Fall 2009 Schedule

Week 0  August
Course Introduction

Week 1  24
Computers, Languages, and Python: Ch 1, 2
25  26  Last Drop/Add
27  28

Week 2  September
Commands, Conditionals, and Loops: Ch 2, 3
31  1
2  3  4

Week 3  Functions: Ch 3
7  8  9  10  11
Labor Day

Week 4  Basic Data Structures: Ch 4, 5
14  15  16  17  18

Week 5  File Handling: Ch 6
21  22  23  24  25

Week 6  October
Classes: Ch 7
28  29  30  1  2

Week 7  Functional Design: Ch 8
5  6  7  8  9
<-- Fall Break -->

Week 8  Object-Oriented Design: Ch 9
12  13  14  15  16

Week 9  Scopes, Name Spaces, and Modules: Ch 10
19  20  21  22  23

Week 10  Some Advanced Python Features: Ch 11
26  27  28  29  30

Week 11  November
Application Week 0: GUI Programming
2  3  4  5  6

Week 12  Application Week 1: Web Apps
9  10  11  12  13

Week 13  Application Week 2: Graphics
16  17  18  19  20

Week 14  Application Week 3: Gaming
23  24  25  26  27
<-- Thanksgiving -->

Week 15  December
Wrap-up
30  1  2

Final Exam Time: Thurs., Dec. 10, 3-6 p.m.

CSC 112: An Introduction to Programming Using Python

Required Text:
Exploring Python by
Timothy A. Budd

Beautiful is better than ugly.
Explicit is better than implicit.
Simple is better than complex.
Complex is better than complicated.
Flat is better than nested.
Sparse is better than dense.
Readability counts.
Special cases aren’t special enough to break the rules.
Although practicality beats purity.
Errors should never pass silently.
Unless explicitly silenced.
In the face of ambiguity, refuse the temptation to guess.
There should be one -- and preferably only one -- obvious way to do it.
Although that way may not be obvious at first unless you’re Dutch.
Now is better than never.
Although never is often better than “right” now.
If the implementation is hard to explain, it’s a bad idea.
If the implementation is easy to explain, it may be a good idea.
Namespaces are one honking great idea -- let’s do more of those!

-- Tim Peters

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