




Welcome to the CoGrammar

Getting Started With Your BootCamp

The session will start shortly...

Questions? Drop them in the chat. We'll have dedicated moderators answering questions.



Cyber Security Session Housekeeping

- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly.
(Fundamental British Values: Mutual Respect and Tolerance)
- No question is daft or silly - **ask them!**
- There are **Q&A sessions** midway and at the end of the session, should you wish to ask any follow-up questions. Moderators are going to be answering questions as the session progresses as well.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Academic Sessions. You can submit these questions here: [Questions](#)

Software Engineering Session Housekeeping cont.

- For all **non-academic questions**, please submit a query:
www.hyperiondev.com/support
- Report a **safeguarding** incident:
www.hyperiondev.com/safeguardreporting
- We would love your **feedback** on lectures: [Feedback on Lectures](#)

Safeguarding & Welfare

We are committed to all our students and staff feeling safe and happy; we want to make sure there is always someone you can turn to if you are worried about anything.

If you are feeling upset or unsafe, are worried about a friend, student or family member, or you feel like something isn't right, speak to our safeguarding team:



Ian Wyles
Designated Safeguarding
Lead



Simone Botes



Rafiq Manan



Charlotte Witcher



Nurhaan Snyman



Ronald Munodawafa



Tevin Pitts

Scan to report a
safeguarding concern



or email the Designated
Safeguarding Lead:
Ian Wyles

safeguarding@hyperiondev.com

Learning Objectives & Outcomes

- Before the end of this lecture, one should be able to:
 - Set up their development Environment
 - Explain the purpose of pseudo code in problem-solving and program design.
 - Write their first computer program using python
 - Define variables and utilise variables in their programs.

**SKILLS
FOR LIFE**
SKILLS BOOTCAMPS



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Installation guidance.

- Before we get going, please consult the 'Additional Reading - Installation, Sharing and Collaboration' guide that accompanies this task.
- The guide provides a detailed instruction on setting up (On macOS, linux or windows):
 - [Visual Studio Code](#)
 - [Python](#)

What is Pseudo Code?

- Pseudo code is a simple, plain-English way of describing steps to solve a problem.
- In programming, it is not actual code but rather a tool to plan the logic of a program.
- Helps programmers think through problems and structure solutions before coding.

Example: Instructions for making a sandwich

- Start
- Take two slices of bread
- Spread butter on both slices of bread
- Add filling of choice (e.g. Ham/Cheese)
- Close the sandwich with both slices
- End.

