CSC 119 – Introduction to Programming: Python

TOPIC 3

TOPIC 3 – ASSIGNMENT #2

ASSIGNMENT #2 – COMPLETE THE FOLLOWING:

Chapter #2 :

R2.15 (DESIGN ONLY – REFER TO THE INSTRUCTIONS BELOW)
R2.16 (DESIGN ONLY – REFER TO THE INSTRUCTIONS BELOW)
P2.6 (CODE ONLY – REFER TO THE INSTRUCTIONS BELOW)
P2.7 (CODE ONLY – REFER TO THE INSTRUCTIONS BELOW)

INSTRUCTIONS:

1. Using the information from Topic 3 OR the examples in the book/topic, complete each part of the assignment above.
2. If you are creating a design, use Xmind or another design technique (please have it approved by me). No .odt files please!
3. If you are creating a program, please use the Example program in this Topic 3 as a guide.
4. Each part of this assignment is worth 15 points.
5. Label each part of the assignment (e.g. Assignment #2 – R2.13) as you complete your work.
6. Upload your four assignments to the Assignment 2 – "Assignment" drop box in D2L.

Don't forget to refer to the Grading Rubric for point deductions on your programs (located under the Content tab - Other Information).

Spelling and grammar errors are ½ point per error.