



Certificate of Achievement

Matthias Giger

has completed the following course:

OBJECT-ORIENTED PROGRAMMING IN PYTHON: CREATE YOUR OWN ADVENTURE GAME RASPBERRY PI FOUNDATION

Learn object-oriented programming principles by creating your own text-based adventure game in Python.

4 weeks, 2 hours per week



Philip Colligan
CEO
Raspberry Pi Foundation



Carrie Anne Philbin
Director of Education
Raspberry Pi Foundation



Raspberry Pi



The person named on this certificate has completed the activities in the attached transcript. For more information about Certificates of Achievement and the effort required to become eligible, visit futurelearn.com/proof-of-learning/certificate-of-achievement.

This learner has not verified their identity. The certificate and transcript do not imply the award of credit or the conferment of a qualification from Raspberry Pi Foundation.



Raspberry Pi

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has completed the following course:

OBJECT-ORIENTED PROGRAMMING IN PYTHON: CREATE YOUR OWN ADVENTURE GAME RASPBERRY PI FOUNDATION

This online course will introduce you to the principles of object-oriented programming in Python, showing you how to create objects, functions, methods, and classes. You'll use what you learn to create your own text-based adventure game. You will have the chance to share your code with other learners, and see theirs. If you're an educator, you'll also be able to develop ideas for using object-oriented programming in your classroom.

STUDY REQUIREMENT

4 weeks, 2 hours per week

LEARNING OUTCOMES

- Explore using objects in programming, and understand the difference between a function and an object.
- Develop your understanding of how writing your own class allows you to combine functions and data.
- Demonstrate extending other people's classes, including inheritance and polymorphism.
- Produce a module to apply your learning of object oriented programming.
- Collaborate by sharing your code with other people.

SYLLABUS

- Introduce the principles of object-oriented programming in Python.
- Understand the difference between a function and an object.
- Create objects, functions, methods, and classes.
- Write a text-based adventure game.
- Extending other people's classes, including inheritance and polymorphism.

- Share your code with other learners, and see theirs.
- Develop ideas for using object-oriented programming in the classroom.