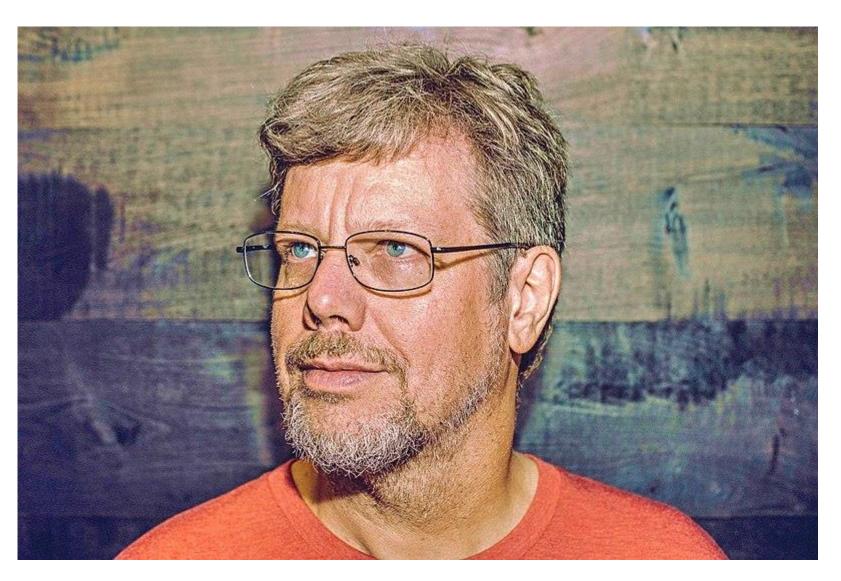


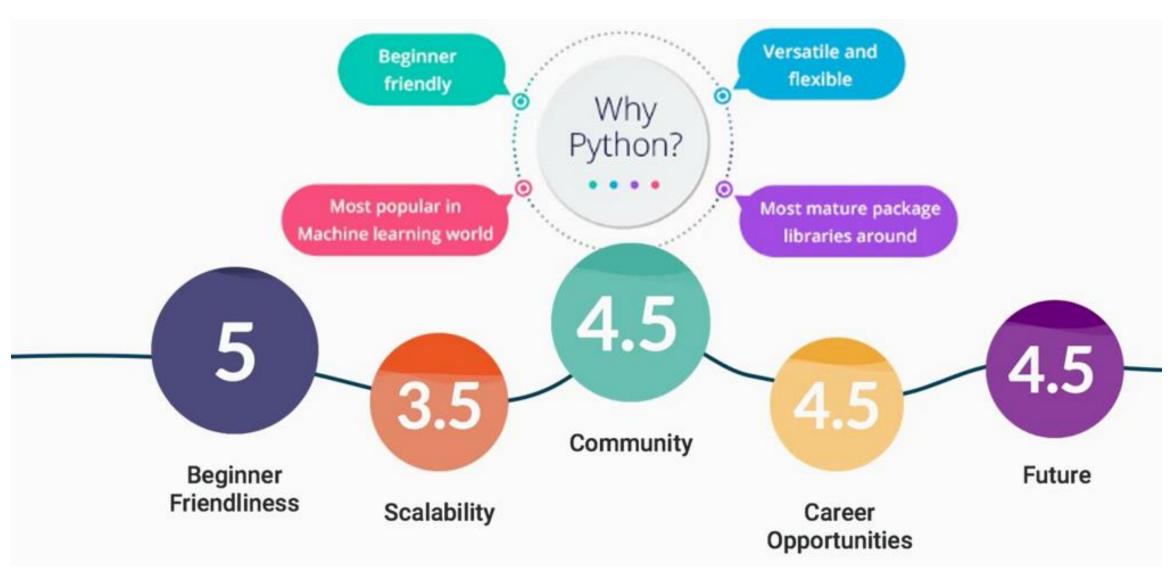
Instructor:

Python History?

