

CSC 119 – Introduction to Programming: Python

TOPIC 5

| Assignment #4 - Complete the following:

Chapter #4 – P4.2 **DESIGN**: (XMind or another design technique) **AND (CODE: .py file)** - REFER TO THE INSTRUCTIONS BELOW)

Chapter #4 - P4.19 **DESIGN**: (XMind or another design technique) **AND (CODE: .py file)** - REFER TO THE INSTRUCTIONS BELOW)

| Instructions:

1. Using the information from Topic 5 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 or .rar files please.
 3. If you are creating a program, please use the Example program in this Topic 5 as a guide.
 4. Each part of this assignment is worth 30 points.
 5. Label each part of the assignment (e.g. Assignment #4 – R2.13) as you complete your work.
- Upload your two assignments to the Assignment #4 – "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).
 - Spelling and grammar errors are ½ point per error.

