can be worked out in many ways but you can refer to the equation below for help with adding VAT onto any number (x).

*A*

*T*

*x*

0

0

2

2

*x*

+

*V*

=

÷

1

×

1

Write your function below:

## def tax(x):

## x = x / 100 \* 122

## print(x)

## tax(50)

## Task 2

Write a function called **warningMessage** to print out the phrase:

“*Danger Will Robinson*” the number of times of the number entered when the function is called. eg. If the number 3 is entered, it should print the phrase 3 times.

Write your function below:

def warningMessage(x):

x = " " "Danger Will Robinson" \* x

print(x)

warningMessage(3)

# Lists

A list in Python is a container that holds a list of objects (words or numbers). For example below is a shopping list for things that need to be bought.

shopping = ['bread', 'cola', 'shampoo', 'donuts', 'cheese']

To create a list give it a name (the same way you did for a variable) and put items of the list in square brackets separated by commas.

## Task 1

Create a list called avengers for The Avengers characters, Captain America, Thor, The Hulk and Iron Man.

avengers = ["Captin America", "Thor", "The Hulk", "Iron Man"]

Try to print the list in Python by typing: print(avengers)

In programming languages counting usually starts from 0. Therefore the first item in the list is 0 and the second item is 1.

We can print out single items from a list by typing the list name followed by the item number in square brackets. print(shopping[0])

## Task 2

1. Write the code to print the third string in the avengers list.

print(avengers[2])

1. Write the code to concatenate: “The character who has a special hammer is “ with the 2ndstring in the list.

print("The character who has a special hammer is", avengers[1])

1. Write the code to concatenate that your favourite characters are the 1st and 4th in the list.

print("My favourite avenger characters are", avengers[0], "and", avengers[3])