Introduction to Programming Principles
Welcome to week 3

Computer & Information Sciences

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Objectives

- Introduce object-oriented programming.

- Continue to explore examples given in 01, 02, 03 (Classes.py only)

- Run the programs.

- Modify the code and experiment.

- Use the debugger to check the flow of the program.

- Try problems in Computer Lab.

Object-oriented programming

- Encapsulate data and functions within class.

- Introduce thinking and designs.

- Introduce Python specific implementation.

Summary

- Introduce several new concepts.

- Practice these new concepts this week and next week.

- Testing and input/output next week.