**Outline**

Access the Python Development environment and follow the tutorial to gain an initial exposure to a programming language. Begin to develop an familiarity with basic programming concepts.

**Objectives**

* Use correct terminology to describe programming concepts;
* Describe the types of data that computers can process and store (e.g., numbers, text);
* Explain the difference between constants and variables used in programming;
* Use variables, expressions, and assignment statements to store and manipulate numbers and text in a program

**Materials**

* Python3 Development Environment at: //repl.it/
* Python Tutorial at: <http://www.letslearnpython.com/learn/>

**Accessing the Python3 Web IDE Environment**

Accessing the IDE

* Go to: <https://repl.it/>
* Select Python3
* Sign-up / Create an account
* Make sure you can remember your account information for the rest of the course.

Using the IDE

* Use the black area like a calculator to try simple statements or commands
* Use the white area to create programs with multiple statements

**Accessing the Tutorial**

Accessing the Tutorial

* Go to: <http://www.letslearnpython.com/learn/>
* Read up to “Lesson 3: Math”

**Level 1: Basic Math & Strings**

Access the Tutorial and start at “Lesson 3: Math”.

Questions

1. Complete “Lesson 3: Math – Math Basics” by typing the sample commands in the black area of the IDE.
   1. Create your own expression using 5 “+” and “-“ operators.
   2. List your expression and the result below.

5+3

8

1. Complete “Lesson 3: Math – More Operators” by typing the sample commands in the black area of the IDE.
   1. Create your own expression using 5 “\*” and “/” operators.
   2. List your expression and the result below.

5\*3 15

15/3 5

1. Complete “Lesson 3: Math – More Division” by typing the sample commands in the black area of the IDE.
   1. Create one division expression that gives a whole number answer
   2. And one division expression that gives a decimal number answer.
   3. List your expressions and the results below.

10/2 5.0

10/3 3.33

1. Complete “Lesson 3: Math – Floats” by typing the sample commands in the black area of the IDE.
   1. Use the “round()” function for the expressions you created in question #3 above.
   2. List your “round()” expressions and the results they return below.

Round(10/2) 5

Round(10/3) 3

1. Read through “Lesson 3: Math – Comparison Operators”.
   1. Why do you think Equals is “==” instead of “=”?

== is what you want a word or value to mean

* 1. What does “=” mean?

= is the result the program gets after adding the values

1. Complete “Lesson 3: Math – Practice” and “Lesson 3: Math – Practice Answers” by typing the sample commands in the black area of the IDE.
   1. Create an expression using 5 different operators that returns a “True” result
   2. And an expression using 5 different operators that returns a “False” result.
   3. List your expressions and the results returned below.

5\*2-5>6/2+2 true

6\*8+7<4/2-2 false

1. Complete “Lesson 4: Strings – Strings” and “Lesson 4: Strings – Examples” by typing the sample commands in the black area of the IDE.
   1. Explain why typing “apple” works and why typing apple without quotes gives an error.

That is because apple without quotes isn’t indicated to be a string

* 1. Also explain why “2 + 5” does not equal 7.

That is because it is being written as a string

1. Complete “Lesson 4: Strings – Operators” by typing the sample commands in the black area of the IDE.
   1. Explain why typing “appl” + “e” works and why typing “apple” - “e” gives an error.
   2. Also explain why “Hello” \* 10 works but why “Hello” / 10 does work.

You can only multiply or add letters or words (you can not subtract or divide

1. Complete “Lesson 4: Strings – Indexes” by typing the sample commands in the black area of the IDE.
   1. List the letters in your first name and the index for each letter in your first name.

A l I s h a

0 1 2 3 4 5

1. Complete “Lesson 4: Strings – Indexes Examples” by typing the sample commands in the black area of the IDE.
   1. Explain why print(“Hello!”[4]) does not print “l”.
   2. What does print(“Hay, Bob!”[4]) print? For a hint try print(“Hay, Bob!”[3]) and print(“Hay, Bob!”[5])
2. Complete “Lesson 4: Strings – Rules” by typing the sample commands in the black area of the IDE.
   1. Explain why print(“Hello!”[7]) gives an error.

