An Introduction to Interactive Programming in Python

Rice University

STUDENT NAME

Ramon Tenreiro González-Llanos

GRADE

95.5%

COMPLETION DATE

June 23rd 2013

NOTES

Student has earned a certificate with distinction.

COURSE DETAILS

Instructors: Joe Warren, Scott Rixner, John Greiner, Stephen Wong
Duration of course: 9 weeks

Time commitment: 7-9 hours/week

Description:
This course is designed to be a fun introduction to the basics of programming in Python. Our main focus will be on building simple interactive games such as Pong, Blackjack and Asteroids.

Syllabus: Our course syllabus can be seen at www.codeskulptor.org/coursera/syllabus.html.

Scott Rixner
Associate Professor Dept. of Computer Science Rice University

Joe Warren
Professor Dept. of Computer Science Rice University

Stephen Wong
Lecturer Dept. of Computer Science Rice University

John Greiner
Lecturer Dept. of Computer Science Rice University

This Course Record Represents...

IDENTITY VERIFICATION WITH SIGNATURE TRACK

While enrolled in this course, this student voluntarily participated in identity verification measures through Coursera's Signature Track. The student provided photo identification and created a keystroke profile at the time of course registration, and confirmed their identity with webcam photos and keystroke analysis when submitting graded work. Coursera has verified the identity of the student and their successful participation in the course.

Learn more about Signature Track and Identity Verification. →

DISTINCTION

The student's performance in this course met the standard for Distinction as defined by the course instructor.

Distinction Grading Policy

The final grade was based on a weighted combination of one-third of the quiz scores and two-thirds of the mini-project scores (each scaled to 100). To receive a Statement of Accomplishment with Distinction, your final grade should be greater than or equal to 90.