

EEE110 - Computer Programming (Python) Week 1: Course Introduction and Scope



Dr Kasım Zor

Department of Electrical and Electronic Engineering

Spring 2025

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Department of Electrical and Electronic Engineering

W2							

- 1 Course Introduction and Scope
- 2 Introduction to Computers and Programming, Introduction to Python Programming Language
- 3 Decision Structures and Boolean Logic, Repetition Structures
- 4 Functions
- 5 Files and Exceptions, Lists and Tuples, & Introduction to Plotting
- 6 Strings & Dictionaries and Sets
- 7 Midterm Examination
- 8 Classes and Object-Oriented Programming
- 9 Inheritance, Polymorphism, and Recursion
- **10** Array-Oriented Programming with NumPy
- II Introduction to Python Data Analysis (Pandas)
- 12 Midterm Examination 2
- 13 GUI Programming
- 14 Capstone Project

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Course Instructor

Dr Kasım Zor Electrical and Electronic Engineer, PhD

Research Interests

 Electric Load Forecasting, Energy Analytics and Informatics, Renewable Energy, Distributed Generation, Electrical Energy and Power Systems, and Machine Learning.

Contact Information

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Laboratory Assistant

Mr Ömer Can Tolun, Research Assistant Electrical and Electronic Engineer, PhD Candidate

Research Interests

• Control Theory and Machine Learning

Contact Information

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Laboratory Assistant

Mr Barış Aydın, Research Assistant Electrical and Electronic Engineer, PhD Candidate

Research Interests

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Contact Information

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- E-mail: barisaydin@atu.edu.tr



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Course Information

Course Title	Code	Semester	T+L (Hours)	Credits	ECTS
Computer Programming	EEE110	2	3+2	4	6

Table 1: Table of Course Information

- Prerequisites: None
- Language: English

- Level: Bachelor
- Type: Compulsory



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Course Assessment and Evaluation

Assessment Type	Quantity	Weight
Midterm Examinations	2	60%
Capstone Project	1	40%

Table 2: Table of Course Assessment and Evaluation

	Course Type	Allowed Rate	Allowed Hours
Absentee Rate	Main Course	30%	13
	Laboratory	20%	6

Table 3: Table of Absentee Rate



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Laboratory Schedule

	Lab Contents
W2	Introduction to the Laboratory, Introduction to Anaconda
W3	Introduction to Python Programming Language
W3 W4	Decision Structures & Boolean Logic, Repetition Structures Functions
W_{5}^{4}	Files and Exceptions & Lists and Tuples
W6	Strings & Dictionaries and Sets
W8	Classes and Object-Oriented Programming
W9	Inheritance, Polymorphism, and Recursion
W10	Array-Oriented Programming with Numerical Python (NumPy)
W11	Introduction to Python Data Analysis (Pandas)
W13	GUI Programming (Tkinter)



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Learning Outcomes

- Understand Python basics and use it for procedural, array-oriented, object-oriented, and GUI programming
- Able to manipulate a variety of Python data types
- Able to detect and fix common errors in Python programs
- Able to write small-scale computer programs via Python



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Recommended Sources

Textbooks [1, 2, 3, 4]

Additional Resources [5, 6, 7, 8, 9]





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Introduction to Computers and Programming

Rank	Language	Web ¹	Mobile ²	$Enterprise^3$	$Embedded^4$	Score
1	Python	Х		Х	Х	100.0
2	Java	X	X	X		95.4
3	С		Х	X	Х	94.7
4	C++		Х	Х	Х	92.4
5	Javascript	Х				88.1
6	C#	Х	Х	Х	Х	82.4
7	R			Х		81.7
8	Go	Х		Х		77.7
9	HTML	Х				75.4
10	Swift		Х	Х		70.4

¹Web: Languages used for developing web sites and applications

²Mobile: Languages used for applications on mobile devices

³Enterprise: Languages used for enterprise, desktop, and scientific applications

⁴Embedded: Languages used to program device controllers

 Table 4: IEEE Spectrum Top Programming Languages [10]





Introduction to Python Programming Language

- JupyterLab
- Jupyter
 Notebook
- MS Visual Studio
- Spyder
- PyCharm
- Google Colab

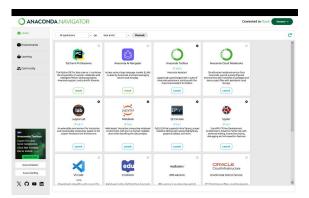


Figure 1: Anaconda Distribution for Python



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Decision Structures and Boolean Logic

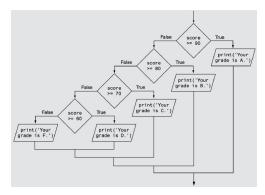


Figure 2: Demonstration of a decision structure example [1]



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Repetition Structures

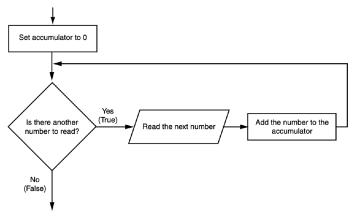


Figure 3: Illustration of a repetition structure example [1]



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4 Functions

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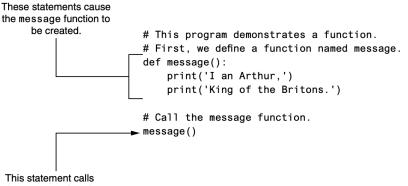


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Functions



the message function, causing it to execute.

