

An Introduction to Interactive Programming in Python

This class consists of two parts that are five and four weeks long, respectively. For most weeks, you will watch two sets of videos (part a and part b) and then complete one quiz for each set. The main task for each week is to complete a mini-project that is due along with the quizzes early Sunday morning. You will then be asked to assess your peer's mini-projects on the following Sunday-Wednesday.

Syllabus

Part	Week	Topics
1	0	Statements, expressions, variables
1	1	Functions, logic, conditionals
1	2	Event-driven programming, local and global variables, buttons and input fields
1	3	The canvas, static drawing, timers, interactive drawing
1	4	Lists, keyboard input, motion, positional/velocity control
2	5	Mouse input, more lists, dictionaries, images
2	6	Classes, tiled images
2	7	Acceleration and friction, spaceship class, sprite class, sound Spaceship from "RiceRocks"
2	8	Sets, groups of sprites, collisions, sprite animation