

JUST ENOUGH PYTHON

Get hands-on experience

“Cloudera’s instructor was excellent, offering clear and concise training that was easy to understand. His wide-ranging peripheral knowledge helped apply the course materials to real-world situations. I look forward to attending another course.”

Comscore

Cloudera University’s one-day Python training course will teach you the key language concepts and programming techniques you need so that you can concentrate on the subjects covered in Cloudera’s developer courses without also having to learn a complex programming language and a new programming paradigm on the fly.

What to expect

Prior knowledge of Hadoop is not required. Since this course is intended for developers who do not yet have the prerequisite skills writing code in Scala, basic programming experience in at least one commonly-used programming language (ideally Java, but Ruby, Perl, Scala, C, C++, PHP, or Javascript will suffice) is assumed.

NOTE: This course does not teach Big Data concepts, nor does it cover how to use Cloudera software. Instead, it is meant as a precursor for our developer-focused training course that provides these skills, such as Developer Training for Spark and Hadoop.

Get hands on experience

Through instructor-led discussion participants will learn:

- _How to define, assign, and access variables
- _Which collection types are commonly used, how they differ, and how to use them
- _How to control program flow using conditional statements, looping, iteration, and exception handling
- _How to define and use both named and anonymous (Lambda) functions
- _How to organize code into separate modules
- _How to use important features of standard Python libraries, including mathematical and regular expression support

Course Contents

1. Introduction

2. Introduction to Python

- _Python Background Information
- _Scope
- _Exercises

3. Variables

- _Python Variables
- _Numerical
- _Boolean
- _String

4. Collections

- _Lists
- _Tuples
- _Sets
- _Dictionaries

5. Flow Control

- _Code Blocks
- _Repetitive Execution
- _Iterative Execution
- _Conditional Execution
- _Tentative Execution (Exception Handling)

6. Program Structure

- _Named Functions
- _Anonymous Functions (Lambda)
- _Generator Functions

7. Working with Libraries

- _Storing and Retrieving Functions
- _Module Control
- _Common Standard Libraries

8. Conclusion