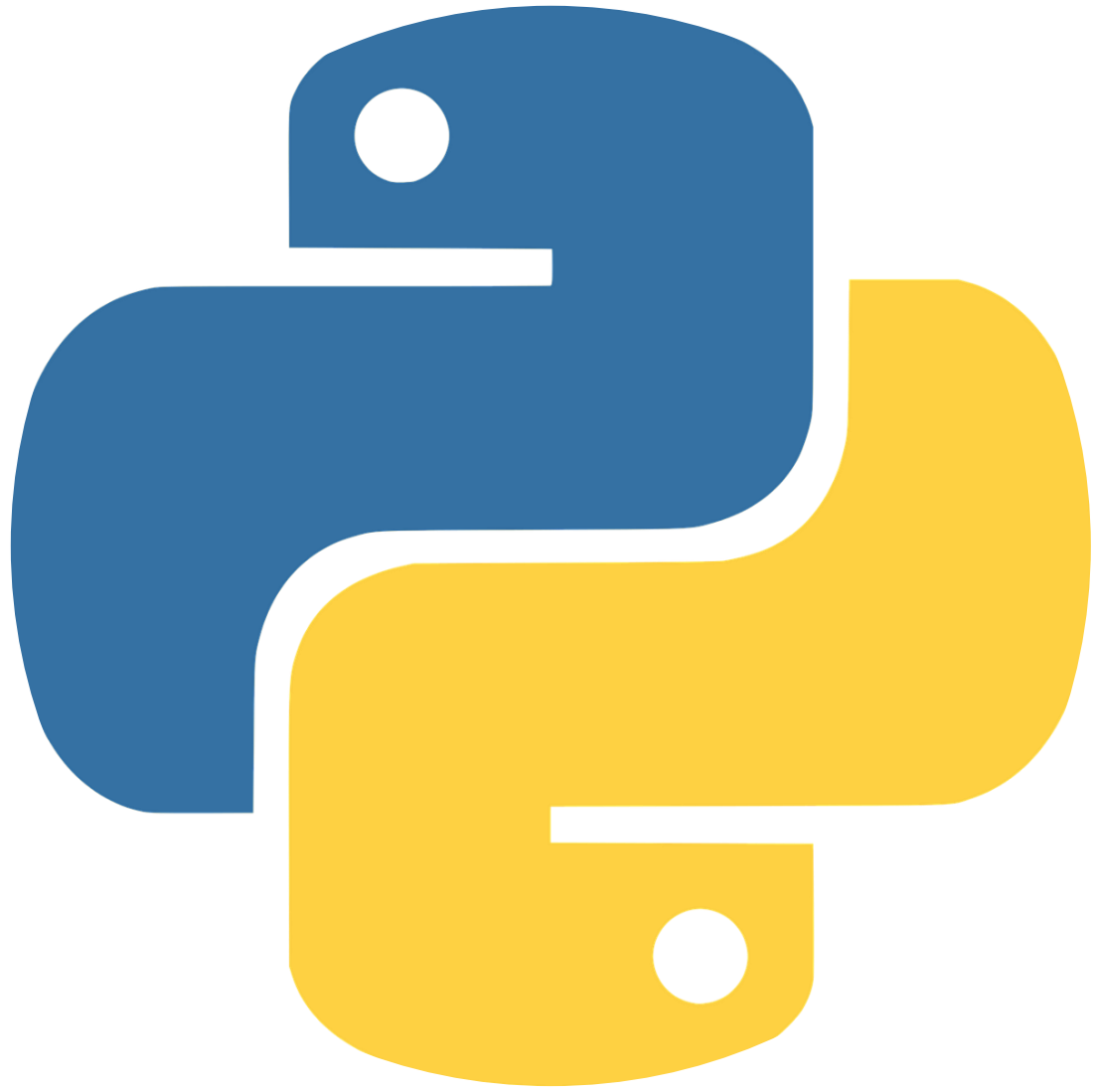


HELLO PYTHON



PYTHON

programming language
for coding

How are we going to code ?



Thonny

Thonny is an integrated development environment.

It has a text area where you can write your code, a run button to compile the code and a shell to show the result or the output of your program.

