Chapter 1: Introduction to Python

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| **Main Points / Examples** | **Notes** |
| * Learning python requires learning the syntax (grammar of python) * Programming involves giving a computer a set of instructions for it to follow. | * Computers solve problems humans can’t * Programming involves creativity * Parts of a COM:   + *CPU: processes data*   + *Primary memory: fast / volatile storage (RAM)*   + *Secondary memory: long term storage (SSD, HDD, USB)*   + *Input / output devices: keyboard, mouse, screen, etc.*   + *Network connection* * *Programming: writing set of instructions for COM* * Learn syntax and reserved words * **Print(*“”*)** command types output in console * COMS only read in binary * *interpreter: interprets program on the fly (ex. Python in cmd)* * *compiler: runs entire program (ex. exe files)* * *script: python instructions written in text editor* * *program: set of instructions for a COM* * python acts as intermediate between programmer / user |

**Summary**

Programming is a creative activity that can help solve complex problems (provided that you understand the syntax of a programming language like Python).