





#### **Learning Objectives**

- 1. Identify and define key Python syntax and data types.
- 2. Explain how loops, conditionals, and functions work.
- 3. Describe how to use ChatGPT for coding assistance.
- 4. Write Python scripts for basic tasks.
- Use ChatGPT to debug and refine code.
- 6. Evaluate ChatGPT suggestions for accuracy and relevance.
- 7. Critique code for readability and efficiency.
- 8. Design Python programs to solve real-world problems.
- Integrate ChatGPT into coding workflows.





# **Challenges with Learning Programming**

- 1. Abstract Thinking and Logic
- 2. Syntax and Semantics
- 3. Debugging and Error Handling
- 4. Algorithmic Thinking
- 5. Understanding of Computational Concepts
- 6. Overcoming the "Magic" Perception
- 7. Fear of Failure
- 8. Lack of Immediate Feedback or Clarity
- 9. Pacing and Learning Curve
- 10. Lack of Immediate Real-World Applications
- 11. Overwhelming Choice of Tools and Languages
- 12. Lack of Strong Foundational Math Skills





#### **Basic Syntax**

This # is a **comment.**The computer ignores it

# Python program to print "Hello World!"

print("Hello, World!")

The ( ) are used to pass arguments to the function

The " " indicate the boundary of a **string** of text to be printed. Note they are different than " ".

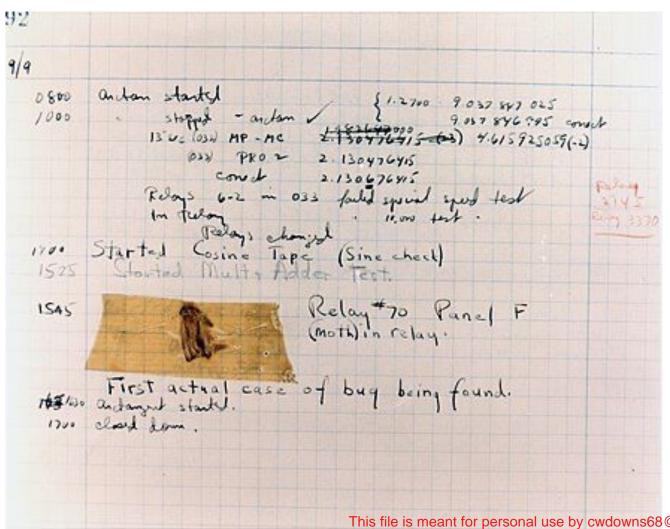
print is a function.

It tells the computer to run a set of instructions





#### **Debugging Code**



- 1878 Thomas Edison
- 1940s Grace Hopper
- 1940s Aircraft engines
- 1952 ACM meetings
- 1960s Commonplace





#### **Data**



Personal Data: Phone, email, calendars, etc



Location Data: Travel, traffic, GPS, weather



Social Media
Data: Posts,
friend/follower



Consumer Data: Purchase, views, psychographic





## **Data Types in Python**

1, 42, -5, ...

1.0, 3.14, -0.1, ...

3 + 5j

Integer int

Float
float

Complex
complex

'Hello'

True/False

Text

str

**Boolean** 

bool

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#### **Variables**

- 1. Use descriptive names: Instead of calling your variable x, use something like total sales or user name. It makes your code easier to understand.
- 2. **No spaces**: Variable names can't have spaces. Instead, use underscores, like user name.
- 3. Start with a letter: Variable names must start with a letter or an underscore, not a number. For example, <code>lname</code> is not valid, but <code>\_name1</code> is valid.
- 1. **Case-sensitive**: Python is case-sensitive, so Age and age are considered two different variables.





## **Variables - Tips**

- 1. **Use meaningful names**: Variable names should reflect what they represent. For example, total price is more meaningful than tp.
- Keep names concise: While being descriptive is important, don't go overboard with long names. Keep it simple and to the point.
- Avoid reusing variable names: It's a good practice to avoid using the same name for different purposes, as it may cause confusion or bugs in your code.





## **Variables - Summary**

- Variables are names for storing values.
- You declare them by assigning a value with =.
- You can store different types of data in variables, like numbers, strings, and Booleans.
- Variable names should be descriptive and follow Python's naming rules.



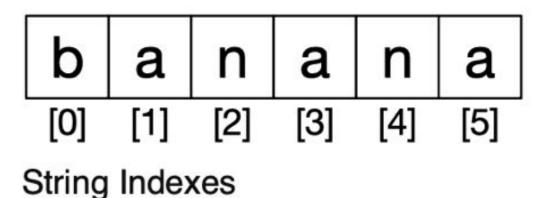


# **Strings and Indexing**

```
>>> fruit = 'banana'
>>> letter = <u>fruit[</u>1]
```

```
>>> print(letter)
a
```

```
>>> letter = fruit[0]
>>> print(letter)
b
```









# https://www.youtube. com/watch?v=FN2RM-CHkuI#ddg-play





# A function is a block of code designed to perform a specific task.





# **Why Use Functions**

- Promote code reusability: Instead of writing the same code over and over again, you can call a function whenever you need it.
- Improve readability: By breaking your code into smaller, manageable parts, it becomes easier to read and understand.
- 1. **Simplify debugging**: If something goes wrong, it's easier to find and fix issues within a specific function rather than in the entire program.
- 1. **Help with organization**: Functions allow you to logically separate tasks in your program, making it more structured.





#### **Functions - Summary**

- A function is a reusable block of code that performs a specific task.
- Define a function using the def keyword, followed by name and parameters.
- Functions can have parameters to accept input and return values using the return statement.
- You can also provide default values for parameters or accept a variable number of arguments using \*args and \*\*kwargs.
- Functions help you make your code cleaner, more organized, and easier to maintain.





# **Key Differences Between Lists and Tuples**

Feature	Lists	Tuples
Mutability	Mutable (can be modified)	Immutable (cannot be modified)
Syntax	Square brackets []	Parentheses ()
Methods available	More (e.g., append, pop)	Fewer (mainly count, index)
Performance	Slower (due to mutability)	Faster (due to immutability)
Use cases	When frequent updates are needed	When data should remain constant
Memory usage	Takes more memory	More memory efficient

