

Wiki - Understanding basic Python using Pystep

One surprising fact about interactive programming in Python is that moderately sophisticated interactive programs can be constructed using only a very small subset of Python. Before tackling interactive programming, we will focus on learning a small, but useful, subset of Python 2. Our approach to learning Python will be to break this subset of Python into five levels with each level containing some new basic functionality of Python.

To support this learning process, we have created a tutorial program called

Pystep — <http://www.codeskulptor.org/#demos-pystep.py>.

Pystep supports the five language levels shown below that correspond to increasingly larger subsets of Python. For each language level, *Pystep* contains multiple examples that illustrate the structure and behavior of the particular language features associated with that level. **You will continue to use [CodeSkulptor](#) for the development and testing of your Python code.** We suggest that you start by reviewing this short [summary](#) of the basic features of *Pystep* and then experiment with the examples below.

Each of these five levels of Python corresponds to a half-week of material. In particular, the first 2.5 weeks of [An Introduction to Interactive Programming in Python](#) focuses on the following features of Python.