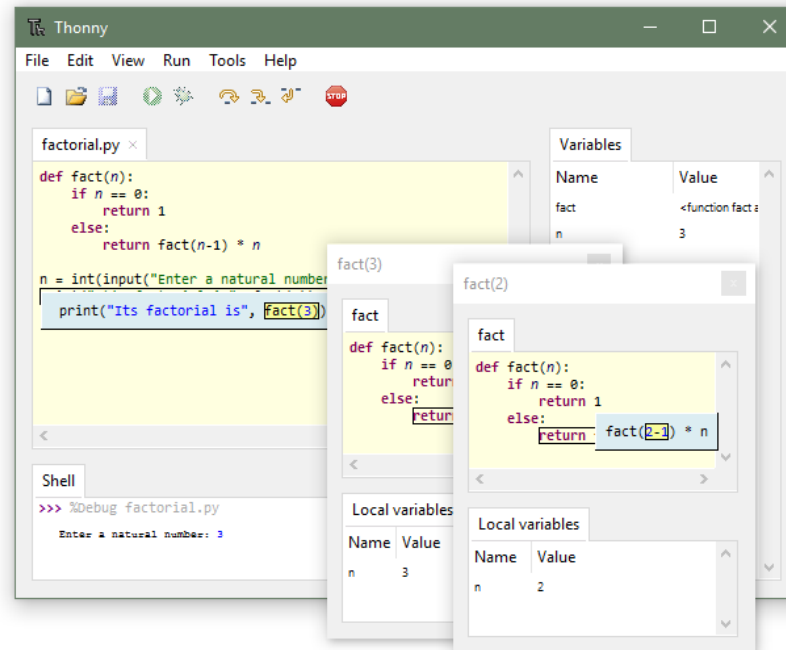
Installing Thonny

<https://thonny.org/>

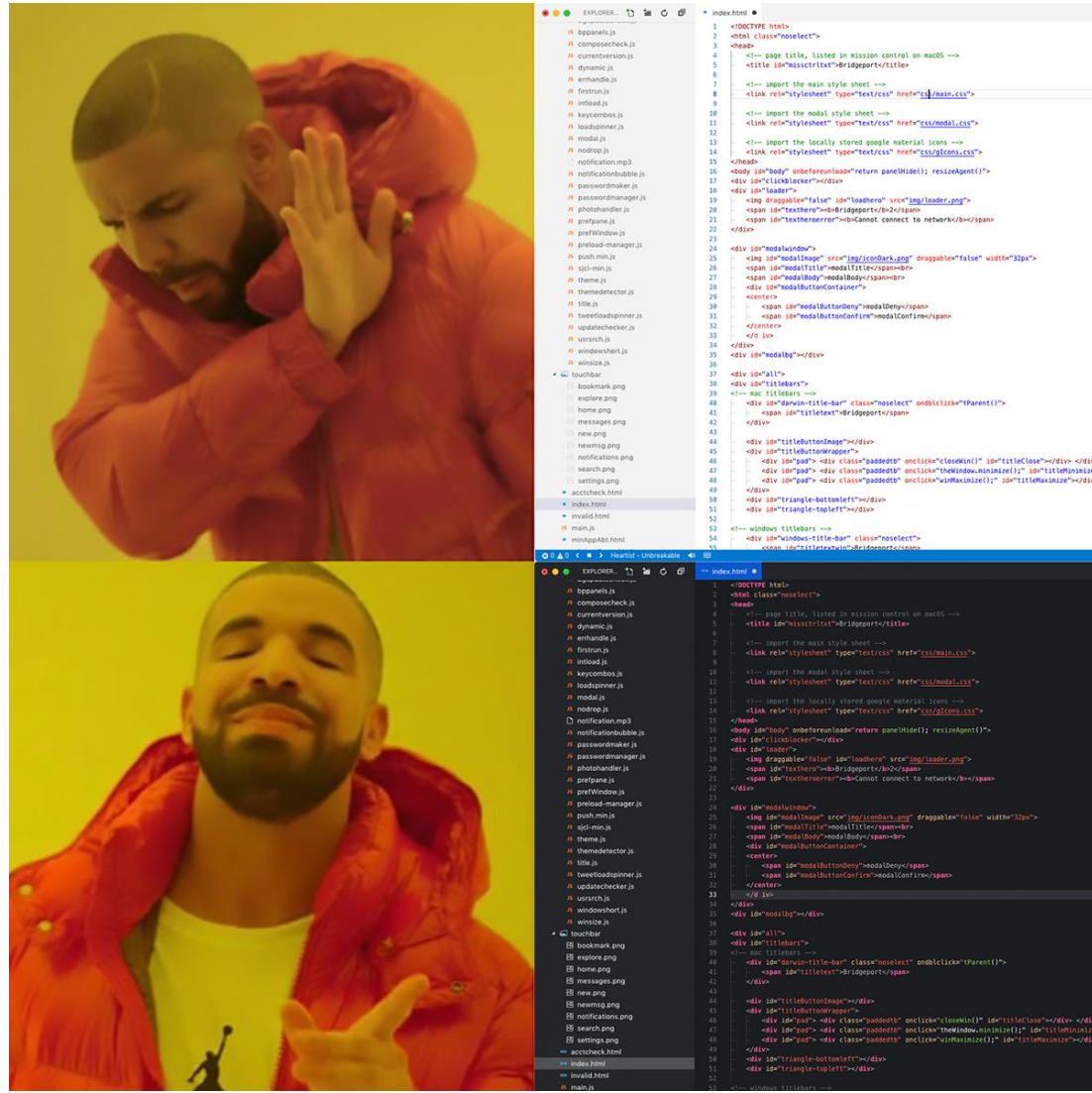
Thonny
Python IDE for beginners



Download version **3.3.13** for
[Windows](#) • [Mac](#) • [Linux](#)



Dark theme vs Light theme



```

1  <?php language_attributes();
2
3  <meta charset="utf-8" />
4  <meta name="viewport" content="width=device-width" />
5  <title><?php bloginfo( 'charset' ); ?> </title>
6  <link rel="profile" href="http://gmpg.org/xfn/11" />
7  <link rel="pingback" href="<?php bloginfo( 'pingback_url' ); ?>" />
8  <?php fruitful_get_favicon(); ?>
9  <!--[if IE 9]><script src="<?php echo get_template_directory_uri();
10
11 <?php wp_head(); ?>
12
13 </head>
14 <body <?php body_class();?>
15 <div id="page-header" class="hfeed site">
16
17 <?php
18 $theme_options = fruitful_get_theme_options();
19 $logo_pos = $menu_pos = "";
20 if (isset($theme_options['logo_position']))
21 $logo_pos = esc_attr($theme_options['logo_position']);
22
23 if (isset($theme_options['menu_position']))
24 $menu_pos = esc_attr($theme_options['menu_position']);
25
26 $pos_class = fruitful_get_class($logo_pos);
27 $pos_class = fruitful_get_class($menu_pos);
28
29
30
31
32

