90% of Python in 90 Minutes

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About Me

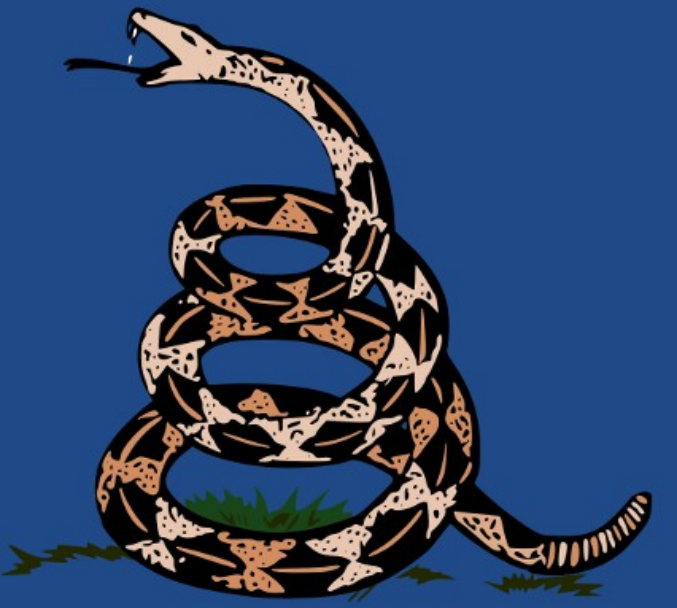
- 12+ years Python
- Worked in Data Analysis, HA, Search, Open Source, BI, and Storage
- Author of multiple Python Books

Goal

- Read Python
- Write Python

treading on Python

vol 1: Foundations



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Book

Treading on Python Volume 1 covers this talk in much more detail.

Begin

Disclaimer

- Assume some programming experience
- Not covering all api's, just syntax

Warning

- Starting from ground zero
- Hands-on at end

Three Python'isms to Remember

- `dir`
- `help`
- colon/indent shuffle

Why Python?

Python is a powerful, multi-paradigm, interpreted language popular with start-ups and large Co's

Python 2 or 3?

For beginners there is no real difference between Python 2 & 3. The basics are the same (except for `print`)

Hello World

HELLO WORLD

```
print "hello world"
```

FROM INTERPRETER

```
$ python
>>> print "hello world"
hello world
```

REPL

Read, Eval, Print, Loop

REPL

```
$ python
>>> 2 + 2   # read, eval
4           # print
>>>         # repeat (loop)
```

REPL (2)

Many developers keep a REPL handy during programming

From script

Make file `hello.py` with

```
print "hello world"
```

Run with:

```
python hello.py
```

(UNIX) SCRIPT

Make file `hello` with

```
#!/usr/bin/env python
print "hello world"
```

Run with:

```
chmod +x hello
./hello
```

Python 3 hello world

`print` is no longer a statement, but a function

```
print("hello world")
```

Objects

Objects

Everything in *Python* is an object that has:

- an *identity* (`id`)
- a *value* (mutable or immutable)

id

```
>>> a = 4
>>> id(a)
6406896
```

Value

- **Mutable:**When you alter the item, the `id` is still the same. Dictionary, List
- **Immutable:**String, Integer, Tuple

Mutable

```
>>> b = []
>>> id(b)
140675605442000
>>> b.append(3)
>>> b
[3]
>>> id(b)
140675605442000    # SAME!
```

Immutable

```
>>> a = 4
>>> id(a)
6406896
>>> a = a + 1
>>> id(a)
6406872    # DIFFERENT!
```

Variables

```
a = 4              # Integer
b = 5.6            # Float
c = "hello"        # String
a = "4"          # rebound to String
```

Naming

- lowercase
- underscore_between_words
- don't start with numbers

See PEP 8

PEP

Python Enhancement Proposal (similar to JSR in Java)

Math

Math

+, **−**, ***, /, ****** (power), **%** (modulo)

Careful with integer division

```
>>> 3/4
0
>>> 3/4.
0.75
```

(In Python 3 `//` is integer division operator)

What happens when you raise 10 to the 100th?

