def IT_pantry(): A Webinar Series for the Latest Web Technologies – Day 1

The PUP the programmer's guild held a three day webinar from August 16 to August 18 tackling different latest tools in technology, web development, and inspirational talks from the invited speakers. Today August 16, the first day of webinar was held to talk about introduction to python and how games inspires programming skills. The first speaker Dr. Sony Valdez talks about how games inspired his programming skills. As Dr. Valdez said, games are good because it promotes logical thinking, promotes growth mindset, helps in our mental health, and keeps the mind sharp. Although games are considered by some as harmful, this webinar shared how game can be beneficial and inspire us in programming. First reason he shared is games are a system of rules where the rules are what the programmer's code for the game. Second reason is games are deterministic. It follows a strict pattern code by the programmer. Next is it is abstract. In programming abstract is a concept of OOP which hides unnecessary information, and in games we use abstraction to simplify complexity, and Dr. Valdez tells that as a programmer I don't need to know everything about the system, but know how it works in abstract level is enough. Next reason is games simplify complex behavior. Lastly, It is an object oriented programming as explained above. Apart from the positive things games can bring, we are also reminded that too much gaming leads to addiction, and it became negative when there's toxicity with the game system, the teammates, or opponents.

The next talk is with Mr. Salvo about introduction to python. After introducing the basic formatting in python, we were asked to create a simple program that prints a phrase by implementing the different ways the speaker shared. Then, the speaker shared the basic concepts of python language such as the variables which is like a container that holds the value of our program. The integer which are the positive or negative whole numbers, and the float or decimal which are positive or negative numbers with decimal. The boolean (true or false) which represent the truth value of an expression. The strings which are the series of characters enclosed in single or double quotes. The arithmetic operations such as addition (+), subtraction (-), multiplication (*), division (/), floor division (//), exponent (**), and the modulo (%).I have learned as well how we can check the data type on python by typing type(varName). Immutable in python was also tackled in which once created, the value of these objects is permanent, and is known as immutable. To access and slice lists we can use indices, like this example which will give an output of yellow, white, and lilac respectively. colors = [“yellow”, “lilac”, “white”] print(color[0]) print(colors[2]) print(colors[-2]). The next one tackled in python is the tuple which are similar to lists however unlike list, the tuple are immutable. The speaker explains it as a concept like that

you don’t need to change every time when it does not need to be changed anyway. And lastly is the dictionary which is a collection like lists, but instead of having numbers as indexes, we can use strings, numbers and tuples instead. In each lesson tackled about python Mr. Salvo prepare examples programs we followed which helps me to understand the basic concept of python language.