Genesis Grant

CTEC 298

Learn the Basics: Part 2

7. Conditions

A screenshot of a computer

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8. Loops

A screenshot of a computer

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9. Functions

A screenshot of a computer program

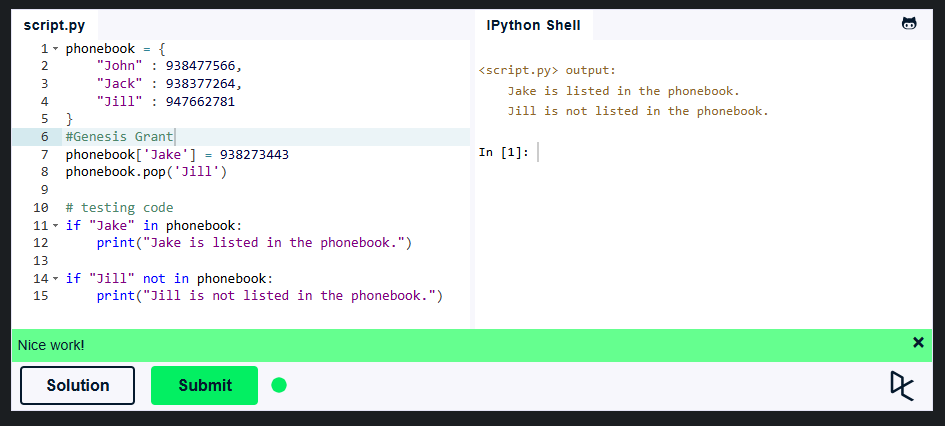
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10. Classes and Objects

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11. Dictionaries



12. Modules and Packages

A screenshot of a computer

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