Introduction Introduction This is course is about Python. If you now think that it's about seakes and not about prostraining, you don' want to continue. But if you are here with the expectation that you will learn about programming, you don' want to continue. But if you are here with the expectation that you will learn about programming techniques and objects and classes delicated for the design practice, then you are an the right track by the way, you don't have to be a designer by program; the program is continued by the way, you don't have to be a designer by program; that it is a daily life examples to visualize the programs. Their structure, their behavior and their usage. That is a different approach from many other programming courses, which often start with a technical solution in search for a problem. ImpAuthor2016 Haheader here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and vibualize. I am pretty sure that you will see that program.						
Designers Designers So ideas to start Using BageBot. Introduction This is course is about Python. If you now think that it's about snakes and not about programming, you don't want to continue. But if you are her with the expectation that you will learn about programming techniques and objects and classes devicated for the design practice, then you are her the right track. By the way, you don't have job a designer by any feesion; in ord 18 that I was 18 the right track. By the way, you don't have job a designer by any feesion; in ord 18 that I was 18 the right you start from scratch, using daily life examples to visualize the programs. Their structure, their behavior and their usage. That is a different approach from many other programming courses, which often start with a technical solution in search for a problem. [myAuthor2016] H3 header here There will be a lot of coding in this course. But "I'll try my uttimate best to claim as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program—				5	#??#	
The is But Fxample I Python for Designers So ideas to start. Using BageBot. Introduction This is course is about Python. If you now think that it's about probarmaning you don't have to be fluid the gramming, you don't have to be fluid to design practice, then you are her her design practice, then you are her her design practice, then you are her her track by the way, you don't have to be a designer to you con't have to be a designer to you con't have to be a designer by the way, you don't have to be a designer by the start. If you see her her design practice, then you are her her intrack by the way, you don't have to be a designer by the start. If you see the property of the start of the design practice, then you are her her her intrack. By the way, you don't have to be a designer by property of the start of the design practice, then you are her her intrack. By the way, you don't have to her a designer by property of the start of the s	0 0	0 1	2 3 4	3		0
Designers Comparison	1					1
Designers Comparison	2		The sis Bot Example			2
Designers Comparison	3		PENDER ON TOT			3
Designers Comparison	4		- 3 (0			4
Introduction Introduction This is course is about Python. If you now hink that it's about snakes and not about programming, you don't want to continue. But if you are here with the keyscelation that you will learn about programming techniques and objects and classes delicated for the design practice, then you are on the right track. By the way, you don't have to be a designer burrolession, prorest in the continue and programming techniques and objects and classes delicated for the design practice, then you are on the right track. By the way, you don't have to be a designer burrolession, prorest in the continue and the program's start track by the way, you don't have to be a designer burrolession, prorest in the program's start track by the way, you don't have to be a designer burrolession to start the programs. Their structure, their programs. Their structure, their behavior and their usage. That is a different approach from many other programming courses, which often start with a technical solution in search for a problem. ImyAuthor2016] ImyAuthor2016] ImyAuthor2016]	5		Docionarc			5
Introduction Introduction This is course is about Python. If you now think that it's about seakes and not about prostraining, you don' want to continue. But if you are here with the expectation that you will learn about programming, you don' want to continue. But if you are here with the expectation that you will learn about programming techniques and objects and classes delicated for the design practice, then you are an the right track by the way, you don't have to be a designer by program; the program is continued by the way, you don't have to be a designer by program; that it is a daily life examples to visualize the programs. Their structure, their behavior and their usage. That is a different approach from many other programming courses, which often start with a technical solution in search for a problem. ImpAuthor2016 Haheader here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and vibualize. I am pretty sure that you will see that program.	6 1		Designers			6
