

Lab Exercise 1

Focus

1. Python interpreter
2. Number conversions
3. ASCII storage

This lab maps to learning objectives 1.5. 2. 3. 5. 6 for Competency One: Define and Discuss Computer Terms and Write a Simple Python Script

Part A: Interactive Mode

1. Start the Python interpreter.
2. At the >>> prompt type the following statement and press enter. Please type only the portion shown in italics.

print('Hello World!') <press enter>

3. After you press the enter key you should see the following:

```
>>> print('Hello World!')
```

Hello World!

4. If you see an error message, enter the statement again till you can see the printed message.
5. Close the Python interpreter.

Part B: Number Conversions

Convert the following numbers from decimal to **binary**. Show all the steps you followed in the process.

- a. 34

- b. 5678
- c. 256
- d. 16
- e. 8

You can do this by hand on a piece of paper and then scan that into a document.

Alternatively, you can do this step using a word processor. Save the file with the name *lastname_firstname_numbers_lab1* where you will use your own first and last name.

Part C: ASCII Sequences

Write your city of birth in English. Now, write the city in **ASCII** by looking up the ASCII codes in Appendix C of the Gaddis text. You can also find the ASCII collating sequence table at the IBM site:

[http://publib.boulder.ibm.com/infocenter/iadthelp/v7r0/index.jsp?topic=/com.ibm.etools.i
series.langref.doc/c0925395690.htm](http://publib.boulder.ibm.com/infocenter/iadthelp/v7r0/index.jsp?topic=/com.ibm.etools.iseries.langref.doc/c0925395690.htm)

Save the file with the name *firstname_lastname_ascii_lab1* where you will use your own first and last name.

Turn In

All labs will be graded in Blackboard. Once you are done with the lab turn it in to the Lab 1 link. Please read the How To Submit instructions if you have any questions or contact the instructor / academic coach.

For this lab you will turn into Blackboard:

1. The Python Interactive file you saved in part A
2. The *numbers* file you saved in part B
3. The *ascii* file you saved in part C