



CodeHS

Intro to Computer Science in Python

Overview

The CodeHS introduction to Python course teaches the fundamentals of computer programming as well as some advanced features of the Python language. Students use what they learn in this course to build simple console-based games. This course is equivalent to a semester-long introductory Python course at the college level.

Who is it for?

This course does not assume any prior programming experience. Learn the basics of programming, and then gradually harness the power of some of Python's more advanced features to make games and solve real-world problems.

Students can take this course as their first introduction to computer science or as a secondary introductory course that explores a new language, after our Introduction to Computer Science in JavaScript.

What do you learn?



Turtle Graphics



Data Structures



Fundamentals



Project: Hangman



Control Flow



Classes and Objects



Strings



Final Project