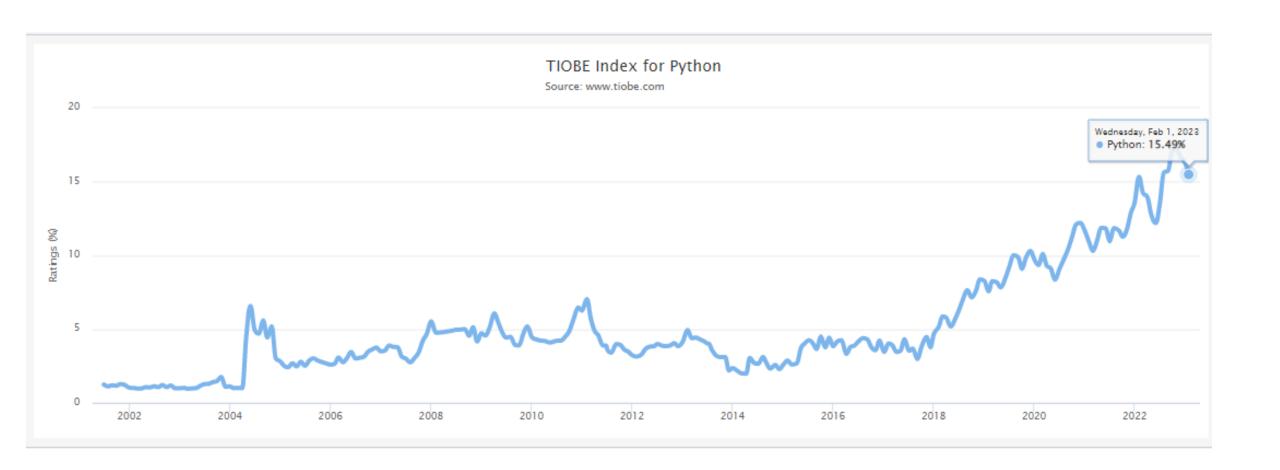


Fatemeh Makhloughi

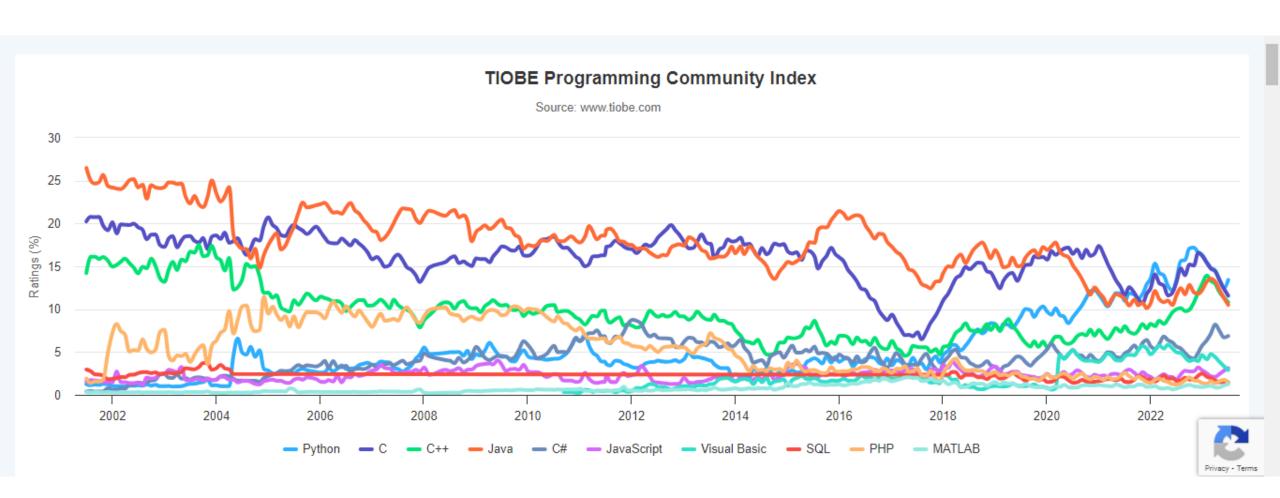
Why Python?



