INTRODUCTION TO PYTHON

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INTRODUCTION TO PYTHON

- About Python
- Python CLI
 - Lists
 - Modules
 - Exception Handling
- Introduction To GUI Programming
 - GUI Frameworks
 - GTK
 - GTK Widgets
 - Glade
- References



Q: What Makes Python Different?

ANS: Lot Of Things



INSTALLATION

- MAC OS and LINUX users, Please Don't Bother.
- Windows Guys, Install it from

www.python.org



ABOUT PYTHON

- Designed By Guido Van Rossum in 1991
- Web Applications, Softwares, Games, Mobiles etc
- Interpreted, Interactive, Object Oriented.
- Portable over Hardware and Software platforms.



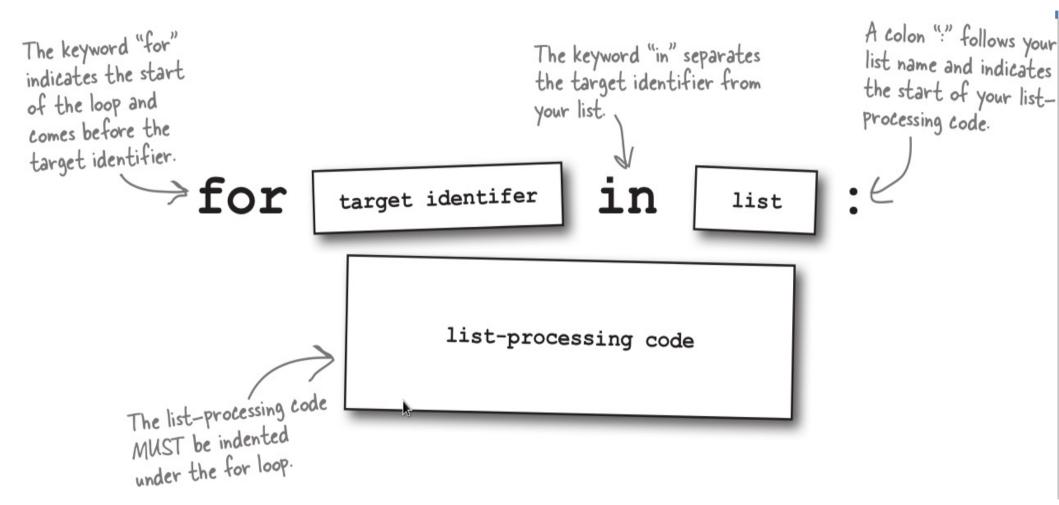
LISTS

* Easy to work with arrangement of your data.

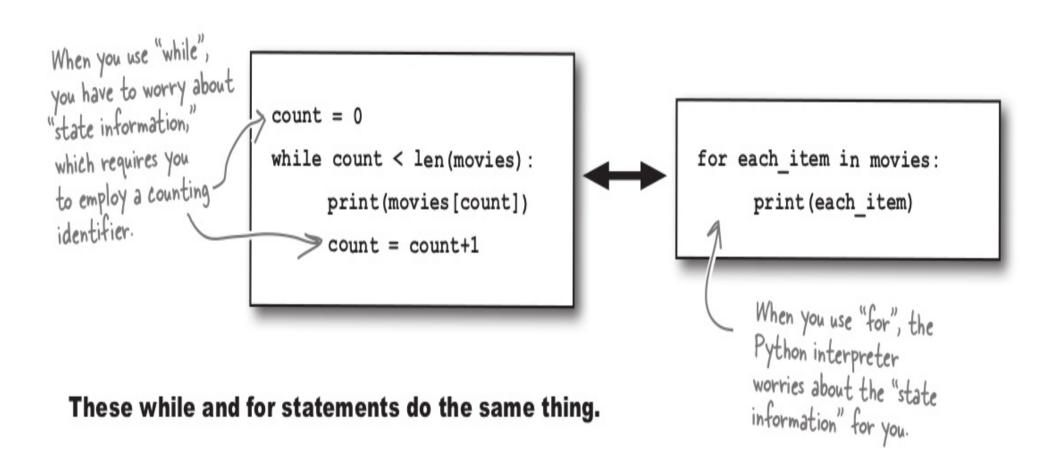
★Eg:

movies=["if only","hachiko","the prestige"]



