

Course 1 (Week 1)

Introduction to Data Analytics, Python Programming, and GitHub Copilot

Lecture 2: Python Programming





What is your favorite sci-fi AI movie?

Skills Covered

- Understanding programming fundamentals and syntax in Python.
- Applying control structures such as loops and conditionals.
- Learning basic game logic (Rock, Paper, Scissors & Guess the Number) to implement in Python.
- Working with Python data types, variables, and operations.
- Introduction to version control using GitHub.

Objectives for today

- What is programming?
- Introduction to python
- Python syntax, variables, data types, operations
- Control structures in python, if-else, for-while loop
- Rock, paper scissor game
- Guess the number game
- Getting started with GitHub

Learning Outcomes

- Grasp the essential concepts of Python programming.
- Write and debug Python programs using loops and conditionals.
- Develop basic games that enhance problem-solving and logical thinking.
- Utilize GitHub for version control and collaboration.
- Build a foundation for more complex Python projects and real-world applications.



Introduction to Python

Sections

Section 1

Section 2

Section 3

Section 4

Section 5

Let's go to the JN



Python Data Types

Sections

Section 1

Section 2

Section 3

Section 4

Section 5



Variables and Assignment

Sections

Section 1

Section 2

Section 3

Section 4

Section 5



What's your go-to comfort food after
a long day?



Control Structures

Sections

Section 1

Section 2

Section 3

Section 4

Section 5

Key highlights

That's a wrap

Any Questions?

Bibliography

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