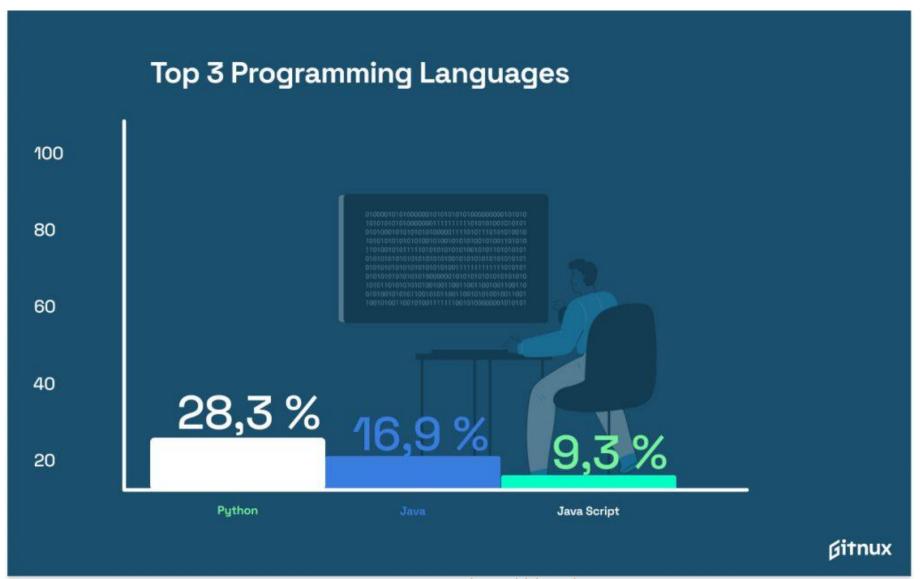
Popularity and Community



Popularity and Community



Top 3



Highest Paid

Top Highest Paid Programming Languages As reported by LinkedIn, the average annual pay of software developers depends on the programming languages they use. Here are a few examples:

The average annual pay of a Ruby developer is 117,868 USD.

The average annual pay of a JavaScript developer is 107,384 USD.

The average annual pay of a Python developer is 107,311 USD.

The average annual pay of a Go developer is 105,078 USD.

The average annual pay of a PHP developer is 102,717 USD.

The average annual pay of a C++ developer is 96,371 USD.

The average annual pay of a Java developer is 94,502 USD.

The average annual pay of a C developer is 86,296 USD.

Job

Top programming languages employers want in job candidates

Based on the analysis, here are the top 10 programming languages for 2023 along with the number of open full-time jobs and each language's ranking on Coding Dojo's list for 2022:

1.Python: 68,534 jobs (No. 2 in 2022)

2.SQL: 57,971 jobs (No. 3) **3.Java:** 57,236 jobs (No. 1)

4.JavaScript: 48,041 jobs (No. 4)

5.C: 35,702 jobs (No. 7)

6.C++: 35,281 jobs (No. 5)

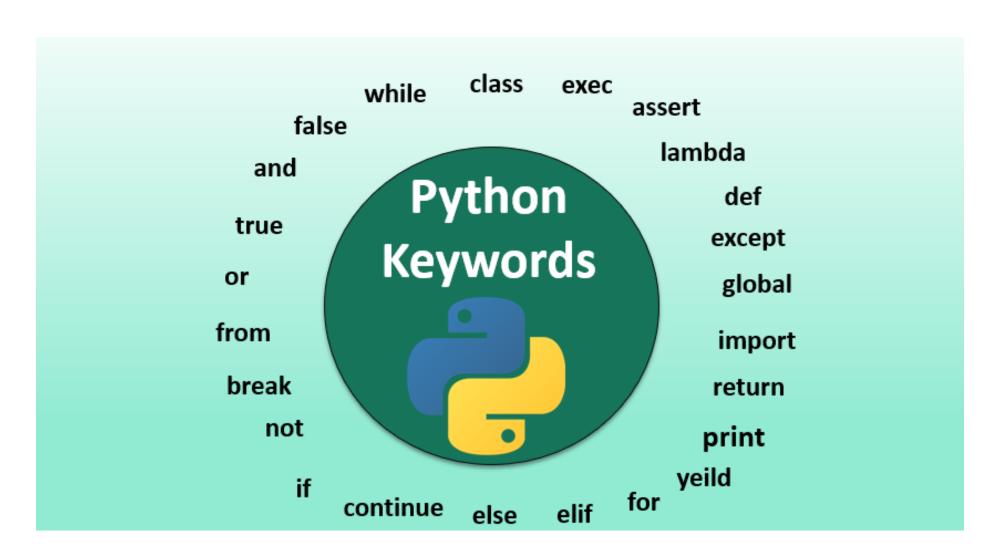
7.Go: 32,503 jobs (No. 8)

8.C#: 29,084 jobs (No. 6)