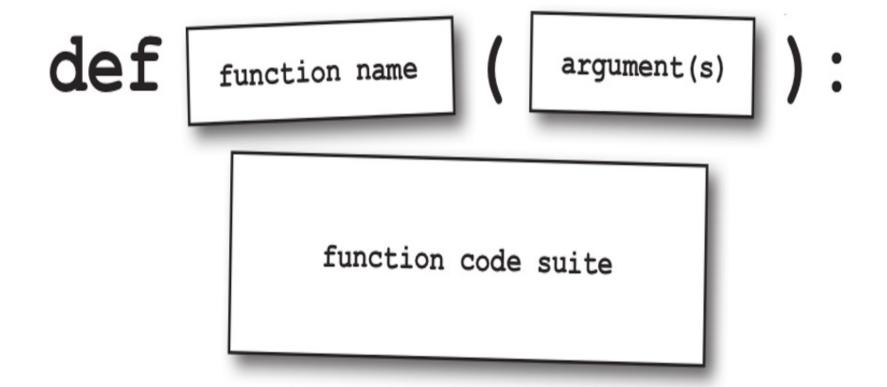








FUNCTIONS





MODULES

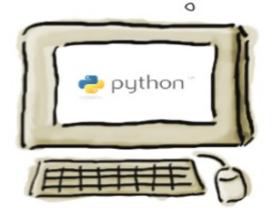
- Modules let you organize your code for optimal sharing.
- Simply a text file containing python code.

>>> Import random



I'm preloaded with lots of modules in the Python Standard Library... and they are already on your computer.

0



If the Standard Library doesn't do it for you, why not try the Web? I hear PyPI is where third-party Python modules hang out.





#! /usr/bin/env python

""" example for using a module """

Import random

Print random.randint(1,100)



EXCEPTION HANDLING

- Exceptions are Run-time Errors.
- •Traceback is python's way of reporting errors.

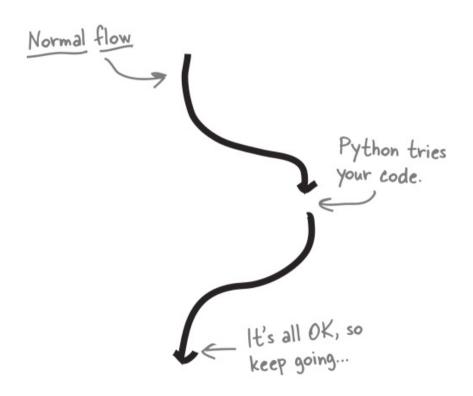
try:

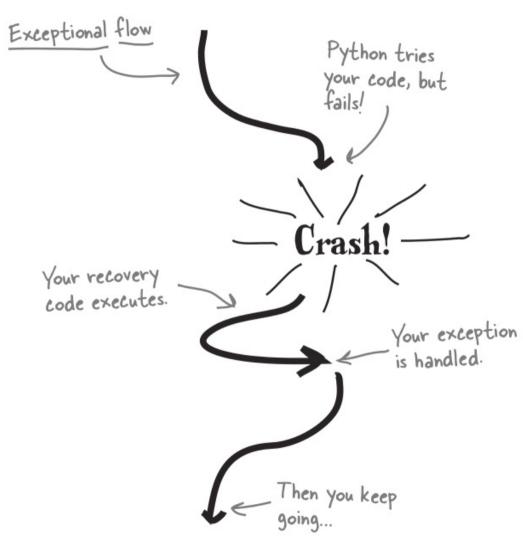
your code (which might cause a runtime error)

except:

your error-recovery code









CREATIVE THINGS YOU SHOULD TRY!!

- Create a truth and dare game.
- Create your classmates birthday list
- Download entire results of your classmates
- Develop a simple game.

And much more...



THANK YOU !!

