

Input statement

```
a= input("Enter your name")
b=int(input("Enter the number"))
```

If Statement

(10 > 5)

Comparison Operator	Meaning	Example
$>$	Greater than	$9 > 2$
$<$	Less than	$3 < 10$
$>=$	Greater than or equal to	price $>=$ 10
$<=$	Less than or equal to	number $<=$ 12
$==$	Equals	$10 == 10$

Relational operators

10 == 10

True

M + 1

R - 1

True or False

True or False

True or False

True or False

True

1. Decide on a question to ask the user. Some ideas include:

1. What grade are you in?
2. What sport do you play?
3. Where did you go on vacation?

if (grade == 7):

print("wow we're studying some class")

Data Programming

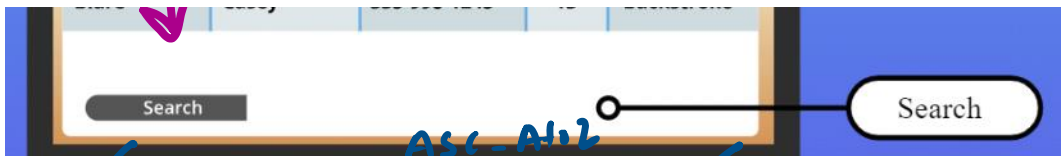
Swim Team Roster

Last Name	First Name	Phone	Age	Event
Smith	Jason	335-990-0000	14	Backstroke
Spears	Shannon	335-985-1547	12	Butterfly
Jackson	Mike	335-850-1234	14	Freestyle
Blare	Casey	335-996-1245	13	Backstroke

Titles

Field

Record



Filter

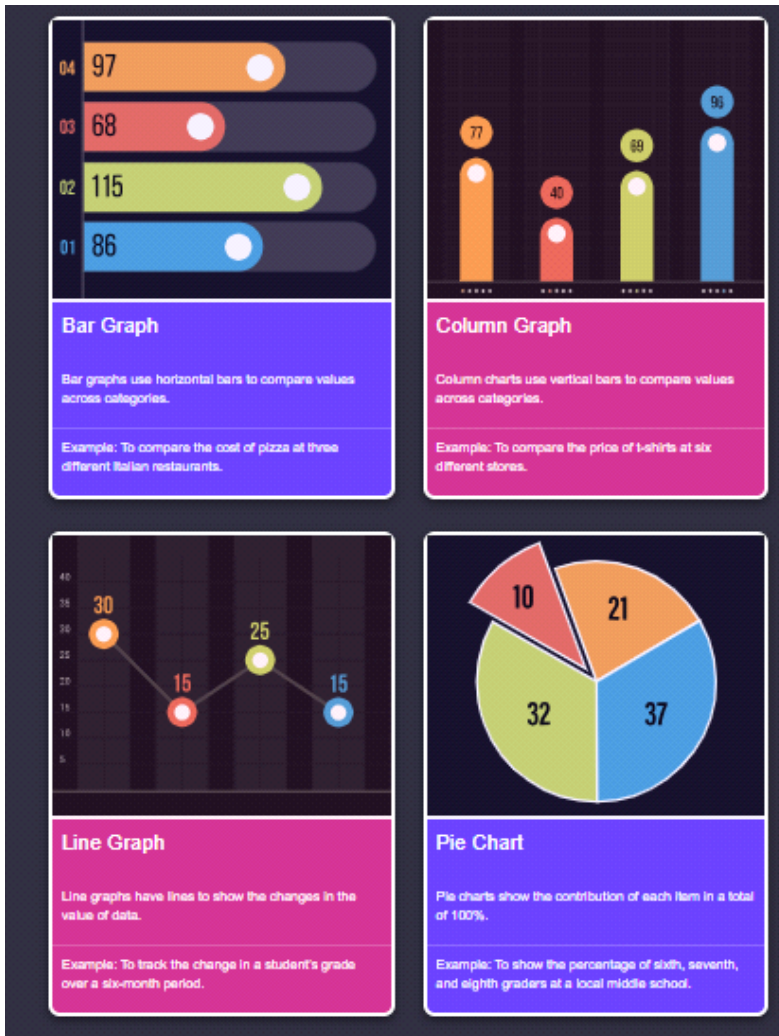
Shows or hides data according to a certain field

Sort

The process of putting data into a certain order (alphabetical, numerical, etc.)

Search

A request for information from the database; searching for certain records



Concatenation

```
def main():
    word1 = "My"
    word2 = "program"
    word3 = "is the best!"
    print(word1 + " " + word2 + " " + word3)
main()
```

Handwritten notes: "a" + "b" and ab are written above the code. A blue checkmark is next to the code. The word 'query' is written below the code.

```
main()
```

query:

.....

```
partyToDoList = ["buy food", "plan games", "decorate", "send invites", "have fun!"]
```

```
partyToDoList = ["buy food", "plan games", "decorate", "send invites", "have fun!"]
```

```
partyToDoList.append("cook food")
```

```
def main():
```

```
    list1 = [1, 5, 7, 3]
```

```
    list2 = [4, 6, 9, 4]
```

```
    list3 = list1 + list2
```

```
    print(list3)
```

```
# More List Examples
```

```
def main():
```

```
    list1 = [1, 5, 7, 3]
```

```
    list2 = [4, 6, 9, 4]
```

```
    list3 = list1 + list2
```

```
    list3.sort()
```

```
    print(list3)
```

```
main()
```

Project Management

Programmers typically work on projects with several team members. The entire team works closely with the project manager. Project managers oversee the scope, money (budget), analysis, resources, and time.