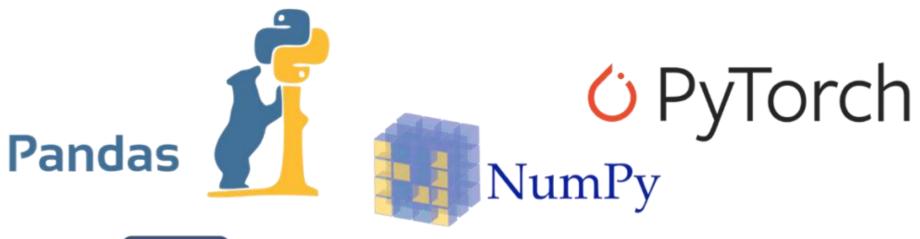
9.Assembly: 14,866 jobs (No. 10)

10.MATLAB: 8,504 jobs (previously unranked)

User friendly



Python Packages









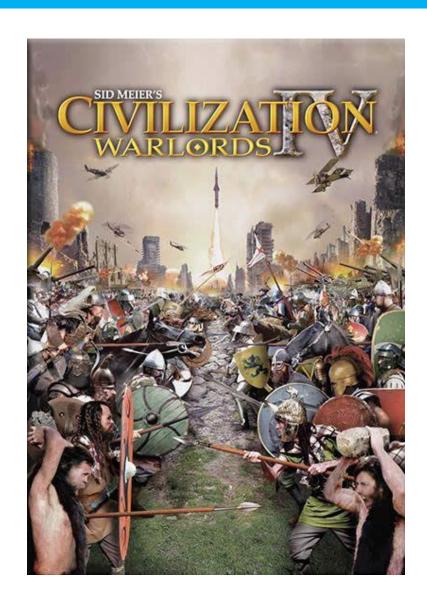


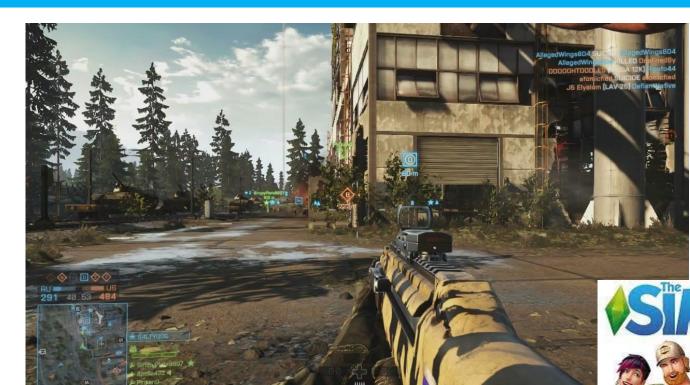


Getting started in game development with Python

The Python ecosystem offers gaming libraries for everyone from complete novices to experienced Pythonistas, including:

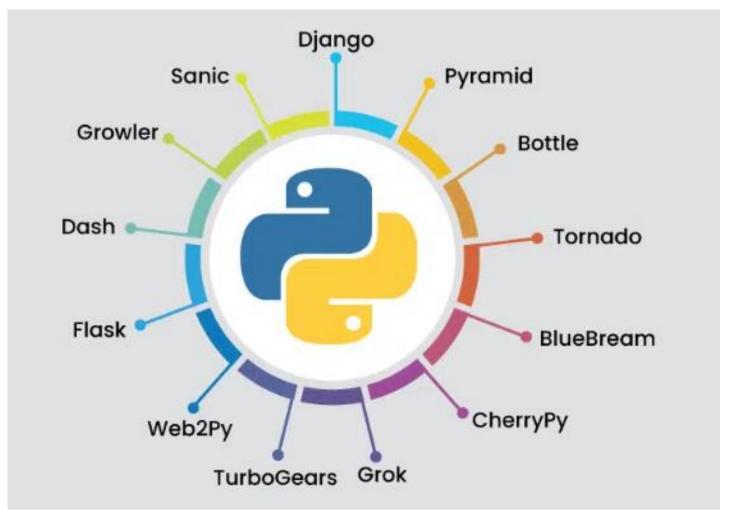
- **Pygame** is a popular choice for building relatively simple 2D games.
- **Pygame Zero** provides a tutorial for migrating games built in Scratch, making it ideal for complete beginners, including children.
- **Pyglet** is a powerful cross-platform windowing and multimedia library for building games and other graphically rich applications.
- Panda3D was originally developed by Disney to build Toontown Online and is now an open-source framework for building games and 3D-rendered graphics with Python. Under the hood, Panda3D uses C++, and you can create games using C++.
- Ursina Engine was built on Panda3D and simplified certain aspects of that library.
- **Kivy** is a framework for developing Python apps for multiple platforms, including Android, iOS, and Raspberry Pi. You'll find serval tutorials showing you how to start building games for mobile with Kivy.