No character has a value of 7, which is why it gives an error

**Level 2: Booleans & Variables**

Access the Tutorial and start at “Lesson 5: Variables”

Questions

1. Complete “Lesson 5: Variables – Save a Value” by typing the sample commands in the black area of the IDE.
   1. What do you get if you type puppies / 3?
   2. Why doesn’t typing kittens / 3 work?  
      puppies/3 would be 12

Kittens/3 doesn’t work because kittens isn’t assigned a value

1. Complete “Lesson 5: Variables – Assign a New Value” by typing the sample commands in the black area of the IDE.
   1. Explain how the following sequence of commands works:
      * puppies = 36
      * puppies = puppies / 6
      * puppies

puppies was first assigned the value of 36, but then the value changed because puppies was then equal to puppies divided by 6. That means puppies new value is 36/6, which is 6. Therefore, the value of puppies in now 6.

1. Read through “Lesson 5: Variables – Rules”.
2. Complete “Lesson 5: Variables – Math Operators” by typing the sample commands in the black area of the IDE.
   1. Explain what happens for following sequence of commands:
      * colour = “red”
      * puppies = 36
      * colour + puppies

colour=”red” means that whenever colour is typed, it will equal to red unless you change it

the same thing applies to puppies, but instead of equaling to red, it will equal to 36

finally, colour and puppies cannot be added together since colour does not have a numerical value to it, unless changed

1. Complete “Lesson 5: Variables – String Operators” by typing the sample commands in the black area of the IDE.
   1. Explain why the following commands give different results:
      * Color + day \* fishes
      * ( Color + day ) \* fishes

The brackets are always solved first in the order of operations, so the values will differ

1. Complete “Lesson 5: Variables – Indexes” by typing the sample commands in the black area of the IDE.
   1. What is the index of ‘r’ in “watermelon”?
   2. Write an expression using mynumber to return ‘r’

The index of r is 4

Mynumber=5 so fruit[mynumber-1] would equal to r

1. Complete “Lesson 5: Variables – Assignments or Comparisons” by typing the sample commands in the black area of the IDE.
   1. What is the difference between “=” and “==”?
   2. Create your own mnemonic to remember this difference.

the difference between “=” and “==” is: “=” means that this one thing equals to that, for example, five=6, that would put into the program that when you type ‘five’ it means 6. “==” is like asking a question (would this equal to that), for example if you assigned ‘watermelon’ to the word fruit, you can ask the program fruit==”watermelon” and it will reply with true.

My mnemonic for “==” is that I am doubting myself which is why I put 2 equal signs

For “=”, it’s that I am sure with my work which is why I only put 1 equal sign

1. Complete “Lesson 6: Errors – Examples” by typing the sample commands in the black area of the IDE.
   1. What doesn’t “friend” + 5 work?
   2. Wht is the difference between int and str?

“friend”+5 doesn’t work because python doesn’t know if we want to add numbers or make a string, and they are 2 different types of data

Int means integer and str means string

1. Read through “Lesson 6: Errors – Parts of an Error Message”.
   1. Is “friend” + 5 an example of:
      1. A Syntax Error?
      2. A Runtime Error?
      3. A Logic Error?

It is a syntax error

1. Read through “Lesson 6: Errors – Fixing Errors”.
   1. Use the ‘print’ command to print your first name and last name.

Print(“alisha”, “mahajan”)

1. Complete “Lesson 7: Booleans – Types of Data” by typing the sample commands in the black area of the IDE.
   1. What is the value of: type(“True”)
   2. What is the value of: type( True )
   3. Why is the result different?

