

# Intro. to Programming: Outline for Week 2

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May 25, 2017

## 1 Installing Python and Using/Configuring the IDLE

## 2 Input/Output

Using the built in Python functions *input()* and *print()*. Converting strings to integers or floats. Formatting output.

Example 1: Tip Calculator

## 3 Importing Modules

You can add functionality to Python by importing modules that other people have written. A few examples are:

- turtle - implements turtle graphics commands
- NumPy - a scientific computing package
- Tkinter - a GUI (Graphical User Interface ) for Python. A GUI is like Windows.

## 4 Turtle Graphics

Turtle graphics is a term in vector graphics using a relative cursor (the "turtle") upon a Cartesian plane. Turtle graphics is a key feature of the Logo programming language. We can import the module *turtle* into Python and draw shapes with turtle commands. This is a good way to learn basic computing concepts.

Example 2: Drawing polygons and polygrams with turtle graphics.