- Mount & Blade
- World of Tanks
- EVE Online
- Vampires: The Masquerade Bloodline
- Doki Doki Literature Club

Getting started in web development with Python



Getting started in web development with Python

Top Companies Using **?** Python

AbVidyan

- •Google
- •Instagram
- Facebook
- •Quora
- Spotify
- Netflix
- •Reddit
- Dropbox
- NASA
- •IBM



Machine learning and deep learning



Machine learning and deep learning

Self-driving cars



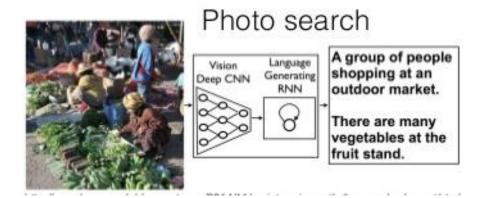
By Steve Juriets on [CC BY 20]

Recommendation systems



http://commons.wikimedia.org/wki/File:Natflix_logio.svg [public domain]

and many, many more ...



Machine learning and deep learning

Top Real-World Examples of Machine Learning

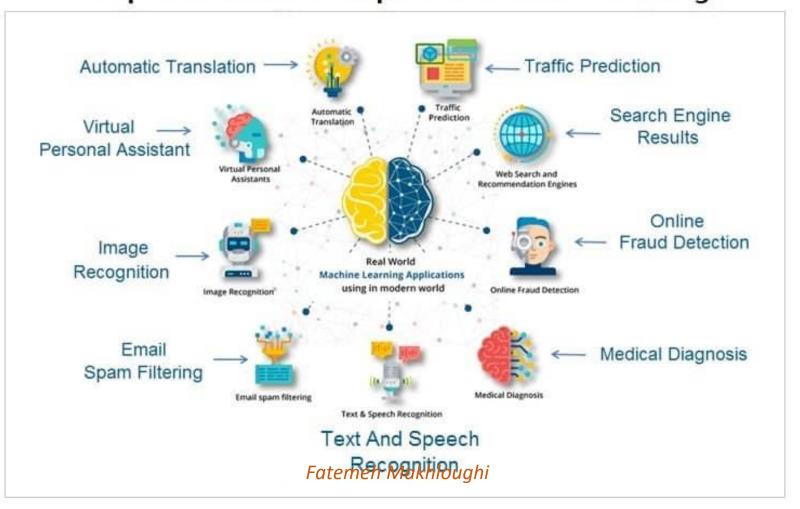
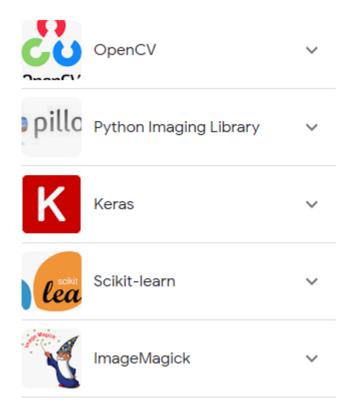
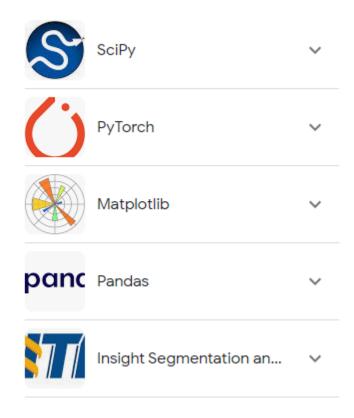