Type(“true”) is responded with <class ‘str’>

Type(true) is responded with an error

The results are different because when written with quotes, a word turns into a string

1. Complete “Lesson 7: Booleans – What Is A Boolean” by typing the sample commands in the black area of the IDE.
   1. Why do you think that having a Boolean data type is important in computer programming?

I think it is important, because it can tell me when I am doing something wrong, and I can think of another strategy

1. Complete “Lesson 7: Booleans – Trying Out Booleans” by typing the sample commands in the black area of the IDE.
   1. Why do you think that there is no Maybe” Boolean data value in computer programming?

There is no maybe value, because everything is black and white in computer programming, meaning it’s either right or it’s wrong

**Level 3: Lists & Logic**

Access the Tutorial and start at “Lesson 7: Booleans”

Questions

1. Complete “Lesson 7: Booleans – AND Comparisons” by typing the sample commands in the black area of the IDE.
   1. Try the following Python statements and record the results.
      1. True and True= true
      2. True and False= false
      3. False and True= false
      4. False and False= false
   2. Explain if there are any other combinations of True / False.

You would have to type True or False, because one of them is still correct even though one is not

* 1. Explain how the AND operator is similar to a math operator and how it is different.

It is similar to a math operator because it is putting 2 values together and seeing if they go together. The difference is that these are words and the math operators use numbers

1. Complete “Lesson 7: Booleans – OR Comparisons” by typing the sample commands in the black area of the IDE.
   1. Try the following Python statements and record the results.
      1. True or True= true
      2. True or False= true
      3. False or True= true
      4. False or False= false
   2. Explain how the OR operator is similar to the AND operator and how it is different.
2. Complete “Lesson 7: Booleans – NOT Comparisons” by typing the sample commands in the black area of the IDE.
   1. Try the following Python statements and record the results.
      1. not (True or True)
      2. not (True or False)
      3. not (False or True)
      4. not (False or False)
   2. Explain how the combination of the NOT & OR operators is similar to the AND operator by itself and how it is different.
3. Complete “Lesson 7: Booleans – Expressions” by typing the sample commands in the black area of the IDE.
   1. Explain why the following two Python statements give different results.
      1. not (True or True)
      2. not True or True
   2. Explain why the following two Python statements give the same results.
      1. not (True and True)
      2. not True and True
4. Complete “Lesson 7: Booleans – Practice” by typing the sample commands in the black area of the IDE.
   1. Create three more practice expressions similar to those in the tutorial.
   2. Provide the results for your practice expressions
5. Complete “Lesson 8: Lists – A Collection of Objects” by typing the sample commands in the black area of the IDE.
   1. Create a list of your favorite sports teams.
   2. Assign your list to a variable.
   3. Confirm that your variable and your list are the same.
6. Complete “Lesson 8: Lists – List Indexes” by typing the sample commands in the black area of the IDE.
   1. What is the list index of the last team in your list of favorite sports teams.
   2. In the tutorial, the error produced by typing “fruit[3]” is an example of:
      1. A Syntax Error?
      2. A Runtime Error?
      3. A Logic Error?
7. Complete “Lesson 8: Lists – Practice” and “Lesson 8: Lists – Practice Answers” by typing the sample commands in the black area of the IDE.

NOTE: Starting with Lesson 9 you should use the WHITE area of the IDE for entering example code with multiple statements.

1. Complete “Lesson 9: Logic – Making Decisions” by typing the sample commands in the white area of the IDE.
   1. Modify the tutorial code to print “Hi Alfred!” based on a decision using numbers
2. Complete “Lesson 9: Logic – Adding A Choice” by typing the sample commands in the white area of the IDE.
   1. Modify the tutorial code to print your first name or your last name based on a choice (using “else”).
3. Complete “Lesson 9: Logic – Adding Many Choices” and “Lesson 9: Logic – Practice” by typing the sample commands in the white area of the IDE.
   1. Modify the tutorial code and “elif” statements to make a choice using at least 4 of your friends names.