

Certificate in Python Programming

Course Curriculum

Course Overview: *This course will teach students how to program using. Python At the end of the course, graduates will be able to take on tasks and job opportunities as Python Programmer.*

WEEK	MODULE	TOPIC	HOURS	OBJECTIVES
Week 1	1. Python Basics and Control Structures	1. What is Python	6	<p>At the end of this Module, you will understand:</p> <p><i>the basics of Python , install the tools you need to wite and run your python programs;</i></p> <p><i>Write your first python program, Variables and Data types;</i></p> <p><i>Working with Strings and Numbers, Use control Structures;</i></p> <p><i>to manage the flow of your programs, Use python Iterables;</i></p> <p><i>Read Input from the keyboard, and you are going to write some fairly complex python code.</i></p>
		2. Why Python		
		3. Areas of Applications		
		4. Installing Python and VsCode		
		5. Python Interpreter		
		6. First Python Program and Running it		
		7. Some Plugins for Vscode		
		8. Commenting Your code		
		9. Some more simple Python code		
		10. Variables, Variable Names, Data Types		
		11. Strings		
		12. Escape Sequence		
		13. Formatted String		
		14. String Indexing		
		15. Slicing String		
		16. Common String Methods		
		17. Concatenation and Repetition		
		18. Numbers		
		19. Working with Numbers and Operator Precedence		
		20. Reading Input from Keyboard		
		21. Building a Simple Calculator		
		22. Type Conversion		
		23. Comparison Operator		
		24. Conditional Statements		
		25. FizzBuzz Program		
		26. Ternary Operators		

27. Logical Operators
28. Short-Circuit Evaluation
29. Lists
30. Tuple
31. Set
32. Dictionaries
33. Loops (For Loops)
34. Loops (For Else)
35. Loops (Nested Loops)
36. Loops (While)
37. Infinite
38. Building a Guess game
39. Building a car game

WEEK	MODULE	TOPIC	HOURS	OBJECTIVES
Week 2	2: Functions and Modules	1. Introduction to Function and Modules 2. Some out of the box functions 3. Arithmetic Operators 4. Assignment Operator 5. Math Module 6. Floor and Modulus 7. Random Module 8. Date Module 9. Age Calculator Program 10. Eldest Brother among 3 siblings programs 11. Creating your own functions 12. Python Scope 13. Python Lambda 14. Python RegEx 13. Exception Handling 14. File IO - Read files 15. File IO - Write files 16. File IO - Delete Files	6	<i>At the end of this Module, you will learn about functions, use more in-built functions in Python, create your own functions and use them.</i>

WEEK	MODULE	TOPIC	HOURS	OBJECTIVES
Week 3	3: Libraries and GUI	1. Introduction to OOP	6	At the end of this Module, you will be introduced to the concept of OOP, you will be introduced to using popular libraries and You will be building a GUI Program
		2. Classes and Object		
		3. Inheritance		
		4. Introducing Pip and Pypi		
		5. Introducing NumPy		
		6. Working with NumPy I		
		7. Working with NumPy II		
		8. Introducing Tkinter		
		9. Python GUI I		
		7. Python GUI II		
8. Python GUI III				
Week 4	4. Wrap - up and projects	1. Python for Web (Django) : (Optional)	6	
		2. Python for Data Science: (Optional)		
		3. Project		
		CAT1 to 3		
		END OF COURSE EXAMS		
		Team Project		
		TOTAL	24	

