

Python Course Curriculum

LEVEL 3 (Projects)

1. Spell numbers

In this project, we will be working on if else and while loop. We have to make a program which spells the number which you give as input.

2. words to story

The input could be anything, an adjective, a noun, a pronoun, etc. Once all the inputs are entered, the application will take the data and arrange the inputs into a story template form. Sound fun, right?

3. Hangman

Hangman is a guessing game for two or more players. One player thinks of a word, phrase or sentence and the other(s) tries to guess it by suggesting letters within a certain number of guesses.

Projects:

- Project1 - Spell the numbers
- Project2 - Armstrong number
- Project3 - Factorial; sum and avg using while loop
- Project4 - Sum of numbers; linear search
- Project5 - Turtle spirals
- Project6 - Sandglass pattern
- Project7 - Create a Snowman using turtle
- Project8 - Mirror numbers in a triangle form
- Project9 - Palindrome
- Project10 - Hangman game
- Project11 - Tic Tac Toe Part 1
- Project12 - Tic Tac Toe Part 2