

1. Overview of the waterfall model of software development
2. Literals: character strings (str), integer (int and long), real (float)
3. Variables, identifier-name rules (camelCase, constants)
4. Assignment statements
5. Comments: end-of-line comments(#) and Docstrings (“”””)
6. Binary numbers/base 2
7. Data type representations: integer, float, character (ASCII and Unicode)