**Computer Science Introductory Work**

**In preparation for the course:** You will need to install a programming environment on a computer at home to enable you to practice your programming skills outside the classroom. The purpose of this work is to ensure that you have a programming environment loaded at home and for me to be able to gauge your current level of programming skills.

**Instructions**

* In a search engine type pycharm community edition
* This should bring up the pycharm community edition website as an option.
* Open the page and have a look round - you may want to read the tutorial etc.
* Go to the download page and download the version of pycharm which matches the operating system of your computer, download it, and install it on your computer.
* If you have a problem installing a programming environment at home, please talk to me and I will try to help you sort it out.

**Testing your installation** Once you have installed your programming environment I would like you test it by completing one of the two tasks below.

**Either:**

Complete these tasks as a useful way of reminding yourself about python and its syntax, ready for a quick start in when we get back.

1. Write a program to input two whole numbers add them together and print the result to the screen.
2. Write a program that will ask the user for three integer numbers and then multiply the first two together before dividing the result by the third number. The input and output should be user friendly.
3. Create a program which will ask for your recent exam score out of 60 and tell you what grade you got and how many more marks you would have needed to get the next grade up. You can decide on the grade boundaries yourself.

I want the code from the exercises **Even if it does not work**. *Email your code to* [*gmatthews@littleheath.org.uk*](mailto:gmatthews@littleheath.org.uk) *in time for your first computer science lesson with Ms Matthews*.

**Or**

Extra challenge alternative: if you are already confident in programming in python, solve this little problem

Write your own implementation of a fizz buzz program. It should print numbers from 0 to 100 but replace all multiples of seven with the word fizz and all numbers with a seven in with the word buzz. Numbers which are multiples of seven and contain a seven e.g. seventy should print fizz buzz. *Email your code to* [*gmatthews@littleheath.org.uk*](mailto:gmatthews@littleheath.org.uk) *in time for your first computer science lesson with Ms Matthews*.