$\checkmark$	1. Gen	eral Introduction
	$\checkmark$	1.1. The Way of the Program
	$\checkmark$	1.2. Algorithms
	$\checkmark$	1.3. The Python Programming Language
	$\checkmark$	1.4. Executing Python in this Book
	$\checkmark$	1.5. More About Programs
	$\checkmark$	1.6. What is Debugging?
	$\checkmark$	1.7. Syntax errors
	$\checkmark$	1.8. Runtime Errors
	$\checkmark$	1.9. Semantic Errors
	$\checkmark$	1.10. Experimental Debugging
	$\checkmark$	1.11. Formal and Natural Languages
	$\checkmark$	1.12. A Typical First Program
	$\checkmark$	1.13. Comments
	$\checkmark$	<del>1.14. Glossary</del>
	$\checkmark$	1.15. Exercises
$\checkmark$	2. Sim	<del>ole Python Data</del>
	$\checkmark$	2.1. Variables, Expressions and Statements
	$\checkmark$	2.2. Values and Data Types
	$\checkmark$	2.3. Type conversion functions
	$\checkmark$	<del>2.4. Variables</del>
	$\checkmark$	2.5. Variable Names and Keywords
	$\checkmark$	2.6. Statements and Expressions
	$\checkmark$	2.7. Operators and Operands
	$\checkmark$	2.8. Input
	$\checkmark$	2.9. Order of Operations
	$\checkmark$	<del>2.10. Reassignment</del>
	$\checkmark$	2.10.1. Developing your mental model of How Python Evaluates
	$\checkmark$	2.11. Updating Variables
	$\checkmark$	<del>2.12. Glossary</del>
	$\checkmark$	<del>2.13. Exercises</del>
$\checkmark$	3. Deb	<del>ugging Interlude 1</del>
	$\checkmark$	3.1. How to be a Successful Programmer
	$\checkmark$	3.2. How to Avoid Debugging
	$\checkmark$	3.3. Beginning tips for Debugging
	$\checkmark$	3.4. Know Your Error Messages
	_	3.4.1. ParseError
		3.4.2. TypeError
	_	3.4.3. NameError
	$\checkmark$	3.4.4. ValueError

- ☑ 3.5. Summary
- ☑ 3.6. Exercises
- - ✓ 4.1. Hello Little Turtles!

  - ✓ 4.4. The for Loop

  - ✓ 4.10. Glossary
  - ✓ 4.11. Exercises
- ✓ 5. Python Modules

  - ✓ 5.6. Glossary
  - √ 5.7. Exercises
- - 6.2. Functions that Return Values

  - 6.4. Variables and Parameters are Local

  - 6.5.1. The General Accumulator Pattern

  - 6.6. Functions can Call Other Functions

  - 6.11. A Turtle Bar Chart
  - ☑ 6.12. Glossary

## 7. Selection √ 7.6. Nested conditionals ✓ <del>7.9. Glossary</del> <del>▼ 7.10. Exercises</del> ▼ 7.10. Exercises ▼ 7.10. Exercises 8. More About Iteration 8.3. The while Statement 8.6. Newton's Method 8.7. The Accumulator Pattern Revisited ☑ 8.8.2. Validating Input 8.13. Glossarv ☑ 8.14. Exercises 9.4. Index Operator: Working with the Characters of a String

- 9.17. A find function
- 9.19. Character classification

- - ✓ 10.7. List Slices

  - ✓ 10.9. List Deletion

10.21. Which is Better? ✓ 10.24. Nested Lists ☐ 11. Files ✓ 11.3. Reading a File ✓ 11.9. Glossary ✓ 11.10. Exercises ✓ 12.1. Dictionaries ✓ <del>12.6. Glossary</del> ✓ 13. Exceptions 

