DAT-119 – Python 1

Fall 2019

**Week 2**

**Agenda:**

* Talk about code.org assignments
* Overview of how computers work:
  + Directories, files
* Python scripts vs. REPL (IPython) vs. Jupyter notebooks
* An introduction to command line interfaces

**Due at start of class next week:**

Everything in this section is open game for you to work on during our in-class lab time; in general, I recommend you pick the most challenging thing, since help is immediately available from other students and from me. In this case, it’s best to do them in order.

A note about lab time: I will expect you to stay until 9pm, or until you finish the assignments, whichever comes first, every week. If you need to make alternate arrangements, talk to me, and we’ll figure it out. If you leave before 9pm without turning in your assignment in Blackboard and without making arrangements with me, that will affect your grade.

1. We’re going to start building our programming skills even before we know any Python! Work through [The Maze](https://studio.code.org/s/20-hour/stage/2/puzzle/1) at code.org. Make sure to finish each puzzle in the number of pieces suggested; click “try again” instead of “continue” if it tells you that you used too many. You’ll turn in a screenshot of the “Congratulations! You completed The Maze!” pop-up for the final level in Blackboard.
2. After you finish The Maze, work through [The Artist](https://studio.code.org/s/20-hour/stage/5/puzzle/1). Try to challenge yourself to make something interesting in the final level, and submit a screenshot of your creation. If you can’t think of something you want to draw, here’s a challenge for you:



1. Read chapter 1 of the textbook. Write down any questions you have about the reading or anything you find interesting about it, to discuss in class.
2. Make sure you have access to a computer with [Anaconda **3.7**](https://www.anaconda.com/distribution/#download-section) on it, to do future homework assignments.

(In Blackboard you’ll turn in two screenshots.)