The goal of this class is to give you a working knowledge of how to write computer programs, to get data from the web, and to build your own web applications. We’ll learn the basic elements of programming through the language Python. At the end of this class, you can expect to be fairly proficient in using Python to build applications, understand enough about programming to be able to quickly pick up other languages (particularly scripting languages such as JavaScript, Ruby or Perl), and have a good understanding of what it takes to plan, analyze, design, implement and support software applications. We’ll learn the basics of database design and how to manage and query relational databases using SQL. We’ll put all these components together to learn how crawl the web for data and to build simple web apps.

Your reward, at the end of the course (assuming you do everything seriously!) will be substantial. You’ll understand how computer applications - large scale ones or small scale ones - work and you’ll be able to build working prototypes to illustrate and market your own ideas. But, be aware that this is an intensive course that will require a lot of work and a substantial time commitment.

Course structure

**Part 1: The fundamentals of programming**

**What we’ll learn:** the basics of programming
**What we’ll do:** go the web and get data. Simple stuff for starters.
**What you may find surprising:** If you’ve never done programming before, you’ll be surprised at the rudimentary nature of a computer’s ‘brain’. And, you may be surprised at how hard it is to change your mind set and ‘think’ like a computer.

**Part 2: Repetition, Modularity**

**What we’ll learn:** Structured programming concepts
**What we’ll do:** Crawl the web and see how we can get lots of data. Examine Python tools available for analyzing that data.
**What you may find surprising:** That the Web is no mystery and digging around inside it is actually fairly simple!
Part 3: Object-oriented programming

What we’ll learn: How to create our own data types
What we’ll do: Build web apps using Python and Django.
What you may find surprising: Developing a prototype web app is remarkably simple (once we know the basics of programming).

Evaluation and learning components

Mini Quizzes: We’ll have several, very short quizzes mainly to reinforce points made in class and also to help you get your hands dirty. Most quizzes will be online ‘do whenever you have time’, though some may be in-class. All quizzes are open book and you’re welcome to check your solutions on your computers. Quizzes will be lightly graded so make a good faith effort and you’ll do fine. One or two quiz scores will be dropped in computing your quiz grade so no worries if you miss one.

Home assignments: We’ll have a few home assignments as well. Like the quizzes, assignments are not meant to be diagnostic but rather to help you practice and learn so they will be very lightly graded. You can consult with others, ask me questions, use google or duckduckgo for help, but do try them on your own first. Because I’ll either discuss the solution in class or put it up on the course site, late submissions will not be accepted (sorry!).

Project: There is no better way to learn something than to go out and use it so start thinking about an application that you think you’d like to build. The expectation is that you use the material we’ll cover in this class to plan, design, and implement a small software application. Your project grade will depend on how well your work illustrates your understanding of the course material. Final submission will include a design report, Python code, and an in-class “speed-date” presentation and demonstration.

Participation: Demonstrate engagement in the course by asking questions. Preferably in the “Forums” section of the class website on Canvas. I’ll respond to every question, either online or, if the response is of general interest, in the classroom.

Exams: The course has two exams, a midterm exam sometime late in the course, and a final exam during exam week. The midterm exam will be a short exam - by definition open book! -delivered online. The final exam will be a closed book in-class exam held during exam week.
Computers in class

Computers are a requirement for this course and you are expected to bring one for every class. We'll do a lot of programming - the best way to learn is to see something in action and Python is an especially good language for making things happen. Make sure that your laptops have sufficient charge for the 3 hour plus class!

Texts

There is no required text for this class because, unfortunately, most books are designed for people who want to become computer programmers. That goal is best left to Computer Science departments. Our focus is on usability and therefore we'll use a mix of online resources, class slides and notes, and sample programs as a substitute for formal texts. The internet is an almost endless resource with excellent tutorials on almost everything and answers to practically every question you might have and I'll point you to these resources as we move along the course. If you need more structure, any of the following books may be helpful.

Python Programming Fundamentals: Kent D. Lee. Springer-Verlag, 2011. This is a slim book but it covers most of what we need.


Learning Python, 5th Edition Powerful Object-Oriented Programming, Mark Lutz. O'Reilly Media, 2013. No one can call this 1600 page tome a lightweight, and it isn't. Easily the best book to keep around when you want to delve deeper into the language.


Online resources

Python documentation: http://docs.python.org/3.3/index.html

Code Academy: A way to quickly pick up the basics. But note that CA teaches Python 2 while we're

Django documentation: https://www.djangoproject.com

David Evans’ computing book: http://www.computingbook.org


The Python challenge (when you’re ready!): http://www.pythonchallenge.com

Google. Hard to imagine but almost any question you ask have has likely been answered somewhere. Use google liberally (but intelligently)! https://www.google.com/