Writing programs (or programming) is a very creative and rewarding activity. You can write programs for many reasons, ranging from making your living to solving a difficult data analysis problem to having fun to helping someone else solve a problem. This book assumes that everyone needs to know how to program, and that once you know how to program you will figure out what you want to do with your newfound skills.
2: Variables, Expressions, and Statements

3: Conditional Execution

4: Functions

5: Iterations
6: Strings

7: Files

8: Lists

9: Dictionaries
10: Tuples

11: Regular Expressions

12: Networked Programs

13: Python and Web Services
14: Object-Oriented Programming

15: Using Databases and SQL

16: Visualizing data

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