

# 2

## Outline: Python Basics

Alisomia

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Alisomia

Mar. 9, 2018

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# Section 1

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# Key properties of Python

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- 1 Indentation based
- 2 Very-high-level
- 3 Interpreted: interactive, dynamic but slow
- 4 Object-oriented: “Everything is an object”
- 5 Partial functional programming support
- 6 Flexible and versatile: plenty of syntactic sugar
- 7 Glue language: easy to communicate with programs in other language
- 8 Easy to hook built-in utilities
- 9 Powerful libraries and strong community

# Data structures

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- 1 Numbers
- 2 Strings and bytes
- 3 Tuples
- 4 List
- 5 Dictionary
- 6 Set

# Basic operations

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- 1 Methods as attributes and objects
- 2 Pack and unpack
- 3 Keyword `del`: remove reference
- 4 Iterable as sequence

# Flow control statements

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- 1 Clause `if-elif-else`
- 2 Clause `(for, in)-else`: range-based loop
- 3 Clause `break, continue, pass`
- 4 Clause `with-as`: automatic clean up



# Exception handling

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- 1 Clause try-except-else-finally
- 2 Keyword raise
- 3 Class Exception: inheritance-based exception handling

# Functions

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- 1 Keyword `def`
- 2 Positional arguments and keyword arguments
- 3 Arbitrary argument lists: dynamic argument processing
- 4 Documentation strings: in-line helps and `help()`

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# Classes

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- 1 Keyword `class`
- 2 Method `__init__()`
- 3 Class objects
- 4 Instance objects
- 5 Method objects
- 6 Class variables and instance variables

# Modules

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- 1 Keyword `import`, `from` and `as`
- 2 Attribute `__name__`
- 3 Function `dir()` and `help()`

# Functional programming utilities

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- 1 Lambda expressions
- 2 Iterables and iterators: lazy evaluation by `iter()` and `next()`, implemented by `__iter__()` and `__next__()`
- 3 Generator, `yield`
- 4 Comprehensions: list, dict, set and generator

# Iterables manipulating functions

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- 1 Function `items()`
- 2 Function `enumerate()`
- 3 Function `zip()`
- 4 Function `reversed()`
- 5 Function `sorted()`



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# Input and Output

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- 1 Method format of class `str`, or `printf`-style `%`
- 2 Function `open()` and `close()`
- 3 Method `read()` and `write()`

# Dunder names

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Dunder methods, or special methods, are a series of methods meant to be called by Python.

- 1 Module related: `__name__`, `__version__`
- 2 Type cast: `__str__`, `__int__`, `__float__`
- 3 Formatting: `__repr__`, `__format__`, `__bytes__`
- 4 Emulating callables: `__call__`
- 5 Emulating iterables: `__iter__`, `__next__`
- 6 Operators: `__le__`, `__lt__`, `__add__`

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# PEPs

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- 1 Python Enhancement Proposals
- 2 PEP 8: Style Guide for Python Code
- 3 PEP 7: Style Guide for C Code
- 4 PEP 20: The Zen of Python
- 5 Try `import this` in interactive mode

# Two key ideas of PEP 8

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**1** Readability counts

**2** Consistency

# Guidelines in PEP 8

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- 1 Use 4 space per indentation level
- 2 Maximum line length of 79 characters
- 3 Blank lines
- 4 UTF-8 encoding
- 5 White spaces
- 6 Naming conventions

# Related tool chains

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- 1 Anaconda: a package and environment manager of Python
- 2 Package `venv`: a virtual environment manager
- 3 Program `pip` and PyPI: python package manager
- 4 Jupyter notebook: Web interactive Python application, especially live code demonstration and visualization