Long

```
>>> 10**100
10000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000L
```

Long (2)

```
>>> import sys
>>> sys.maxint
9223372036854775807
>>> sys.maxint + 1
9223372036854775808L
```

Strings

Strings

```
name = 'matt'
with_quote = "I ain't gonna"
longer = """This string has
multiple lines
in it"""
```

How do I print?

He said, “I’m sorry”

String escaping

Escape with \

```
>>> print 'He said, "I\'m sorry"'
He said, "I'm sorry"
>>> print '''He said, "I'm sorry"'''
He said, "I'm sorry"
>>> print """He said, "I'm sorry\""""
He said, "I'm sorry"
```

String escaping (2)

Escape Sequence	Output
`\\`	Backslash
`\'`	Single quote
`\"`	Double quote
`\b`	ASCII Backspace
`\n`	Newline
`\t`	Tab
`\u12af`	Unicode 16 bit
`\U12af89bc`	Unicode 32 bit
`\o84`	Octal character
`\xFF`	Hex character

String formatting

c-like

```
>>> "%s %s" %('hello', 'world')
'hello world'
```

PEP 3101 style

```
>>> "{0} {1}".format('hello', 'world')
'hello world'
```

Methods & `dir`

dir

Lists attributes and methods:

```
>>> dir("a string")
['__add__', '__class__', ... 'startswith', 'strip',
'swapcase', 'title', 'translate', 'upper', 'zfill']
```

Whats with all the `'__blah__'`?

DUNDER METHODS

dunder (double under) or "special/magic" methods determine what will happen when `+` (`__add__`) or `/` (`__div__`) is called.

help

```
>>> help("a string".startswith)
```

```
Help on built-in function startswith:

startswith(...)
  S.startswith(prefix[, start[, end]]) -> bool

  Return True if S starts with the specified prefix, False
otherwise.
  With optional start, test S beginning at that position.
  With optional end, stop comparing S at that position.
  prefix can also be a tuple of strings to try.
```

String methods

- **`s.endswith(sub)`**

  Returns True if endswith `sub`

- **`s.find(sub)`**

  Returns index of `sub` or `-1`

- **`s.format(*args)`**

  Places args in string

String methods (2)

- **`s.index(sub)`**

  Returns index of `sub` or exception

- **`s.join(list)`**

  Returns `list` items separated by string

- **`s.strip()`**

  Removes whitespace from start/end

Comments

COMMENTS

Comments follow a **#**

COMMENTS

No multi-line comments

More Types

None

Pythonic way of saying NULL. Evaluates to False.

```
c = None
```

BOOLEANS

```
a = True
b = False
```

SEQUENCES

- *lists*
- *tuples*
- *sets*

LISTS

Hold sequences.

How would we find out the attributes & methods of a list?

LISTS

```
>>> dir([])
['__add__', '__class__', '__contains__',...
'__iter__',... '__len__',... , 'append', 'count',
'extend', 'index', 'insert', 'pop', 'remove',
'reverse', 'sort']
```

LISTS

```
>>> a = []
>>> a.append(4)
>>> a.append('hello')
>>> a.append(1)
>>> a.sort() # in place
>>> print a
[1, 4, 'hello']
```

LISTS

How would we find out documentation for a method?

