





## GETTING STARTED







- An introduction.
- Interpret a program in Python that contains input/output statements, a function definition and an import module statement.
- A walk through of Visual Studio Code IDE.
- A walk through of GitHub and expected behaviour during coding lessons.
- Write and run your first program in Python.





### INTRODUCTION



We need to feed computer systems \_\_\_\_\_ to perform different tasks.

An algorithm is a list of step-by-step \_\_\_\_\_ to solve a problem.

We can write algorithms using a programming language like

ALGORITHMS

INSTRUCTIONS

INPUT

**PYTHON** 

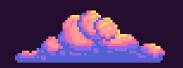












Python is a \_\_\_\_\_ programming language that has a \_\_\_\_\_.

A program written in Python is made up of  $_{----}$  and symbols.

Python is a very popular programming language for building cool video games.

TEXT-BASED

SYNTAX

WORDS

CODE BLOCKS











print("\* Welcome to my game \*")

BUILT-IN FUNCTION

Most used algorithms come out of the box in the Python installation.

INPUT

OUTPUT

LOOP



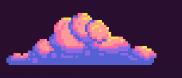


input("Enter your name...")

BUILT-IN FUNCTION INPUT

OUTPUT

LOOP







### INDENTS

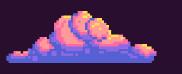
When nesting code add exactly 4 spaces.

```
if a == 2:
    print("Hi there")
else:
    print("Bye bye, see you later")
```

CONDITION

INPUT

LOOP







### MODULES

We can separately install separate modules in our project to make coding easier

import pgzrun
# more code here...

VARIABLE DECLARATION

ARITHMETIC

IMPORT CODE BUNDLE





FUNCTION

We can organise our code in function blocks which we declare at the top underneath our imports

import pgzrun

def draw():
 screen.draw.text("Hello")

**FUNCTION DECLARATION** 

CONDITION

INPUT PROMPT

INDENTS



### MEET OUR IDE

- An integrated development
   environment or IDE is a software
   application that helps programmers
   develop software code efficiently.
- Watch the video and then listen to the instructions very carefully to open
   Visual Studio Code.









Input and \_\_\_\_\_ statements in Python will feature regularly in our programs.

Python gives us shortcuts called \_\_\_\_\_\_ that we can use immediately.

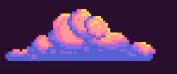
For output we will use the **print()** and for input we will use the \_\_\_\_\_\_.

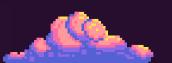
OUTPUT

SYNTAX

**FUNCTIONS** 

INPUT()





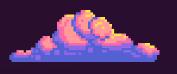
## OI PRINT() FUNCTION

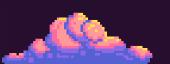


# output a piece of text on to the console
print("This text will be displayed or outputted.")

### HOW TO USE

When we build programs with a textual interface we need to use this function to output messages to the user. For example, when we output a result or maybe an error.





# OI PRINT() FUNCTION

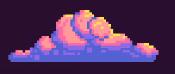


# you can print multiple elements in sequence
print("Hi", 5, "there!")

### MANY FEATURES

Built-in functions in python are rich in features and super flexible. There is so much more to the print() than we let on here. However we will stick to the basics for now.







# OI INPUT() FUNCTION

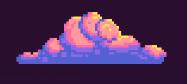
```
_____
```

```
# asks the user to type in their name
name = input("What is your name?")
```

### HOW TO USE

When we build programs with a textual interface we need to use this function to ask the user to type in a value from the keyboard. The value the user types in is stored in **name**.





## DID YOU UNDERSTAND?

### COMPLETE THE PROGRAM

Write a program that asks the user how old he is. As output the program will display back a message together with the value inputted.

```
# asks the user to type in their name
age = ____("What is your name?")
# output the message back
____("You are", ____, "!")
```

print

age

input





## LESSON CHALLENGE

- Every lesson will be a task on **GitHub** and you would need to obey instructions to complete a task.
- A lesson will always start with some information so that you do not jump right in blind.
- Find your first task!



