

# Annual Python Course

Course Name :	Python Intermediate level	
Course Level :	Beginner	
Course Duration :	10-12 Months	
Lectures Per Month:	8 Lectures per month, 2 Lectures per week (72 Lectures)	
Course Language:	English	
About This Course:	Python is.	
	Python is an object-oriented, high level language popular programming language. It was created by Guido van Rossum, and released in 1991. It is useful in following areas:	
	Python has its own advantages:	
	<ul> <li>Python works on different operating systems (Windows, Mac, Linux, Raspberry Pi, etc.).</li> <li>Python is similar to the English language.</li> <li>Python use interpreter to execute the coding.</li> <li>Python programs are smaller compared to other programming languages. (Because of ready-made libraries)</li> <li>Python can be treated in a procedural way, an object-oriented way or a functional way.</li> </ul>	
Learning objectives:	<ul> <li>At the end of this course, the student will able to <ul> <li>To learn how to design and write a program in Python.</li> <li>To learn the concepts of lists, tuples, and dictionaries in Python programs.</li> <li>To identify Python object types.</li> <li>To learn indexing and slicing to access data in Python programs.</li> <li>To learn looping and decision statements in Python.</li> <li>To learn how to write functions and pass arguments in</li> </ul> </li> </ul>	
	<ul> <li>To learn how to write functions and pass arguments in Python.</li> </ul>	

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	To build packages in Python modules.
	<ul> <li>To read and write the data from files in Python.</li> </ul>
	To learn the concept of object- oriented programming in Python
	using class concept.
	To learn exception handling in Python
	applications for error handling.
	Work with data structure and collections
	Create user defined modules and import them
	Installing and uninstalling packages
	Define user define class and objects
	Work with inheritance and encapsulations
	Work with date and time module
	Create GUI interface using Tkinter module
	Connect python with MYSQL
	Design games using Pygame module
Software Requirement	You will need the following software's –
	Windows xp/7/8/10 or Linux 7.1 operating system
	Download python for free from the
	following website:
	https://www.python.org/
	Python IDE :
	1. Spyder
	2. Atom
	3. Pycham
	There are many other IDE available online.
	Online free python
	interpreter :
	https://www.online-
	python.com/
Target Audience:	Students from grade 8 onwards, Working professional
Curriculum:	Curriculum is given below in the table.



Topic 1 : Python Get Started2 Hrs			
What is Python			
Installation of Python			
Setting up the VS Code for Python			
<ul> <li>Write the coding in Python to print "the Hello, Word!" program</li> </ul>			
Topic 2. Fundamentals4 Hrs			
Syntax			
Variables			
Strings			
Numbers			
Booleans			
Constants			
Comments			
Type conversion			
Topic 3. Operators1 Hr			
Comparison operators			
Logical operators			
Topic 4. Control flow    8 Hrs			
ifelse statement			
Ternary operator			
<ul> <li>for loop with range()</li> </ul>			
while statement			
break statement			
continue statement			
pass statement			
Topic 5. Functions2 Hrs			
Python functions			
Lambda Expressions			
Default parameters			
Keyword arguments			
Recursive functions			

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Topic 5. Lists	4 Hrs
• List	
Tuple	
Sort a list in place and Sort a List	
Slice a List	
Unpack a list .	
Iterate over a List	
• Find the index of an element .	
Iterables	
<ul> <li>Transform list elements with map()</li> </ul>	
• Filter list elements with filter()	
Reduce list elements into a value with reduce()	
List comprehensions	
Topic 7. Dictionaries	1 Hr
Dictionary	
Dictionary comprehension	
Topic 8. Sets	2 Hrs
• Set	
Set comprehension	
Union of Sets	
Intersection of Sets	
Difference of sets	
Symmetric Difference of sets	
Subset	
Superset	
Disjoint sets .	
Topic 9. Exception handling	2 Hrs
tryexcept	
tryexceptfinally	
tryexceptelse	
Topic 10. More on Python Loops	3 Hrs

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• while...else

• do…while

Topic 11. More on Python functions	2 Hrs
Unpacking tuples	
<ul> <li>*args Parameters</li> </ul>	
<ul> <li>**kwargs Parameters</li> </ul>	
Partial functions	
Type hints	
Topic 12. Work with Modules & Packages	2 Hrs
Modules	
Module search path	
namevariable	
Packages	
Topic 13. File operations	3 Hrs
Read from a text file	
Write to a text file	
Create a new text file	
Check if a file exists	
Read from CSV files	
Write into CSV files	
Topic 14 : Data Structures or Collections	3 Lectures
Introduction of data structure	
<ul> <li>Importance and applications of Data structures</li> </ul>	
Types of Collections	
• Sequence	
<ul> <li>Strings, List, Tuple, range</li> </ul>	
<ul> <li>Non sequence</li> </ul>	
<ul> <li>Set, Frozen set, Dictionary</li> </ul>	

# Topic 15 : Python Modules

- Importance of modular programming
- What is module



- Types of Modules Pre defined, User defined.
- Create User defined modules
- Functions based modules
- Class based modules
- Import module
- Use of From ... import command
- Create module alias / Renaming name

#### Topic 16 : Packages

- Organizing python project into packages
- Types of packages pre defined, user defined.
- Importing package
- Introduction to PIP command and installing PIP
- Installing and uninstalling Python packages

#### Topic 17 : OOPs

- Differences between Procedural v/s Object oriented programming
- Principles of OOP Encapsulation, Abstraction (Data Hiding)
- Concepts of Classes and Objects
- Define a new class in python
- Types of variables instance variables, class variables.
- Types of methods instance methods, class method, static method
- Importance to initialization of an Object
- Concept of 'self' reference variable
- 'cls' reference variable
- Access modifiers private(\_\_), protected(\_), public
  - Creating object properties using setaltr, getaltr functions
- Encapsulation(Data Binding)
- What is polymorphism?
- Overriding and Overloading Method and constructor
- Operator Overloading
- Inheritance and types of Inheritance
- Constructors in inheritance
- Create Object
- Use of super() method
- Runtime polymorphism

#### 2 Lectures

#### 6 Lectures



- Method overriding
- Method overriding in Multiple inheritance and Hybrid Inheritance
- Concrete Methods in Abstract Base Classes
- Difference between Abstraction & Encapsulation
- Inner classes

#### Topic 18 : Date & Time module

- Use of Date & Time class
- Use of Time Delta object
- Formatting Date and Time
- Calendar module
- Text calendar
- HTML calendar

#### Topic 19 : Tkinter & Turtle

- Introduction to GUI programming
- Tkinter module
- Tk class
- Different Components / Widgets
- Label, Entry, Button, Combo, Radio
- Types of Layouts
- Handling events
- Widgets properties

#### *Topic 20 : Pygame Module*

- Installing Pygame in Pycharm
- Introduction to Pygame
- Installing pygame
- A "hello world" program in Pygame
- Game loop and Game state
- Knowledge about display window: Pixel coordinates
- Using Colors in Pygame
- Rect Object
- Adding an image to Game window
- Pygame Blit
- Drawing geometrical shapes

#### 2 Lectures

#### **5** Lectures

#### 5 Lectures



- Adding text to Game window
- Animation
- Playing sounds

## Topic 21 : MySQL

- Python MySQL
- Connect MySQL database using MySQL-Connector Python
- Create Database
- Create Table
- Insert record into Table
- Select Query
- Where Clause
- Order By Clause
- Delete Query
- Drop Table
- Update Query
- Limit Clause
- Python MySQL Join

### Topic 22 : Project

6 Lectures

Total Hours : 72 Hours

# 4 Lectures