	<b>Y</b>	13.7.2. Catch A Specific Exception
	$\checkmark$	13.7.3. Catch Multiple Specific Exceptions
	$\checkmark$	13.7.4. Clean-up After Exceptions
	$\checkmark$	13.7.5. An Example of File I/O
	$\checkmark$	13.8. The finally clause of the try statement
	$\checkmark$	13.9. Glossary
	$\checkmark$	13.10. Exercises
14.	We	<mark>eb Applications</mark>
	$\checkmark$	14.1. Web Applications
	$\checkmark$	14.2. How the Web Works
	$\checkmark$	14.3. How Web Applications Work
	$\checkmark$	14.4. Web Applications and HTML Forms
	$\checkmark$	14.5. Writing Web Applications With Flask
	$\checkmark$	14.6. More About Flask
	$\checkmark$	14.7. Input For A Flask Web Application
	$\checkmark$	14.8. Web Applications With a User Interface
	$\checkmark$	14.9. Glossary
15.	GL	II and Event Driven Programming
		15.1. Graphical User Interfaces
		15.2. GUI Programming
		15.3. GUI Programming Options
		15.4. TKinter
		15.5. Tkinter Pre-programmed Interfaces
		15.6. Tkinter Custom Interfaces
		15.7. Hello World
		15.8. Tkinter Standard Dialog Boxes
		15.8.1. Messages
		15.8.2. Yes/No Questions
		15.8.3. Single Value Data Entry
		15.8.4. File Chooser
		15.8.5. Color Chooser
		15.9. GUI Widgets
		15.10. Creating Widgets
		15.11. Layout Mangers
		15.12. Specifying Dimensions
		15.13. Place Layout Manager
		15.14. Grid Layout Manager
		15.15. Pack Layout Manager
		15.15.1. Summary
		15.16. Widget Groupings

		15.17. Command Events
		15.18. Hello World Again
		15.19. Other Events
		15.20. Low-Level Event Processing
		15.21. Focus
		15.22. Event Binding
		15.23. Event Descriptors
		15.24. Event Objects
		15.25. Event Processing
		15.26. The Design of GUI Programs
		15.27. Common Widget Properties
		15.28. Specific Widget Properties
		15.29. Widget Attributes
		15.30. Timer Events
		15.30.1. Animations and Repeated Tasks
		15.30.2. Canceling Timer Events
		15.30.3. Multiple Parameters to Timer Callbacks
		15.31. A Programming Example
		15.31.1. A Whack-a-mole Game
		15.31.2. Summary
		15.32. Managing GUI Program Complexity
		15.32.1. Creating the View
		15.32.2. Creating the Model
		15.32.3. Creating the Controller
		15.33. Exercises
_		15.34. Glossary
□ 16.	Red	cursion
		16.1. What Is Recursion?
		16.2. Calculating the Sum of a List of Numbers
		16.3. The Three Laws of Recursion
		16.4. Converting an Integer to a String in Any Base
		16.5. Visualizing Recursion
		16.6. Sierpinski Triangle
		16.7. Glossary
		16.8. Programming Exercises
		16.9. Exercises
□ 17	Cla	sses and Objects - the Basics
_ I/.		17.1. Object-oriented programming
		17.1. Object-one filed programming 17.2. A change of perspective
		17.2.7. Gridinge of peropeotive

		☐ 17.3. Objects Revisited
		☐ 17.4. User Defined Classes
		☐ 17.5. Improving our Constructor
		☐ 17.6. Adding Other Methods to our Class
		☐ 17.7. Objects as Arguments and Parameters
		☐ 17.8. Converting an Object to a String
		☐ 17.9. Instances as Return Values
		☐ 17.10. Glossary
		☐ 17.11. Exercises
	18.	Classes and Objects - Digging a Little Deeper
		☐ 18.1. Fractions
		☐ 18.2. Objects are Mutable
		☐ 18.3. Sameness
		☐ 18.4. Arithmetic Methods
		☐ 18.5. Glossary
		☐ 18.6. Exercises
	19.	Inheritance
		☐ 19.1. Pillars of OOP
		☐ 19.2. Introduction to Inheritance
		☐ 19.3. Extending
		☐ 19.4. Reuse Through Composition
		☐ 19.5. Class Diagrams
		☐ 19.6. Composition vs. Inheritance
		☐ 19.7. Case Study: Structured Postal Addresses
		☐ 19.7.1. Storing Postal Addresses
		☐ 19.7.2. Storing International Addresses
		19.7.3. Inheritance Applied
		19.7.4. A List of Addresses
_		19.7.5. Using isinstance
Ш	20.	Unit Testing
		20.1. Introduction: Unit Testing
		20.2. Checking Assumptions With assert
		20.2.1. Designing Defensive Functions
		20.2.2. The assert Statement
		20.2.3. More on assert and Preconditions
		20.3. Testing Functions
		20.3.1. Automated Unit Tests
		20.3.2. Automated Unit Tests with assert
		☐ 20.3.3. Unit Tests can have bugs