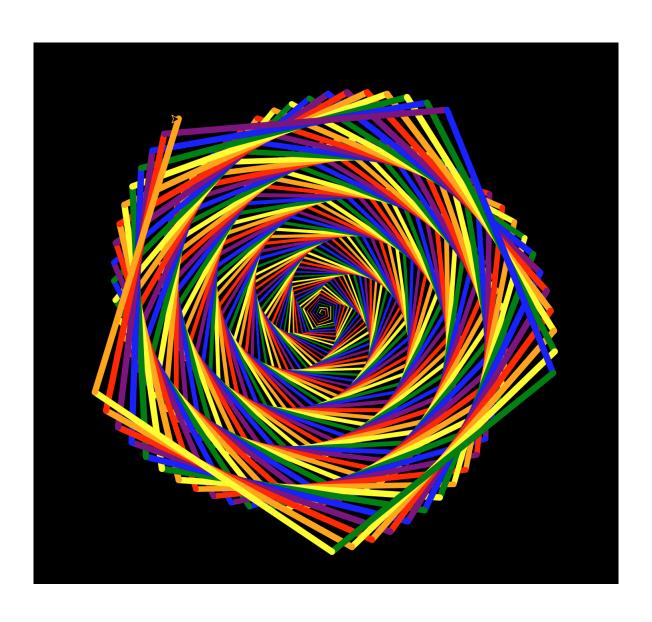
Coding with Python for Absolute Beginners: A Workbook



Unit 1: Tell Python to say Hello, World!

print("Hello, World!")

With Python, all it takes is one line of *code* to create a computer program! *Code* is just written instructions that tell a computer what to do. Code used to be stored as holes punched into thick paper *punchcards* that were then read by a computer that might have been as big as an entire room. Now things are much easier, and we are able to simply save code on our laptop computers in text files and share code almost instantly around the world, and even out to space, via the internet.

Python is a *programming language* that is growing in popularity because for one thing, Python code reads a lot more like English than most other computer languages. This makes it easy to use. Another reason for its popularity is, well, its popularity. The more Python users there are, the better the language gets. This is because as they do their work, people take the time to develop and share useful *libraries* that anybody can use. In a lot of ways Python is a community effort. People are inventing new words in Python all the time and sharing them as libraries, making the language easier to use and more powerful as time goes along. In Unit 2, we will learn to use a decades-old library called turtle to draw pretty pictures.

The "Hello, World!" program uses just one command, the print() function from Python's standard library. The standard library comes prepackaged as part of the Python language, and Python always understands commands from its standard library.

The print() function has an interesting history. Until the 1970s, the most inexpensive way to look at a computer's output was often through the use of electronic typewriters and printers, and so as people invented programming languages to operate computers, the results were often literally printed onto paper. Computer screens and monitors were too expensive for most users! One result of this history is that most computer languages have some sort of basic print function. Today things are much easier, and the computer just "prints" its output to the screen.

In this unit we will get used to programming in Python by using the standard library functions print() and input() to write simple "Hello!" programs.

Unit 2: Introducing our new friend, Turtle

```
1 import turtle
2
3 colors = ['red', 'green', 'blue2', 'orange', 'yellow']
4
5 turtle.bgcolor('black')
6 t=turtle.Pen()
7 t.pensize(5)
8 t.speed(0)
9 for x in range(360):
10 t.pencolor(colors[x%5])
11 t.forward(4*x + 5)
12 t.left(72)
13
14 turtle.done()
```

Figure 1. A pentagon-like spiral drawn with 11 lines of Python code using the Turtle library.

The fascinating picture above can be drawn with only 11 lines of code. You're soon going to understand every one of them, and in the process learn a few of the basics of computer programming with the Python language.

Turtle is a *library* of the Python *language* that does all the behind-the-scenes work of drawing things on the screen. This means that we don't have to worry about a lot of complicated details; we can just tell Turtle's "pen" to do what we want it to do. We can create a Turtle pen with the command t = turtle.Pen(), and Turtle lets us change the background color of our picture window with turtle.bgcolor(). It lets us set the pen color with t.pencolor(), set the pen's width with t.pensize(), draw forward a certain number of pixels with t.forward(), and turn left a certain number of degrees with t.left().

In this unit we will build up our understanding of the code in Figure 1 step by actually drawing simpler code on paper with colored pencils. Have fun!

Appendix A: Python Turtle Color Palette



The table above lists all of the colors that turtle uses to draw with. If you would like the turtle pen to draw something in "midnight blue", for example, you can use the command pencolor("midnight blue").

The Python code below will draw a straight line to the right that is 200 pixels long and is "orange red" in color:

```
import turtle
t = turtle.Pen()
t.pencolor("orange red")
t.forward(200)
turtle.done()
```