Figure 4: Demonstration of a function example [1]



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Course Contents – Week 5

Files and Exceptions, Lists and Tuples, & Introduction to Plotting

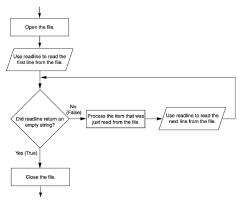


Figure 5: Flowchart of a file process [1]



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Strings & Dictionaries and Sets

>>> name = 'Kelly' Enter
>>> name += ' ' Enter
>>> name += 'Yvonne' Enter
>>> name += ' ' Enter
>>> name += 'Smith' Enter
>>> print(name) Enter
Kelly Yvonne Smith
>>>

#	name	is	'Kelly'
#	name	is	'Kelly '
#	name	is	'Kelly Yvonne'
#	name	is	'Kelly Yvonne '
#	name	is	'Kelly Yvonne Smith'

Figure 6: An example of string concatenation [1]



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Midterm Examination (Paper-Based)

#	Difficulty	Minutes	Pts	Scope
Q1	Very Easy	5	10	W1–W3
Q2	Easy	10	20	W3–W5
Q3	Moderate	30	30	W6–W8
$\mathbf{Q4}$	Hard	45	40	W6–W8
	Total	90	100	W1–W8

Table 5: An Example of Midterm Examination Assessment



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Course Contents – Week 8

Classes and Object-Oriented Programming



Figure 7: Demonstration of objects and classes [11]



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Inheritance, Polymorphism, and Recursion [1]

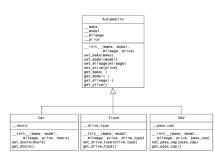


Figure 8: Inheritance





Original setup.

Fourth move: Move disc 3 to peg 3

Sixth move: Move disc 2 to peg 3

6







Third move: Move disc 1 to peg 2.



Fifth move: Move disc 1 to peg 1.

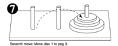


Figure 9: Recursion



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Array-Oriented Programming with NumPy

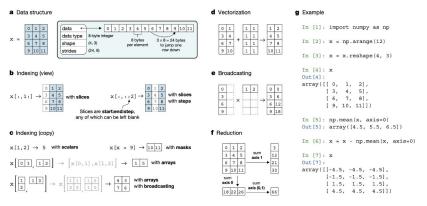


Figure 10: Several fundamental array concepts [12]



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Introduction to Python Data Analysis (Pandas) [13]





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- **3** GUI Programming
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Midterm Examination 2 (Paper-Based)

#	Difficulty	Minutes	Pts	Scope
Q1	Very Easy	5	10	W8-W11
Q2	Easy	10	20	W8–W11
Q3	Moderate	30	30	W9–W11
$\mathbf{Q4}$	Hard	45	40	W10-W11
	Total	90	100	W1–W11

Table 6: An Example of Midterm Examination 2 Assessment



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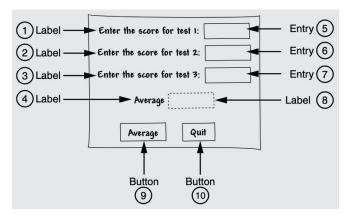


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GUI Programming [1]





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Course Contents - Capstone Project - Week 14 and 15

- A Capstone Project is
 - an academic work
 - in Jupyter IPython Notebook format
 - which the instructors assess and evaluate
 - how well a student understands the entire course.

Deadlines:

- Proposal Deadline: 17:00 on March 28, 2025
- Project Deadline: 17:00 on June 13, 2025



W2							References

References I

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- [2] John V. Guttag. Introduction to Computation and Programming Using Python with Application to Computational Modeling and Understanding Data. MIT Press, 3rd edition, 2021. ISBN 978-0-262-54236-4.
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- [6] Ben Stephenson. The Python Workbook A Brief Introduction with Exercises and Solutions. Springer, 1st edition, 2014. ISBN 978-3-319-14239-5.



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References II

- [7] Zed A. Shaw. Learn Python 3 the Hard Way A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code. Addison-Wesley, 1st edition, 2017. ISBN 978-0-13-469288-3.
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- Kenneth Reitz and Tanya Schlusser. The Hitchhiker's Guide to Python Best Practices for Development. O'Reilly, 1st edition, 2016. ISBN 978-1-491-93317-6.
- IEEE Spectrum. The top programming languages 2021, 24th Aug, 2021. URL https://spectrum.ieee.org/top-programming-languages-2021.
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W2							References

References III

- [12] Charles R. Harris, K. Jarrod Millman, Stéfan J. van der Walt, Ralf Gommers, Pauli Virtanen, David Cournapeau, Eric Wieser, Julian Taylor, Sebastian Berg, Nathaniel J. Smith, Robert Kern, Matti Picus, Stephan Hoyer, Marten H. van Kerkwijk, Matthew Brett, Allan Haldane, Jaime Fernández del Río, Mark Wiebe, Pearu Peterson, Pierre Gérard-Marchant, Kevin Sheppard, Tyler Reddy, Warren Weckesser, Hameer Abbasi, Christoph Gohlke, and Travis E. Oliphant. Array programming with numpy. Nature, 585(7825):357–362, 2020. doi: 10.1038/s41586-020-2649-2. URL https://doi.org/10.1038/s41586-020-2649-2.
- [13] commbox. How data, analysis, and reports can improve customer service, 2022. URL https://www.commbox.io/ how-data-analysis-and-reports-can-improve-customer-service/.

