C1

Getting Started

CHAPTER ASSIGNMENT

Name _____ Class _____ No. _____ Date _____

> The exercises in this chapter are exploratory in nature. Starting in Chapter 2, the challenges you'll solve will be based on what you've learned.

Questions from *Python Crash Course*, 2nd edition, Eric Matthes (No Starch Press), for classroom use.

Try It Yourself

1-1 **python.org:** Explore the Python home page (*https://python.org/*) to find topics that interest you. As you become familiar with Python, different parts of the site will be more useful to you.

1-2 **Hello World Typos:** Open the *hello_world.py* file you just created. Make a typo somewhere in the line and run the program again. Can you make a typo that generates an error? Can you make sense of the error message? Can you make a typo that doesn't generate an error? Why do you think it didn't make an error?

1-3 **Infinite Skills:** If you had infinite programming skills, what would you build? You're about to learn how to program. If you have an end goal in mind, you'll have an immediate use for your new skills; now is a great time to draft descriptions of what you want to create. It's a good habit to keep an "ideas" notebook that you can refer to whenever you want to start a new project. Take a few minutes now to describe three programs you want to create.

End of assignment · Check your answers against the chapter at gurujazzy.com/subjects/python-crash-course/chapter-1-getting-started/