

Fundamentals of Python: First Programs, 2nd Edition

Term, Year

General Course Information

Instructor:

Office:

Office Hours:

Phone:

E-mail:

Web site:

Classroom:

Class Times:

Prerequisites:

Textbook: *Fundamentals of Python: First Programs, 2nd Edition*

Author: Kenneth Lambert

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ISBN-13: 978-1-337-56009-2

Course Objectives

This course introduces core programming basics—including data types, control structures, algorithm development, and program design with functions—via the Python programming language. The course discusses the fundamental principles of Object-Oriented Programming, as well as in-depth data and information processing techniques. Students will problem solve, explore real-world software development challenges, and create practical and contemporary applications using graphical user interfaces, graphics, and network communications.

Specific topic coverage includes:

- Introduction
- Software Development, Data Types, and Expressions
- Loops and Selection Statements
- Strings and Text Files
- Lists and Dictionaries
- Design with Functions
- Simple Graphics and Image Processing
- Graphical User Interfaces
- Design with Classes
- Multithreading, Networks, and Client/Server Programming
- Searching, Sorting, and Complexity Analysis

Web Site

Supplementary information for the course is available at [URL]. The Web site contains class announcements and notes, test dates, PowerPoint slides, the course syllabus, and additional information.

E-Mail

If you have any questions about the course or need assistance, please contact me in person or by telephone during office hours or by e-mail at any time.

All class assignments should be submitted in class on the due date or by e-mail with a date stamp at or before 5:00 PM on the due date.

Grading and Evaluation Criteria

40% of the grade is based on a midterm and a final examination. Both examinations are cumulative and given in a varied format. An in-class review will be held prior to each examination.

20% of the grade is based on quizzes. Quizzes are announced one day in advance and may vary from three to five questions that may be in any format.

40% of the grade is based on keeping a project notebook. Students are asked to obtain a small notebook to enter their answers and comments to the various homework exercises in the text.

14-Week Course Outline

Week	Topics	Chapter Readings	Exams
1	Introduction	Chapter 1	
2	Software Development, Data Types, and Expressions	Chapter 2	
3	Software Development, Data Types, and Expressions continued	Chapter 2	
4	Loops and Selection Statements	Chapter 3	
5	Loops and Selection Statements continued	Chapter 3	
6	Strings and Text Files	Chapter 4	
7	Lists and Dictionaries	Chapter 5	Midterm Exam
8	Design with Functions	Chapter 6	
9	Design with Functions continued	Chapter 6	
10	Simple Graphics and Image Processing	Chapter 7	
11	Graphical User Interfaces	Chapter 8	
12	Design with Classes	Chapter 9	
13	Multithreading, Networks, and Client/Server Programming	Chapter 10	
14	Searching, Sorting, and Complexity Analysis	Chapter 11	Final Exam

10-Week Course Outline

Week	Topics	Chapter Readings	Exams
1	Introduction	Chapter 1	
2	Software Development, Data Types, and Expressions	Chapter 2	
3	Control Statements	Chapter 3	
4	Strings and Text Files	Chapter 4	
5	Lists and Dictionaries	Chapter 5	Midterm Exam
6	Design with Functions	Chapter 6	
7	Simple Graphics and Image Processing	Chapter 7	
8	Graphical User Interfaces	Chapter 8	
9	Design with Classes	Chapter 9	
10	Multithreading, Networks, and Client/Server Programming Searching, Sorting, and Complexity Analysis	Chapter 10 Chapter 11	Final Exam