Image Processing with Python





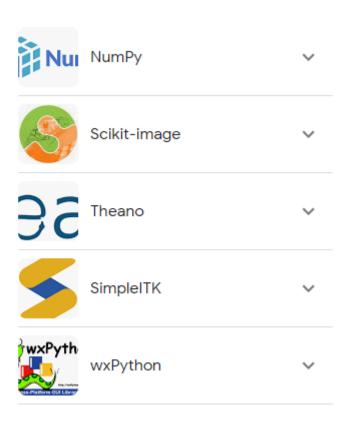


Image Processing with Python

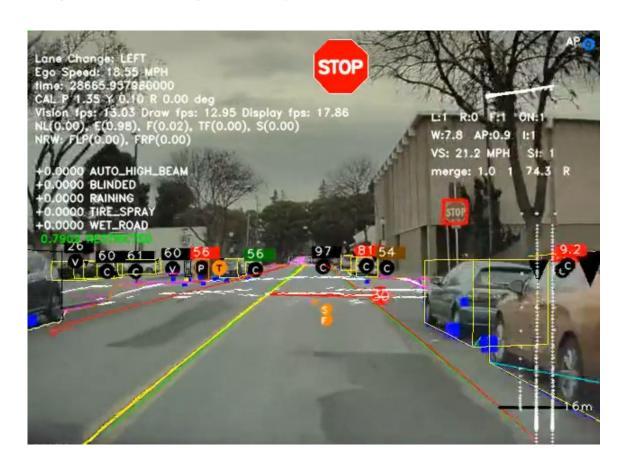
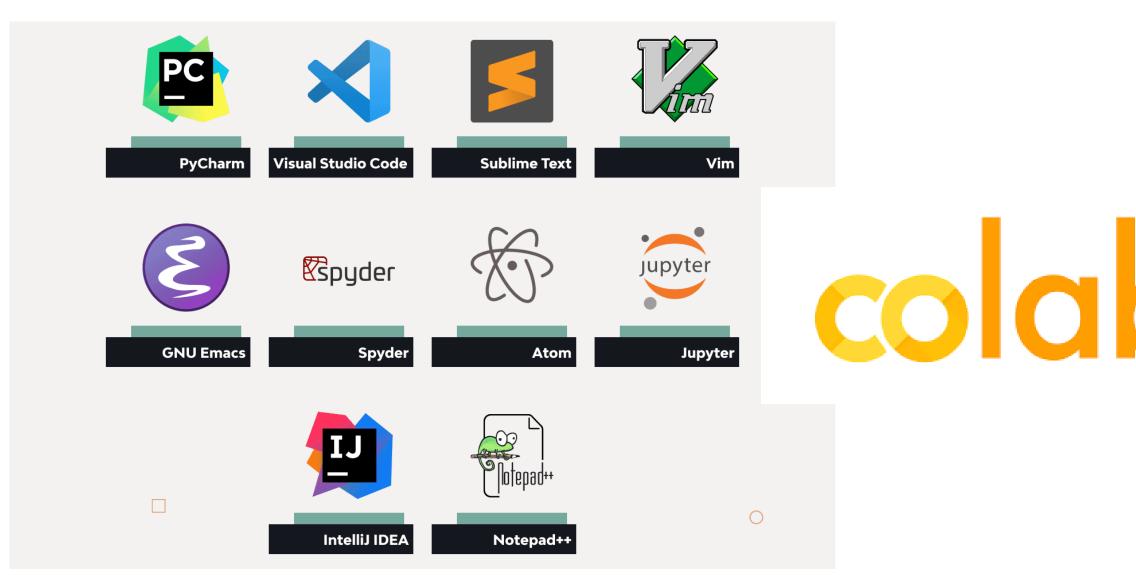




