

# "Beginning Python 3" by J. D. Rivière

## Introduction

### Unit 1: The Setup

- Installing Python 3 on Windows
- Installing a code editor (Visual Studio Code)
- Installing Git and setting up an account (optional)
- **Project:**
  - See instructions in *app\_01.py* in my repository\*

### Unit 2: The Basics

- Why Python?
- Data types (Part 1)
- **Project:**
  - See instructions in *app\_02.py* in my repository

### Unit 3: More Types

- Data types (Part 2)
- **Project:**
  - See instructions in *app\_03.py* in my repository

### Unit 4: Basic Math and Controls

- Basic operators
- Decision-making
- Loops
- **Project:**
  - See instructions in *app\_04.py* in my repository

### Unit 5: The Functions and Modules

- Functions
- Modules
- **Project:**
  - See instructions in *app\_05.py* in my repository

### Unit 6: The Exceptions

- **Project:**
  - See instructions in *app\_06.py* in my repository

### Unit 7: The Final Project

- Making a basic functional Calculator
- **Project:**
  - TBD

## Conclusion

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### \* Repository Link:

[https://github.com/jdriviere/BeginningPython/tree/master/Class\\_Codes/UnitX/](https://github.com/jdriviere/BeginningPython/tree/master/Class_Codes/UnitX/)

(P.S.: Make sure you replace the "X" in "UnitX" with the corresponding number of the Unit you want.)