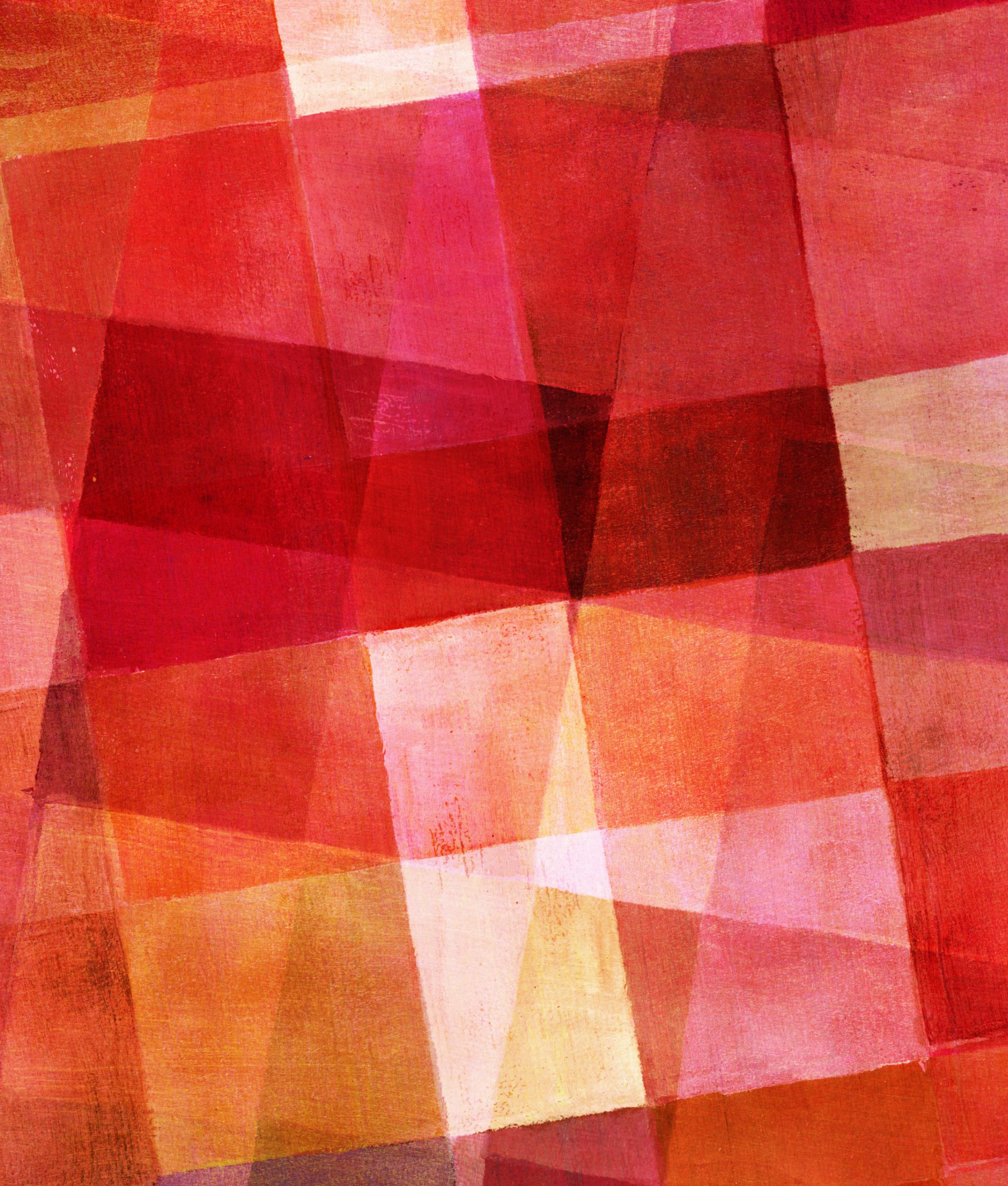




# PYTHON (FOR KIDS)

---

*Aman Giuliani, Software Developer @ Google*



## Recap

---

- Boolean
- If and Else
- Loop

# DISCUSS HW

---



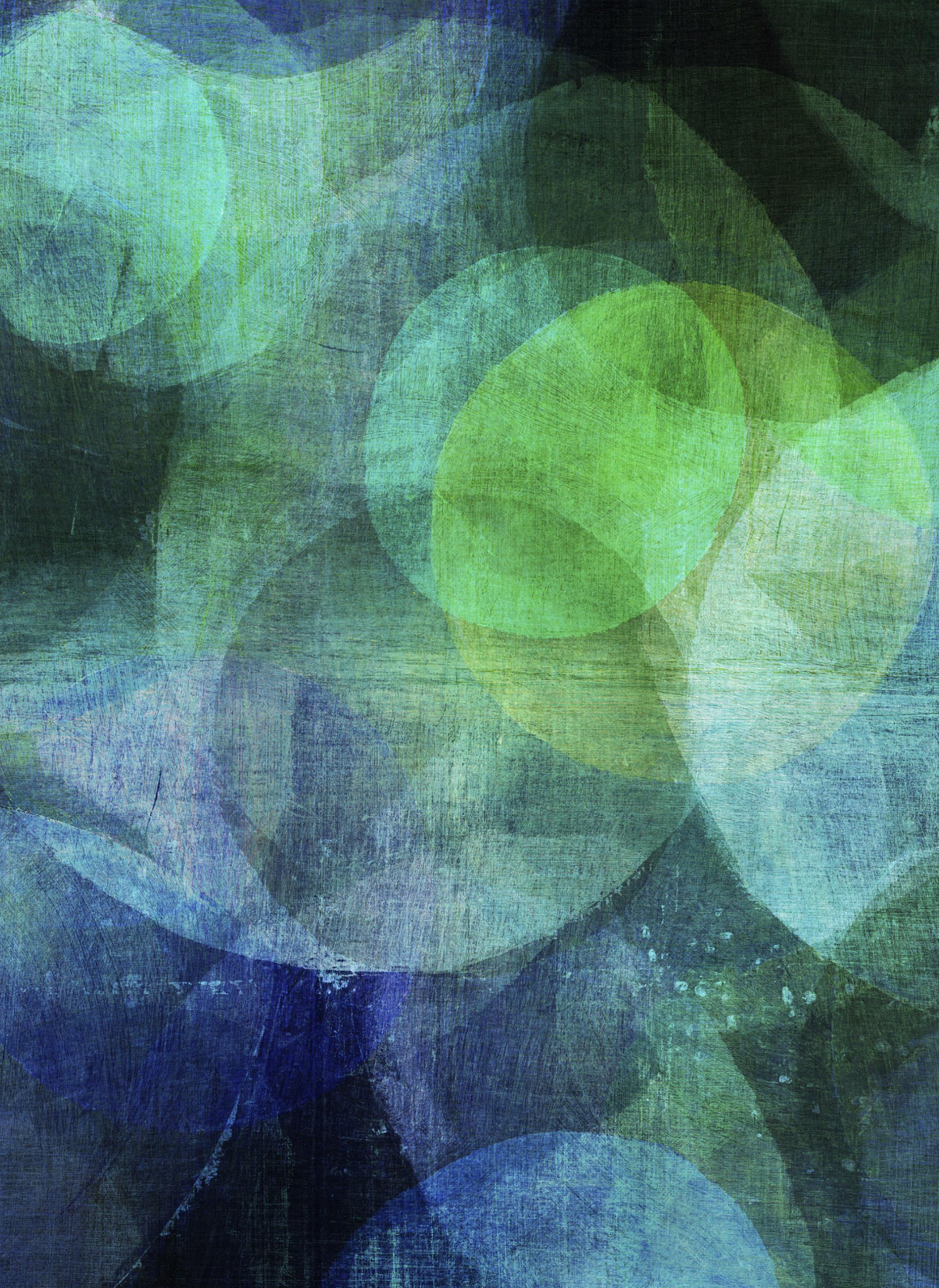
# HW QUESTIONS IN CLASS

---

- Keep rolling dice
- Calculator

# FUNCTION

---



