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Answer: 7:30 am. How I did it: > > > start = (6*60+52)*60 > > > easy = (8*60+15)*2 > > > fast = (7*60+12)*3 > > > finish_hour = (start + easy + fast)/(60*60.0) > > > finish_floored = (start + easy + fast)//(60*60) #int() function can also be used to get integer value, but isn't taught yet. > > > finish_minute = (finish_hour - finish_floored)*60 > > > print ('Finish time was %d:%d' % (finish_hour,finish_minute)) Finish time was 7:30 *** ANOTHER WAY *** start_time_hr = 6 + 52 / 60.0 easy_pace_hr = (8 + 15 ...

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CS 1110 - Introduction to Programming Starting Out with Python Chapter 10, Classes and Object-Oriented Programming, part 3. Objectives: This lesson returns to chapter 10, and elements from earlier chapters, to review concepts that are bothering some students.

Chapter 10, Classes and Object-Oriented Programming, part 3
range (1,5) - 1 is the start value, 5 is the ending limit - prints 1 2 3 4. step value - if you add a 3rd argument to a range function it will increment that number of times. for num in range (1, 10, 2): print num returns > > 1,3,5,7,9. accumulator - the variable used to keep the running total.

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The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

In Python from the Very Beginning John Whitington takes a no-prerequisites approach to teaching the basics of a modern general-purpose programming language. Each small, self-contained chapter introduces a new topic, building until the reader can write quite substantial programs. There are plenty of questions and, crucially, worked answers and hints. Python from the Very Beginning will appeal both to new programmers, and to experienced programmers eager to explore functional languages such as Haskell. It is suitable both for formal use within an undergraduate or graduate curriculum, and for the interested amateur.

Python for Software Design is a concise introduction to software design using the Python programming language. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practice each new concept.

Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you ' ll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You ' ll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you ' ll put your new knowledge into practice with three substantial projects: a Space Invaders – inspired arcade game, data visualizations with Python ' s super-handy libraries, and a simple web app you can deploy online. As you work through Python Crash Course you ' ll learn how to: – Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal – Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses – Work with data to generate interactive visualizations – Create and customize Web apps and deploy them safely online – Deal with mistakes and errors so you can solve your own programming problems If you ' ve been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

Starting Out with Programming Logic and Design, Third Edition, is a language-independent introductory programming book that orients students to programming concepts and logic without assuming any previous programming experience. In the successful, accessible style of Tony Gaddis' best-selling texts, useful examples and detail-oriented explanations allow students to become comfortable with fundamental concepts and logical thought processes used in programming without the complication of language syntax. Students gain confidence in their program design skills to transition into more comprehensive programming courses. The book is ideal for a programming logic course taught as a precursor to a language-specific introductory programming course, or for the first part of an introductory programming course.