Distributed computing is a field of computer science that studies distributed systems. A distributed system is a system whose components are located on different networked computers, which communicate and coordinate their actions by passing messages to one another from any system. The components interact with one another in order to achieve a common goal. Three significant characteristics of distributed systems are: concurrency of components, lack of a global clock, and independent failure of Parallel and distributed computing (PDC) now permeates most computing activities. It is no longer sufficient for even novice programmers to acquire only traditional sequential programming skills. In Chapter 3, titled Parallelism in Python for novices, Steven Bogaerts and Joshua Stough target instructors of courses for novice programmers, with material on parallelism and concurrency in the Python programming language. The topics covered include tasks and threads, recursion, and various features of the Python multiprocessing module. The chapter includes multiple small examples, demonstration materials, and sample exercises that can be used by instructors to teach parallel programming concepts to students just being introduced to basic programming concepts. The undergraduate Computer Science program is accredited by the Computing Accreditation Commission of ABET, http://www.abet.org.