```

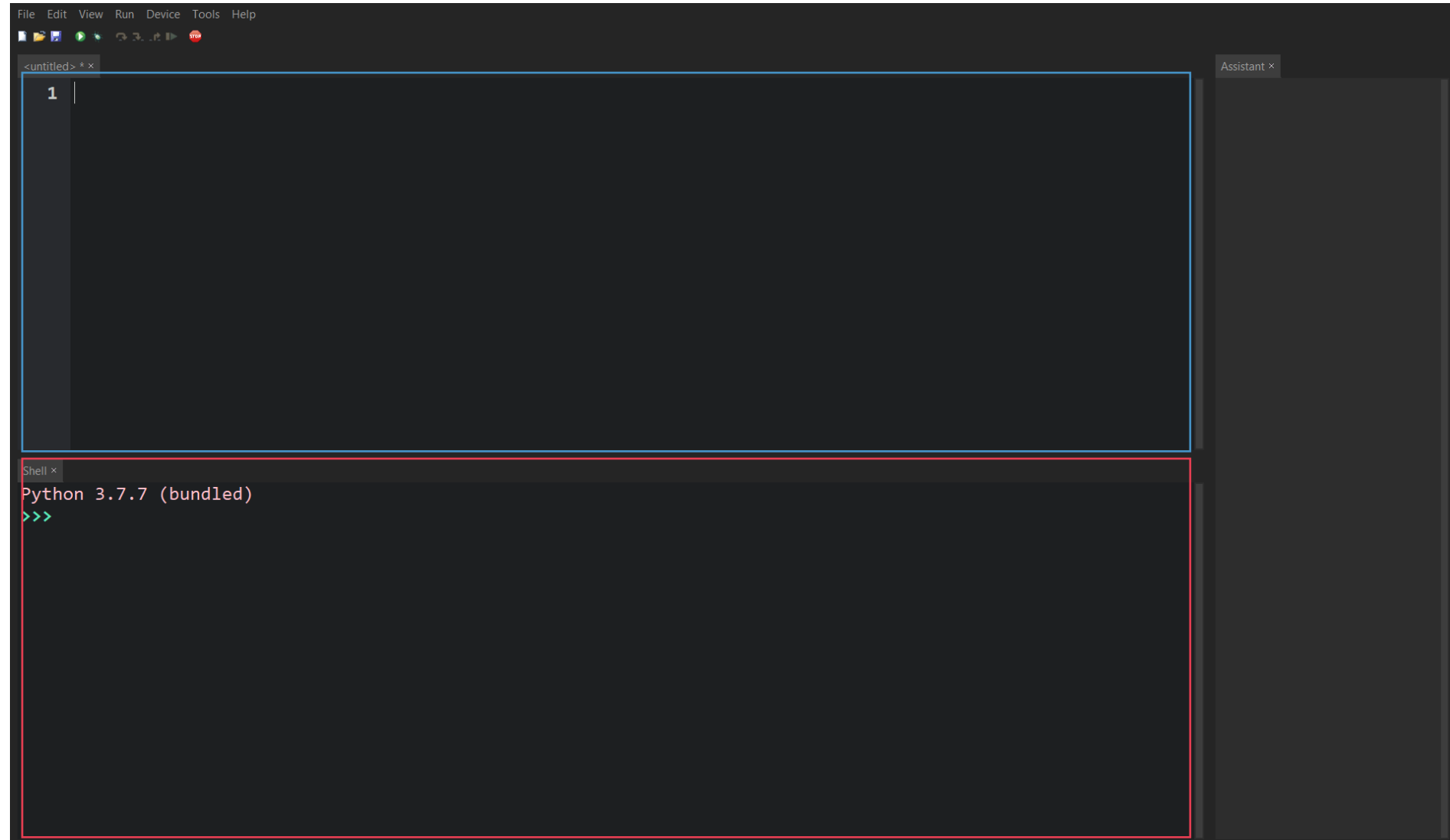
Thonny interface

The editor

Here you can write python code
and save it as a python file

The shell

Whatever program you did write in
the editor, its output will be
displayed here
The code you type can be run
straight away.



Trying out the shell

▽ Give the shell a test run

Type each of these code snippets into the shell window and press the enter/return key after each one. The first line displays a message and the second line does a calculation. Can you work out what the third line does?

```
>>> print('I am 10 years old')
```

```
>>> 123 + 456 * 7 / 8
```

```
>>> ''.join(reversed('Time to code'))
```


Colors in the code

IDLE automatically colors the text to highlight different parts of the code.

The colors make it easier to understand the code, and they're useful when you're trying to spot mistakes.

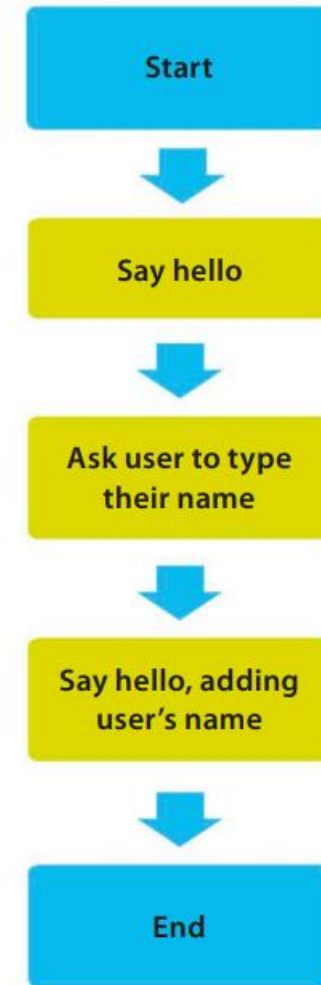
```
31 def __init__(self, path):
32     self.file = None
33     self.fingerprints = set()
34     self.logdups = True
35     self.debug = debug
36     self.logger = logging.getLogger(__name__)
37     if path:
38         self.file = open(os.path.join(path, 'log.txt'), 'w')
39         self.file.seek(0)
40         self.fingerprints.update(self._get_fingerprints())
41
42 @classmethod
43 def from_settings(cls, settings):
44     debug = settings.getbool('SUPERFINGER_DEBUG')
45     return cls(job_dir(settings), debug)
46
47 def request_seen(self, request):
48     fp = self.request_fingerprint(request)
49     if fp in self.fingerprints:
50         return True
51     self.fingerprints.add(fp)
52     if self.file:
53         self.file.write(fp + os.linesep)
54
55 def request_fingerprint(self, request):
56     return request_fingerprint(request)
```

Your first program

The program first displays the message “Hello, World!” and then asks your name.

Once you’ve typed in your name, it says hello again, but this time it includes your name in the greeting.

The program uses something called a variable to remember your name. A variable is used in coding to store information.



Your first program

```
print('Hello, World!')  
person = input('What's your name?')  
print('Hello,', person)
```

This line asks for the user's name and stores it in a variable called "person".

```
Hello, World!  
What's your name?Josh  
Hello, Josh
```

User's name