Scope

The project manager oversees the overall work in a project. If the scope increases, this is called 'scope creep' and could negatively impact the cost and timeline of a project.

Example: When creating a large website for a client, the scope includes a list of everything that will be delivered to the client. This might include a storyboard, the number of web pages, image examples, and any other items that might need to be coded by a programmer.

Money

Once the project manager estimates the scope of the project, he or she must figure out the budget to deliver a quality product.

Example: What will it cost to create a website? How many people will work on the project? How much will they get paid, and will there be any other costs associated?

Analysis

Project managers must analyze the possible risks of a project, including inaccurate scope, insufficient resources, and missed deadlines. Frequent meetings with team members can help project managers analyze potential risks.

Example: Was everything accounted for in the original scope? Do all of the employees understand what their roles are?

Resources

Resources can be people, equipment, facilities, money, or anything else required for the completion of a project. Project managers are responsible for selecting the most efficient resources.

Example: Will there be a large staff? Will the staff work from home or in the company office?

Time

Project managers know the importance of time, so they create project timelines that include specific deadlines and communicate these expectations with the team.

Example: Will employees working on the project need time off?

```
1 def main():
2     in
3     age = 13
4     binaryAge = bin(age)
5     print(binaryAge)
6
7 main()
```

Handwritten notes and diagrams:

- A box containing the number 12.
- An arrow pointing from the box to an oval containing the text "Bin".
- The word "off" written below the box.
- The word "on" written below the oval.
- A checkmark symbol next to the word "on".

System Development Life Cycle

- 1) Planning and Analysis
- 2) Designing \rightarrow Algorithm ✓
 \downarrow Pseudocode ✓

Algorithm

Step 1: Start

Step 2: Take a brush

Step 3: Rinse it with water

Step 4: Apply paste on brush
bristles

Step 5: Brush your teeth
in circular motion

Step 6: Rinse your mouth

Step 7: Wash your brush

Step 8: Keep the brush in brush
holder.

Step 9: you have
clean teeth
now

3. Coding

Bug

word/phrases

Pseudocode

1. Go to the bathroom

2. Pick the pink
color brush

3. Rinse it with
water

4. Take your ^{new} ~~brush~~ ^{toothpaste} tube the
colgate

3. Coding
4. Testing → Bug debug

5. Maintenance

Rules

1. Alphabet or underscore

abc ✓

-abc ✓

2. Use Number

abc123 ✓

123abc X

-123 ✓

3. keywords X

Print X if

4. camel case, lowercase,
capital case (case sensitive)

KAREM
Karem
KaReM

Variable.

name

→

KaReM

1225 say mod Rte

$$\frac{3+1}{4} \quad \frac{1+1}{2} \quad \frac{1+1}{2} \quad \frac{1+1}{2}$$

- ① labC
- ② abc@123 X
- ③ a11111111
- ④ CamelCase ✓
- ⑤ for

Input

a = input("Enter your
name")

SK1 : Accept the age
of student

SK2: Add 5 to the
age

SK3: Print ("you will be",
age, "after 5
years")

Cage, apertis
yours!

Coding with Turtle Graphics

Interacting with a computer program using lines of text is useful. But adding graphics to a program takes it to another level.

The **Turtle Graphics Module** is one of many modules found in Python. Turtle Graphics functions let you program visually by moving a cursor across the screen using **pixels**.

In other words, you can make an imaginary turtle draw pictures using an imaginary pen.



```
# Turtle Graphics Module
```

```
import turtle
```

```
def main():
```

```
    shelly = turtle.Turtle()
    shelly.forward(45)
    shelly.left(90)
    shelly.forward(45)
```

```
main()
```

```
1  import turtle
2
3  def main():
4
5      leo = turtle.Turtle()
6
7      leo.forward(50)
8      leo.left(90)
9      leo.forward(50)
10
11  main()
```

```
import turtle
```

```
def main():
```

```
    tom = turtle.Turtle()
```

```
    tom.color("green")
    tom.forward(100)
    tom.left(90)
```

```
    tom.color("blue")
    tom.forward(100)
    tom.left(90)
```

```
    tom.color("green")
    tom.forward(100)
    tom.left(90)
```

```
    tom.color("blue")
    tom.forward(100)
```


tom.left(90)

main()



Designers

Designers are interested in the design aspects of a program. They tend to be artistic and have a knack for creating visual interest and surprise.

Career Possibilities

Web Designer, Art Director, Front End Developer, Graphic Designer, Interactive Designer, Industrial Designer, Program Designer, Game Developer



Programmers

Programmers tend to be hands-on and part of the process from the ground up. They also enjoy when the pieces of the puzzle finally come together.

Career Possibilities

Software Architect, Engineer, Back-End Developer, Professor, Platform Developer, Program Manager

```
1 def main():
2
3     for n in range(5, 25, 5):
4         print(n)
5
6 main()
```