Introduction Introduction This is course is about Python. If you now think that it's about seakes and not about prostraining, you don' want to continue. But if you are here with the expectation that you will learn about programming, you don' want to continue. But if you are here with the expectation that you will learn about programming techniques and objects and classes delicated for the design practice, then you are an the right track by the way, you don't have to be a designer by program; the program is continued by the way, you don't have to be a designer by program; that it is a daily life examples to visualize the programs. Their structure, their behavior and their usage. That is a different approach from many other programming courses, which often start with a technical solution in search for a problem. ImpAuthor2016 Haheader here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and vibualize. I am pretty sure that you will see that program.	7					7
Introduction This is course is about Python. If you now think that it's about snakes and not about prosamming, you don't want to continue. But if you are here with the expectation that you will learn about programming techniques and objects and classes dedicated for the design practice, then you are on the right track. By the way, you don't have to be a designer by prosession in order to borry this it's start, it your scratch, using daily life examples to visualize the programs. Their structure, their behavior and their usage. That is a different approach from many other plogramming courses, which often start with a technical solution in search for a problem. [my Author 2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarif, as much as I can and to relate everything to practical problems that you can recognize and vigualize. I	8		50 ideas to start. Using BageBot.			8
Introduction This is course is about Python. If you now think that it's about snakes and not about programming, you don't want to continue. But if you are here with the expectation that you will learn about programming techniques and objects and classes deticated for the design practice, then you are on the right track. By the way, you don't have to be a designer by program of the continue of the continue of the continue of the continue of the design practice, then you are on the right track. By the way, you don't have to be a designer by program of the continue of t						9
This is course is about Python. If you now think that it's about snakes and not about programming, you don't want to continue. But if you are here with the expectation that you will learn about programming techniques and objects and classes delicated for the design practice, then you are on the right track. By the way, you don't have to be a designer by profession, in order to child have 12 day. Start tron Scratch, using daily life examples to visualize the programs. Their structure, their behavior and their usage. That is a different approach from many other programming courses, which often start with a technical solution in search for a problem. [my Author 2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems.			Introduction			10 11
think that it's about snakes and not about programming you don't want to continue. But if you are here with the expectation that you will learn about programming techniques and objects and classes de licated for the design practice, then you are on the right track. By the way, you don't have to be a designer by pro- lession in order the children was a series of the programs. Their structure, their behavior and their usage. That is a different approach from many other programming courses, which often start with a technical solution in search for a problem. [my Author 2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as 1 can and to relate everything to practical prob- lems that you can recognize and vinalize. I am pretty sure that you will see that program-						12
gramming, you don't want to continue. But if you are here with the expectation that you will learn about programming techniques and objects and classes delicated for the design practice, then you are on the right track. By the way, you don't have to be a designer by pro- fession in order to office the works of the property cession in order to office the works of the property cession in order to office the works of the property cession in order to office the works of the property cession in order to office the works of the property cession in order to office the works of the property cession in order to office the works of the property cession in order to office the property cession in the prop				_		13
you are here with the expectation that you will learn about programming techniques and objects and classes delicated for the design practice, then you are on the right track. By the way, you don't have to be a designer by pro- fession in order the design practice, then you are on the right track. By the way, you don't have to be a designer by pro- fession in order the designer by pro- fession in the fight track By the and the right track By the daily life examples to visual and a designer by pro- fession in the fight track By the and the right track By the daily life examples to designer by pro- fession in the fight track By the and the right track By the daily life examples to designer by pro- fession in the fight track By the and the right track By the daily life examples to visual to a designer by pro- fession in the fight track By the daily life examples to visual a alize the programs. Their structure, the right track By the daily life examples to visual a alize the programs. Their structure, the right track By the daily li			_			14
