INTRODUCTION TO PROGRAMMING

1.3 Using Python Notes Sheet

1. What is the objective of Lesson 1.3 Using Python:
2. What should you be able to do after completing this lesson?
3. What is used to translate Python language into binary so the computer can understand?
4. What is an IDE?
5. What is the purpose of a programming environment?
6. What is the IDE or compiler that you will use for learning Python in the Intro to CS course?
7. What is the web site for CodeSkulptor?
8. What is a complier?
9. What is the difference between input and output, especially in programming/coding?
10. In CodeSkulptor, what is the purpose of the “Run” button?
11. In CodeSkulptor, what is the purpose of the “Doc” button?
12. In CodeSkulptor, what is the purpose of “Demos”?

Saving in CodeSkulptor

1. What is saving as a URL mean?
2. What does click the “suitcase” icon do while in CodeSkulptor?

Introduction to Computer Science Code Runner

1. What is Code Runner?
2. Where can Code Runner be found in our course?
3. What does the “Test” Button do inside Code Runner?
4. How is a file saved in Code Runner?

1.4 First Program

1. What is the objective of Lesson 1.4? What should you be able to do after doing this lesson?
2. What is the print command?
3. Does typos and errors matter when learning to code?
4. What should you do during the “Pause and code” during the video?
5. When coding in Python, do the “ (quotation marks)” matter? Explain.
6. What does EOF mean?
7. Does print mean PRINT?