

Introduction to Programming using Python

I. Perform Operations using Data Types and Operators

- **Evaluate an expression to identify the data type Python will assign to each variable.**
 - ✓ Data types include str, int, float, and bool
- **Convert between and work with data types.**
 - ✓ Type casting; constructing data structures; indexing and slicing operations
- **Determine the sequence of execution based on operator precedence.**
 - ✓ Assignment; Comparison; Logical; Arithmetic; Identity (is); Containment (in)
- **Select the appropriate operator to achieve the intended result.**
 - ✓ Assignment; Comparison; Logical; Arithmetic; Identity (is); Containment (in)

II. Control Flow with Decisions and Loops

- **Construct and analyze code segments that use branching statements.**
 - ✓ if; elif; else; nested and compound conditionals
- **Construct and analyze code segments that perform iteration**
 - ✓ while; for; break; continue; pass; nested loops and loops that include compound conditionals

III. Perform Input and Output Operations

- **Construct and analyze code segments that perform file input and output operations.**
 - ✓ open; close; read; write; append; check existence; delete; with statement
- **Construct and analyze code segments that perform console input and output operations.**
 - ✓ Read input from console; print formatted text; use of command line arguments

IV. Document and Structure Code

- **Document code segments using comments and documentation strings.** o Use of indentation and white space; comments and documentation strings; pydoc
- **Construct and analyze code segments that include function definitions.** o Call signatures; default values; return; def; pass

V. Perform Troubleshooting and Error Handling

- **Analyze, detect, and fix code segments that have errors.** o Syntax errors; logic errors; runtime errors
- **Analyze and construct code segments that handle exceptions.** o Try; except; else; finally; raise

VI. Perform Operations Using Modules and Tools

- **Perform basic operations using built-in modules.**
o math; datetime; io; sys; os; os.path; random
- **Solve complex computing problems by using built-in modules.**
o math; datetime; random