objects and classes de licated for the design practice, then you are on the right track. By the way, you don't have to be a designer by pro- fession, in order to both the the West of the growth of t	15					15
practice, then you are on the right track. By the way, you don't have to be a designer by pro- fession in order to think the reality start the programs. Their structure, their behavior and their usage. That is a different approach from many other programming courses, which often start with a technical solution in search for a problem. [myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarity as much as I can and to relate everything to practical prob- lems that you can recognize and vhualize. I am pretty sure that you will see that program-	16					16
way, you don't have to be a designer by pro- fession, in order to offer the well asking failty life examples to visu- alize the programs. Their structure, their behavior and their usage. That is a different approach from many other programming courses, which often start with a technical solution in search for a problem. [myAuthor2016] H3header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical prob- lems that you can recognize and visualize. I am pretty sure that you will see that program-	17					17
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-	18 3		practice, then you are on the right track. By the	Э		18
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-			way, you don't have to be a designer by pro-			19
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-			start from scratch, using			20
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-			daily life examples to visu-			21
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-			alize the programs. Their			23
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-			structure, their behavior			24
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-			and their usage. That is a			25
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-			different approach from			26
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-			many other programming			27
search for a problem. search for a problem. myAuthor2016] myAuthor2016] H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-	28		courses, which often start			28
[myAuthor2016] [myauthor2016]	29		with a toolilloar bolation in			29
[myAuthor2016] [amyAuthor2016] [30 5		search for a problem.			30
33 34 35 36 37 38 39 40 40 40 40 41 42 42 42 42 43 44 44 45 46 46 47 48 48 48 48 48 48 48 48 48 48 48 48 48						31
34 35 36 37 38 39 40 40 40 41 42 7 42 42 42 42 44 45 45 46 46 47 48 48 48 48 48 48 48 48 48 48 48 48 48			[myAuthor2016]			32
35 36 6 3 4 3 4 3 4 3 4 3 4 3 4 3 4 3 4 3 4						33
H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical prob- lems that you can recognize and visualize. I am pretty sure that you will see that program-						34 35
H3 header here There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical problems that you can recognize and visualize. I am pretty sure that you will see that program-						36
There will be a lot of coding in this course. But I'll try my ultimate best to clarify as much as I can and to relate everything to practical prob- lems that you can recognize and vigualize. I am pretty sure that you will see that program-			H3 header here			37
I'll try my ultimate best to clarify as much as I can and to relate everything to practical prob- lems that you can recognize and visualize. I am pretty sure that you will see that program-				t		38
can and to relate everything to practical prob- lems that you can recognize and visualize. I am pretty sure that you will see that program-						39
lems that you can recognize and visualize. I am pretty sure that you will see that program-	40					40
and process date that you will be that program						41
ming is not as magic as some programmers			am pretty sure that you will see that program-			42
ming is not as magic as some programmers	43		ming is not as magic as some programmers			43
want you to believe, this what is more impor						44
tant, knowing about now programming works						45
yourson, our dotdary save you a for or time.			yourself, can actually save you a lot of time.	1		46 47
						47
						49
						50

			#??#
0 0	0 1	2 3 4 5	10
1		programming works yourself, can actually	0
<u></u>		save you a lot of time. Even if you don't want	1
2		to be a programmer. The course is set up as a growing environment. Because the develop-and environment are develop-and increased knowledge and	2
5		growing environment. Because the develop-	3
		increased knowledge and	7
5		understanding about how it	6
7		should be done - there will	7
2		be continuous improve-	8
9		ment on the code and the	9
10		examples. Feedback from	10
11		examples. Feedback from subscribers and the regular updates of Python make	11
12 2		updates of Python make	12
13		that the course will adapt	13
14		and grow over time. So the	14
15		subscription fee of the	15
16		course will grow too.	16
17			17
18 3		This makes the plan for course into an alter-	18
19		native construction of a kickstart project. If	19
20		you are an early adapter, trusting that the	20
21		course will grow and develop in a direction	21
22		that you need, then you just pay the current	22
23		amount. After that every addition is available	23
24 4		free of charge. The Udemy courses always	24
25		have a lifetime subscription for the fee that	25
