Intro to Programming (Python)

Assignment 10

# Overview

In this activity, learn **how you can create a Windowed UI using Python**. You also you explore application development in languages and technologies other than Python. The goal is to see how much of what you have learned can be applied to **other technologies and languages** in your future.

This assignment includes the following tasks:

1. Watch the module videos.
2. Read a chapter in your book (Optional).
3. Document your knowledge.
4. Submit your work.

**Tip:** Consider the following questions while you work through the module to help you focus:

* What is the difference between a console and a windowed UI?
* What are the pros and cons of a windowed UI?
* What is Event Handling?
* What are Widgets?

# Assignment Steps

The following assignment steps ask you to read about, perform, and write about programming.

***Note:*** *Course assignments help you learn through* ***reading****,* ***watching*** *demonstrations,* ***performing*** *programming in Python, and reflecting on what you learned through* ***writing****. You are strongly encouraged to continue your learning by experimentation.*

## Step 1 - Watch the Module Videos

Please watch my course lecture for this module. You can find this module lecture(s) here: [ITFdn 110 - Python Course Videos](https://youtube.com/playlist?list=PLfycUyp06LG9fZllIqBrxLcNV4CR50HEX)

Please watch these additional videos as well:

* [01 Using Python in Visual Studio](https://youtu.be/X61iEfUrlGA)
* [02 Python vs CSharp](https://youtu.be/yY78F4OR-c4)

***Note:*** *You* ***do not need to perform any coding*** *while watching these videos, but I have provided the source files used in the videos on our Canvas site if you are interested.*

## Step 2 - Read a Book Chapter

Please **read chapter 10** in your textbook. You **do not have to perform the exercises or type in the code**, but it is best if you open the script files as you read about them. You can find the downloadable **book files** **on Canvas** for your convenience.

## Step 3 - Document your knowledge

Since this week is the last of the class, I would like you **to take some time and reflect on your progress**. This is more for you than for me, so ask yourself; "what did I learn that will help me going forward?"

### a. Write a Report

### Write a one-page report on what you learned during this class. It does not have to be a full page, but let's make it a bit more than a single paragraph. Tell about what you discovered about programming, the learning process, and programming specifically.

### b. Post to the Discussion Board

Once you have your Word document written, **post its contents on the Discussion board** (Lessons Learned). This helps everyone get a chance to see how others experienced the course!

## Step 3 - Submit your work

Now place your Word document in the Assignment10 folder. Zip this folder into a “.zip” file, then upload the file to the class assignment page as usual. There are no code files to turn in this time!

Congratulations! You are done with the Course!