L.I. To create a computer program

Sit with a partner who you will work well with doing computer programming for four lessons then think about:

Can you name any computer programming languages?




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<u>Sit with your partner from last week</u> then carry on working on your *Python* programming skills in the *Pythonista* app.

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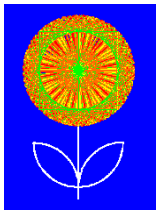
Bee-Bot 

Logo  

Kodable 

A programming language is used to give a computer commands to do a task.

Scratch 

Python 

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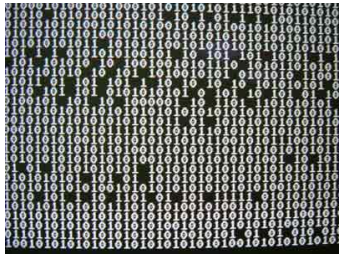
What is the purpose of a programming language?

Interpreted → *Processed*

```
1 print 'Hello world'
2 print '\n'
3 print 'I am learning python'
```



```
> Hello world

  I am learning python
```

Code written in a programming language

Machine code made of binary numbers (0s and 1s)

Computer program is run

http://www.bbc.co.uk/newsround/23476295

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Why learn the Python programming language?

- ✓ It uses as few lines of code as possible so is easy to write.
- ✓ It works on *iPads*, PCs and *Raspberry Pi* computers.
- ✓ It is named after a TV comedy show called *Monty Python*.

L.I. To create a computer program

❶ Open *Pythonista*

❷ Enter commands to create programs:

Good

✓ Sequence commands to create a program with a purpose

✓ Run the program

Great

✓ Explain the function and sequence of commands

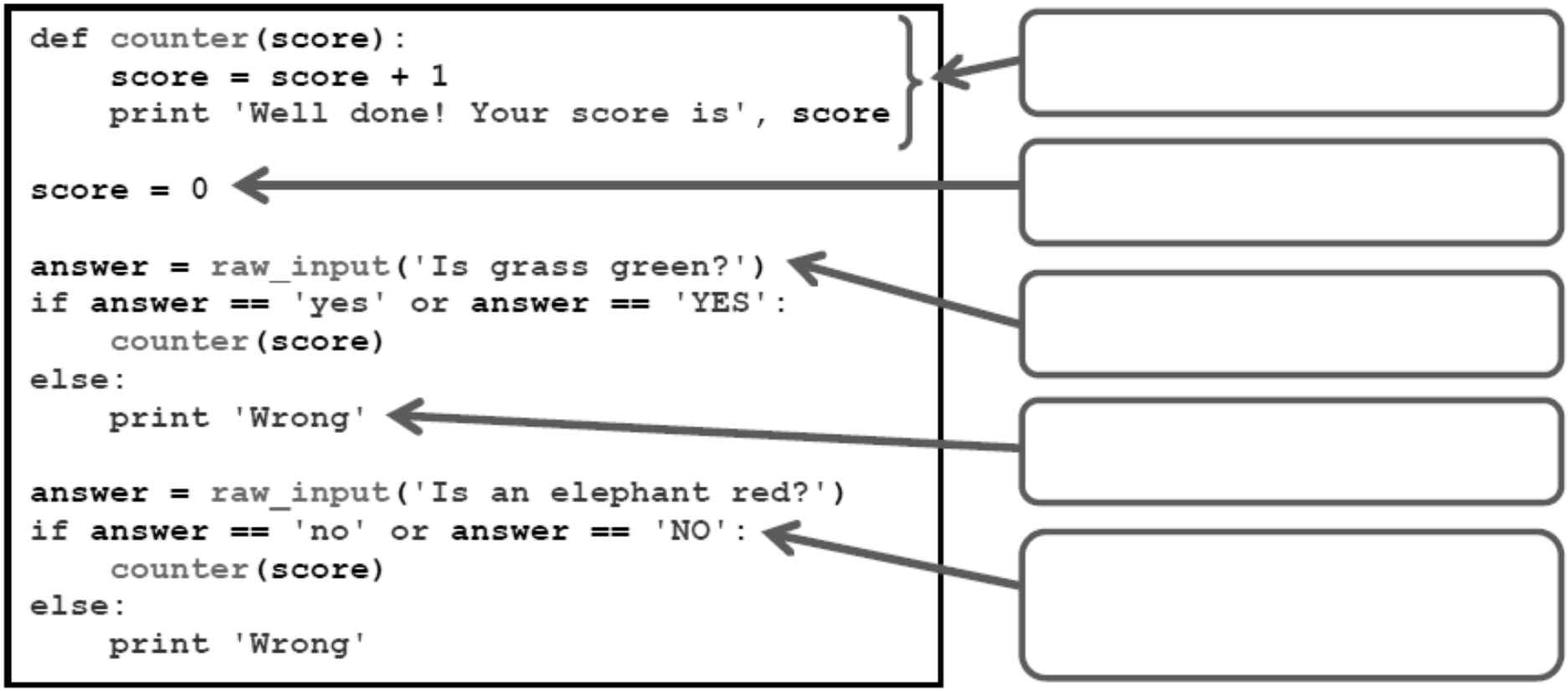
✓ Test, debug and modify a program to improve it

Super

✓ Create and develop your own computer program with a purpose

L.I. To create a computer program

Sit with your partner from last time.
Label the different parts of this program.
Then carry on working on the sheet you are up to.



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Sit with your partner from last time.
Label the different parts of this program.
Then carry on working on the sheet you are up to.

```
def counter(score):
    score = score + 1
    print 'Well done! Your score is', score

score = 0

answer = raw_input('Is grass green?')
if answer == 'yes' or answer == 'YES':
    counter(score)
else:
    print 'Wrong'

answer = raw_input('Is an elephant red?')
if answer == 'no' or answer == 'NO':
    counter(score)
else:
    print 'Wrong'
```