26		you initially paid for it. If you wait for a few	26
27		months, more content will be added and the	27
28		price will be subsequently higher, adding ap-	28
29		proximately \$16 per hour video.	29
30 5		Another H3 header here	30
32		Any time you jump on the bandwagon, you	31
33		will pay the price as it is at that moment,	33
34		based on the volume of the content at that	34
35		moment Relatively low in the beginning	35
36 6		moment. Belatively low in the beginning, Weight John The Course further. We start with 2	36
37		turther. We start with 2	37
38		hours of instructions and	38
39		examples. If you wait for a	39
40		while, you will pay more for	40
41		the same content. So, if you	41
42 7		examples. If you wait for a while, you will pay more for the same content. So, if you are a designer, or you have other reasons to use Python	42
43		in your professional life or	43
44		in your professional life or your personal life, you are	44
45		your personal life, you are	45
46			46
47			47
48 8			48
49			49
50			50

		1	already using Python or you expect to do that in the future, then joining this growing environment is likely to be profitable for you. There	
0 0	O O		expect to do that in the fu-	0
1			ture, then joining this grow-	1
2			ing environment is likely to	2
3			be profitable for you. There	3
4			are many good examples around showing the great potential of programming in Python, but most are solu- tions in search for a prob- lem to be solved. Using pro- gramming in your daily practice requires a reversed approach. You want to	4
5			around showing the great	5
6 1			potential of programming in	6
7			Python, but most are solu-	7
8			tions in search for a prob-	8
9			lem to be solved. Using pro-	9
10			gramming\in your daily	10
11			practice requires a reversed	11
12 2			approach. You want to	12
13			achieve something and	13
14			achieve something and what is the best pattern this can be done. Instead of	14
15			can be done. Instead of	15
16			reading the translation of "Do you know where the station is?" in a tourist	16
17			Do you know where the	17
18 3			station is? in a tourist	18
19			guide, yo <mark>u</mark> are interested in conversations in this for-	19
20			conversations in this for-	20
21			eign language where you	21
22			can decide on the topic.	22
23			eign language where you can decide on the topic. This course is trying to do that. And since these pat-	23
24 4			that. And since these pat-	24
25			terns are so divers and	25
26			changing overtime, you need an environment that	26
27			need an environment that	27
28			will adapt and grow, instead of presenting a fixed "how	28
29			to" course. At the end of the	29
30 5				30
31			course an overview of pos- sible future topics is given.	31
32			sible future topics is given.	32
33				33
34			This list will be maintained over time, adding	34
35			wishes and needs expressed by you, the user	35
36 6			of the course. The development of the exam-	36
37			ples will try to stay in sync wi <mark>th</mark> changes in	37
38			the outside wo <mark>rl</mark> d. To what ext <mark>e</mark> nt this will	38
39			succeed is a fu <mark>tu</mark> re promise, bu <mark>t </mark> by joining in	39
40			at early stage, you express the trust that this	40
41			will happen. As a reward for this trust you get	41
42 7			all future conte <mark>n</mark> t for the curre <mark>nt</mark> price.	42
43				43
44			Subhead here	44
45				45
46			This course is the twin of Processing for De-	46
47				47
48 8				48
49				49
50				50

	0 1	2	3	4	5	#??#	
0 0		This course is th	ne twin of Proce	ssing for De-			0
1		signers course. N					1
2		structure of the					2
3		similar. Also the					3
4		alike, except tha					4
5		tax of each langu	-				5
6 1		of the courses th					6
7		because the ava					7
8		is different. You					8
9		courses if you w					9
10		But if you alread					10
11		made a choice, t	hen following o	nly one of the			11
12 2		two courses may	y be sufficient a	s a start. If you			12
13		are starting fresh	n on programmi	ng, the choice			13
14		can be based on	the expertise th	nat is available			14
15		in your environr	nent, that is a ve	ery practical			15
16		reason. You cho	ice also be base	d on the differ-			16
17		ence in flavor be	etween the lang	uages. In			17
18 3		preparation of d	eepeni <mark>ng in eac</mark>	h of there lan-			18
19		guages here is a	brief summary	about their			19
20		characteristics. I	Process <mark>ing is ba</mark>	sed on Java, an			20
21		industrial streng					21
22		where the type of					22
23		at the start of a p					23
24 4		more free usage					24
25		for "sketchy" pro					25
26		able in circumst					26
27 ————————————————————————————————————		flawless execution					28
20		this makes Pytho					2.0
30 5		storage of inform					30
31		of data type and					31
32		dictionary type,					32
33		structures that a	re very hard to	acmeve m Pro-			33
34		cessing.					34
35							35
36 6		Subhead here					36
37		The origin of Pro	ocessing is more	e in the pro-			37
38		cessing of image	s, - focussed on	pixels and in-			38
39		teraction - than	Python. Python	can for in-			39
40		stance be found	inside web serv	ers and as			40
41		scripting langua	ge in desktop ap	plications			41
42 7		such as FontLab					42
43		cessing program	s are more line	ar, smaller and			43
44		dedicated to a sp					44
45		programs tend to					45
46		that respect Pyth	non should be m	nore compared			46
47							47
48 8							48
49							49
50							50

