L. D. College of Engineering. Ahmedabad COMPUTER ENGINEERING Department		
	PYTHO	N PROGRAMMING
Syllab	us Mapping to Books *NOTE: Use This ma	pping as guideline. Other books and resources can be used to prepare subject.
Sr	Unit / Topic Name	Syllabus Coverage from Reference Books and web resources
1	Introduction to Python	Book 1 : Chapter 2
1.1	The basic elements of python	https://www.astro.ufl.edu/~warner/prog/python.html
1.2	Branching Programs	John v guttag topic 2.2
1.2	Branching Programs	Book 2: Chapter 6
1.2	Control Structures	1
1.3		https://www.youtube.com/watch?v=kIPpTYjareA
1.4	Strings and Input	Book 2: Chapter 5 and Chapter 8
1.5	Iteration	John v guttag topic 2.4
2	Functions, Scoping and Abstraction	Book 1 : Chapter 4
2.1	Functions and scoping	John v guttag topic 4.1
2.2	Specifications	John v guttag topic 4.2
2.3	Recursion	Book 2: Chapter 9
2.4	Global variables	Book 2: Chapter 9
2.5	Modules	Bucky's room
2.6	Files	Book2: Chapter 17
2.7	System Functions and Parameters	
2.1	System 1 anotions and 1 arameters	
	Structured Types Mutchility and	
2	Structured Types, Mutability and	Pools 1 . Chanton 5
3	Higher-Order Functions	Book 1 : Chapter 5
3.1	Strings, Tuples, Lists and Dictionaries	Bucky's room
3.2	Lists and Mutability	Bucky's room
		Book 2: Chapter 9
		http://interactivepython.org/courselib/static/thinkcspy/Lists/Listsar
3.3	Functions as Objects	<u>eMutable.html</u>
	Testing, Debugging, Exceptions and	
4	Assertions	Book 1 : Chapter 6
	Types of testing – Black-box and Glass-	•
4.1	box	John v guttag 6.1
4.2	Debugging	John v guttag 6.2
	2 40 488 448	Book 2: Chapter 16
		http://www.pythonforbeginners.com/error-handling/exception-
4.3	Handling Exceptions	handling-in-python
4.4	Assertions	John v guttag
4.4	Assemons	John v guttag
		D. I. J. Cl
_	Classes and Object-Oriented	Book 1: Chapter 8
5	Programming	Book 2: Chapter 12,13,14,15
6	Simple Algorithms and Data structures	Book 1: Chapter 10
6.1	Search Algorithms	Geeks for geeks
6.2	Sorting Algorithms	Geeks for geeks
6.3	Hash Tables	Technical publications
7	Advance Topics I	
7.1	Regular Expressions – REs and Python	Book 2: Chapter 18
7.2	Plotting using PyLab	Book 1: Chapter 11
	N. A. I. INCLUDE THE	Book 2: Chapter 23
	Networking and Multithreaded	https://en.wikibooks.org/wiki/Python_Programming/Threading
	Programming – Sockets, Threads and	https://www.python-course.eu/threads.php
7.3	Processes, Chat Application	https://www.tutorialspoint.com/python/python_multithreading.htm
8	Advance Topics II	
	Security – Encryption and Decryption,	https://pythonprogramming.net/encryption-and-decryption-in-
0 1	Classical Cyphers	python-code-example-with-explanation/
8.1		
8.1	Graphics and GUI Programming –	Book 2: Chapter 22 Web resources (Google)
	Graphics and GUI Programming – Drawing using Turtle, Tkinter and	Book 2: Chapter 22 Web resources (Google)

Books in Syllabus:

SrNo	Book Title	
1	John V Guttag. "Introduction to Computation and Programming Using Python",	
	Prentice Hall of India	
2	R. Nageswara Rao, "Core Python Programming", Dreamtech	

Important Links Related to Python Programming:

 $\underline{https://github.com/in28minutes/python-tutorial-for-beginners}$

https://github.com/PythonProgramming

https://opensource.com/article/18/9/python-programming-book-list

https://github.com/satwikkansal/wtfpython#-well-something-is-fishy

 $\underline{https://opensource.com/article/18/9/python-programming-book-list}$