The attached schedule reflects a typical class session's allocation of time to topics and lab work.

This schedule is flexible and should be taken only as a rough estimate. In practice, each class tends to deviate from this in some fashion, as the class is dynamically driven by students' needs, interests, and feedback. For instance, it may proceed faster or slower based on students' backgrounds.

Although some topic coverage is driven by student needs as well, for a more complete breakdown of specific topics in each of the units listed here, see the following web pages:

- http://learning-python.com/topics.html (short form)
- http://learning-python.com/fulloutline.html (long form)

In general, a 3-day course runs 8 hours per day, divided among 4 hours of lecture and Q&A, 3 hours of lab work, and 1 hour lunch breaks. Lab session times tend to be longer on the first two days (for core language topics), and shorter on the third (for advanced topics). In total a 3-day class provides an average of 14 hours of lecture and Q&A, 7 hours of lab time, and 3 hours for lunch breaks. Time for shorter periodic breaks (10-15 minutes each) is included in the lecture and lab times below.

Day 1

Introductions
1: General Python Introduction (up to 1 hour)

Python Fundamentals

2. Using the Interpreter (1 hour)
   Lab session 1 (1 hour)

3. Types and Operators (2 hours in 2 or more sessions)
   Lab session 2 (2 hours in two sessions)

Statement syntax may be started if time allows

Day 2

4. Basic Statements (2 hours in two sessions)
   Lab session 3 (1 hour in two sessions)

5. Functions (1 hour)
   Lab session 4 (1 hour)

6. Modules (1 hour)
   Lab session 5 (1 hour)

Classes may be introduced if time allows

Day 3

7. Classes (2 hours in 2 sessions)
   Lab session 6 (30 minutes)

8. Exceptions (1 hour)
   Lab session 7 (30 minutes)

9. Built-in Tools Overview (30 minutes)
   Lab session 7? (usually not held)

Python Applications

The remaining are given roughly 20-30 minutes each as time and student interest warrants

10. System Interfaces
11. GUI Programming
12. Databases and Persistence
13. Text Processing
14. Internet Scripting
15. Extending Python in C/C++
16. Embedding Python in C/C++
17. Advanced Topics [new]
18. Resources