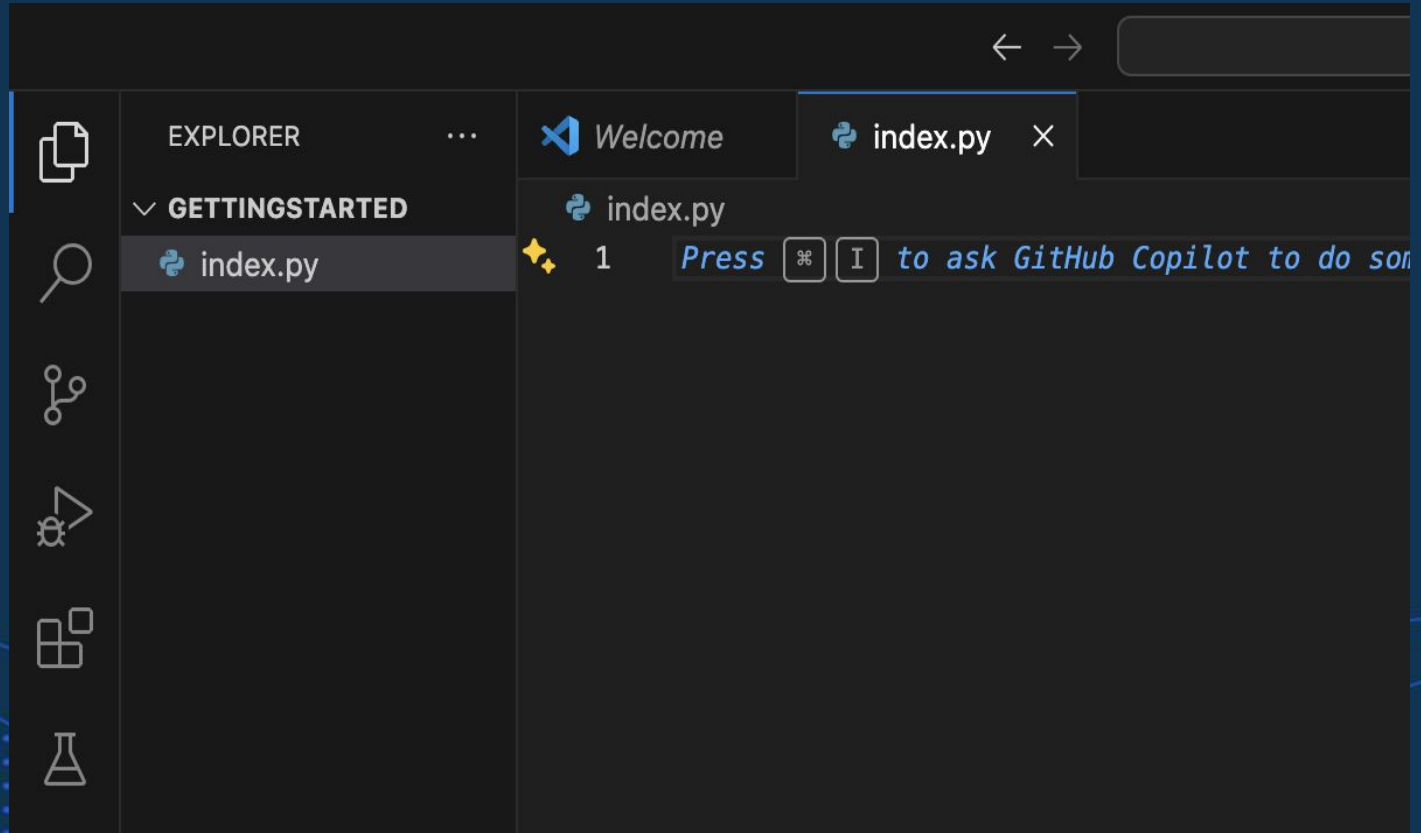
Introduction to Python

- Python is a high-level, interpreted programming language known for its simplicity and readability.
- Widely used for:
 - Web development
 - Data analysis
 - Machine learning
 - Automation and more.

Writing your first computer program with python.

- Programs are executable files that perform the instructions given by the programmer.
- Since there are variety of languages, in order to write a python script or code, you need to create a python file.
- We can name the file with any user defined name and have the **.py extension** after it.
- The file created should live inside a known folder in your laptop.

Writing your first computer program with python.



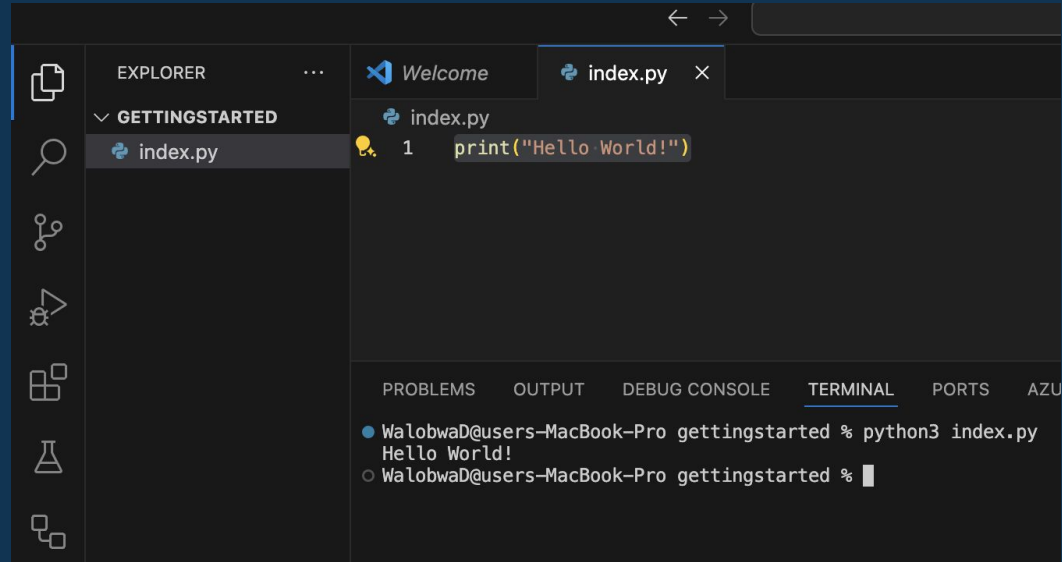
Writing your first computer program with python.

- The `print()` function:
 - For our first program, we may want to display or output information to the user. The most common way to view program output is to use the `print` function.
 - The print function takes in the data to display as an argument.
 - Example: `print("Hello World")`
- To run this program, you need to open your `terminal` and write in the command `python` followed by the name of the file created with the script.

Running your first python script.

```
index.py  
  
1 print("Hello World!")
```

Snipped



Variables

- A variable is a named storage location in a computer's memory that holds a value that can be changed or updated as the program runs.
- In python, we use the following format to create a variable and design a value to it.

```
variable_name = value_you_want_to_store
```

How to get input.

- Sometimes you might want the user to enter data that will be used by your program, to do this, you need to use the `input method`.

```
name = input("Enter your name: ")
```

- The variable `name` stores what the user entered into the box as a string.

Questions and Answers



Thank you for attending



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