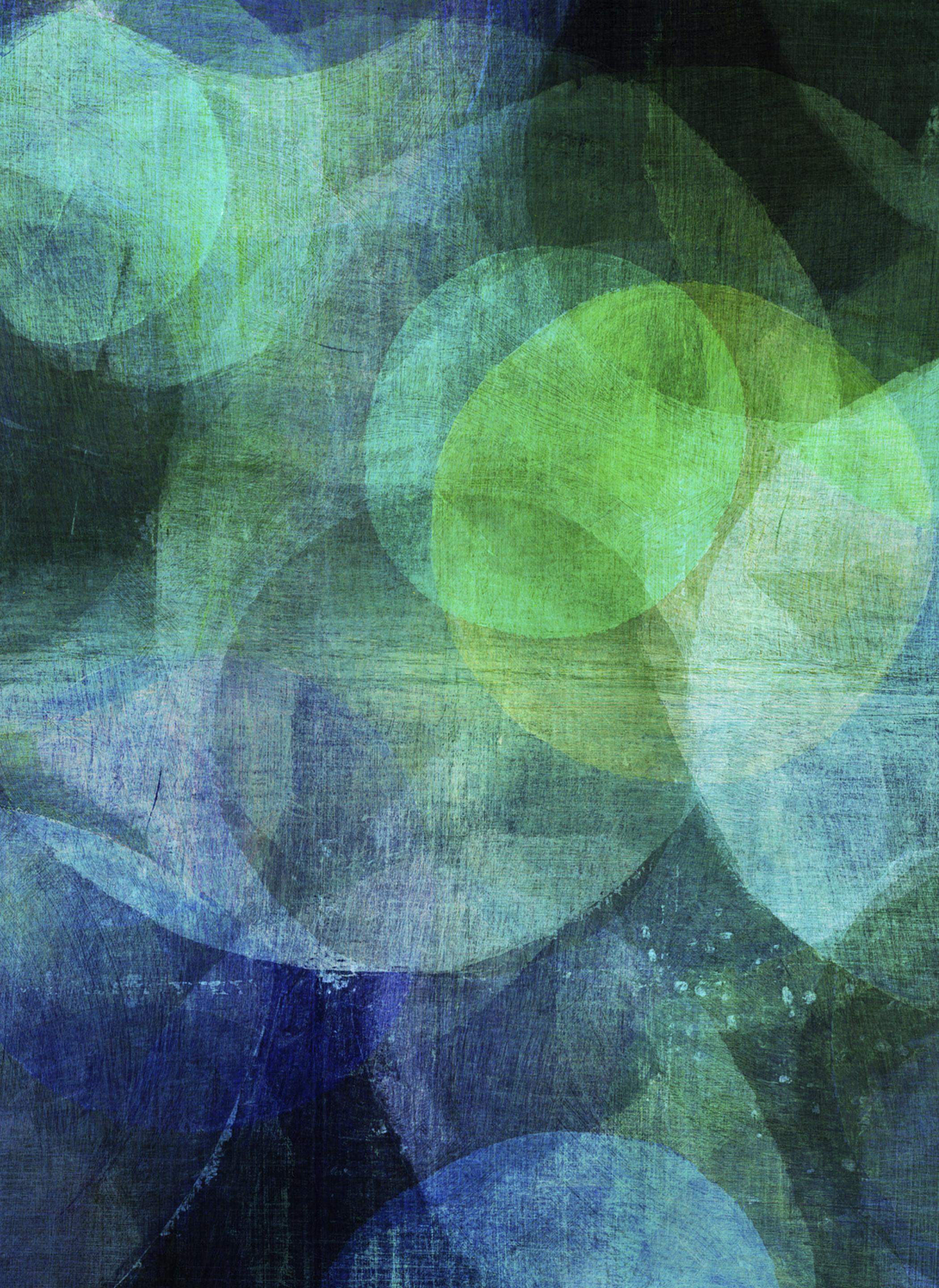
# FUNCTION

---

- A function is a block of code which only runs when it is called.
- You can pass data, known as parameters, into a function.
- A function can return data as a result.
  - `def my_function():`
    - `print("Hello from a function")`
    - Return “Done”
  - `my_function()`
  - Let us try it out !

# ALGORITHM

---



# ALGORITHM

---

- A step-by-step procedure for solving a problem.
- A **recipe** is a good example of an algorithm because it tells you what you need to do step by step.

# COWS AND BULLS

---



# LETS PLAY THE GAME FIRST

---

- Next week we will build some parts of this
- Rest would be your project.