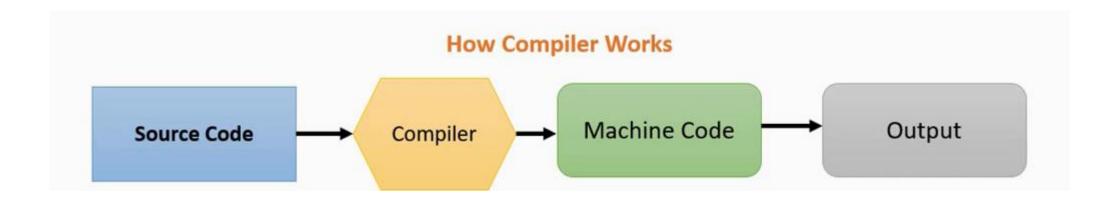
Image Processing with Python

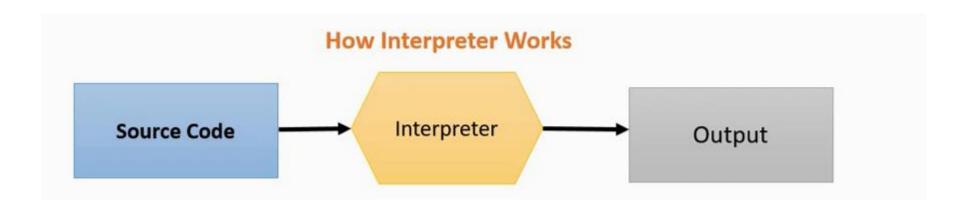


Python IDES

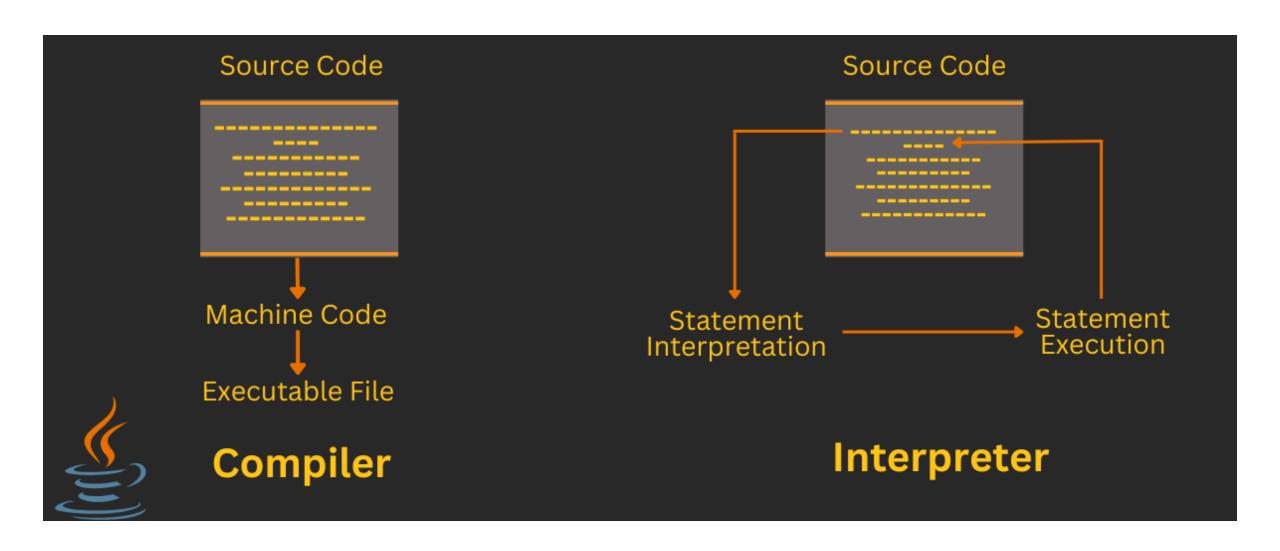


Compiler vs Interpreter





Compiler vs Interpreter



Course Content

Setting up python

Python versions python on Windows

Using the python Interpreter testing multiple conditions

Invoking the Interpreter
The interpreter and its
environment
An Introduction to python

Variables

Naming and using variables
Strings
Numbers, integers and floats
underscores in numbers
multiple assignment

More control flow tools

if statements
if-else
using Multiple elif blocks
testing multiple condition
for statements
defining functions
generator
passing arguments
return values
passing a list
styling functions
coding styles

Data Structures

Lists
Tuples and sequences
sets
dictionaries
Nesting, Copying, and sorting
Tuples and lists
indexing and slicing

Modules

standard modules packages

Input and output

Working with file paths in python common files system operations fancier output formatting reading and writing files

Errors and Exceptions

syntax errors
exceptions
handling exceptions
user- defined exceptions
predefined clean-up actions

Standard library

string pattern matching mathematics data compression performance measurement

packages

managing and installing packages using pip work with these packages: numpy package math package MatPlotlib package sns pandas

Course Content

Object- Oriented programming (OOP)

Define a class
Instantiate and object
inherit from other classes
abstract methods
polymorphism
encapsulation
class method and static method
property decorator