LISTS

`help` function:

```
>>> help([].append)
Help on built-in function append:

append(...)
    L.append(object) -- append object to end
```

List methods

- **`l.append(x)`**

  Insert `x` at end of list

- **`l.extend(l2)`**

  Add `l2` items to list

- **`l.sort()`**

  In place sort

List methods (2)

- **`l.reverse()`**

  Reverse list in place

- **`l.remove(item)`**

  Remove first `item` found

- **`l.pop()`**

  Remove/return item at end of list

Dictionaries

DICTIONARIES

Also called *hashmap* or *associative array* elsewhere

```
>>> age = {}
>>> age['george'] = 10
>>> age['fred'] = 12
>>> age['henry'] = 10
>>> print age['george']
10
```

DICTIONARIES (2)

Find out if `'matt'` in `age`

```
>>> 'matt' in age
False
```

`in` statement

Uses `__contains__` dunder method to determine membership. (Or `__iter__` as fallback)

.get

```
>>> print age['charles']
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
KeyError: 'charles'
>>> print age.get('charles', 'Not found')
Not found
```

DELETING KEYS

Removing `'charles'` from `age`

```
>>> del age['charles']
```

DELETING KEYS

`del` not in `dir`. `.pop` is an alternative

Functions

FUNCTIONS

```
def add_2(num):
    """ return 2
    more than num
    """
    return num + 2

five = add_2(3)
```

FUNCTIONS (2)

- `def`
- function name
- (parameters)
- `:` + indent
- optional documentation
- body
- return

WHITESPACE

Instead of { use a : and indent consistently (4 spaces)

WHITESPACE (2)

invoke `python -tt` to error out during inconsistent tab/space usage in a file

DEFAULT (NAMED) PARAMETERS

```
def add_n(num, n=3):
    """default to
    adding 3"""
    return num + n

five = add_n(2)
ten = add_n(15, -5)
```

`__doc__`

Functions have *docstrings*. Accessible via `.__doc__` or `help`

__doc__

```
>>> def echo(txt):
...     "echo back txt"
...     return txt
>>> help(echo)
Help on function echo in module __main__:
<BLANKLINE>
echo(txt)
    echo back txt
<BLANKLINE>
```

NAMING

- lowercase
- underscore_between_words
- don't start with numbers
- verb

See PEP 8

Conditionals

CONDITIONALS

```
if grade > 90:
    print "A"
elif grade > 80:
    print "B"
elif grade > 70:
    print "C"
else:
    print "D"
```

Remember the colon/whitespace!

Booleans

```
a = True
b = False
```

Comparison Operators

Supports (>, >=, <, <=, ==, !=)

```
>>> 5 > 9
False
>>> 'matt' != 'fred'
True
>>> isinstance('matt',
basestring)
True
```

Boolean Operators

`and`, `or`, `not` (for logical), &, |, and ^ (for bitwise)

```
>>> x = 5
>>> x < -4 or x > 4
True
```

Boolean note

Parens are only required for precedence

```
if (x > 10):
    print "Big"
```

same as

```
if x > 10:
    print "Big"
```

Chained comparisons

```
if 3 < x < 5:
    print "Four!"
```

Same as

```
if x > 3 and x < 5:
    print "Four!"
```

Iteration

ITERATION

```
for number in [1,2,3,4,5,6]:
    print number

for number in range(1, 7):
    print number
```

`range` NOTE

Python tends to follow *half-open interval* (`[start,end)`) with `range` and slices.

- end - start = length
- easy to concat ranges w/o overlap

ITERATION (2)

Java/C-esque style of object in array access (BAD):

```
animals = ["cat", "dog", "bird"]
for index in range(len(animals)):
    print index, animals[index]
```

ITERATION (3)

If you need indices, use `enumerate`

```
animals = ["cat", "dog", "bird"]
for index, value in enumerate(animals):
    print index, value
```

ITERATION (4)

Can `break` out of nearest loop

```
for item in sequence:
    # process until first negative
    if item < 0:
        break
    # process item
```

ITERATION (5)

Can `continue` to skip over items

```
for item in sequence:
    if item < 0:
        continue
    # process all positive items
```

ITERATION (6)

Can loop over lists, strings, iterators, dictionaries... sequence like things:

```
my_dict = { "name": "matt", "cash": 5.45}
for key in my_dict.keys():
  # process key

for value in my_dict.values():
  # process value

for key, value in my_dict.items():
  # process items
```

pass

`pass` is a null operation

```
for i in range(10):
    # do nothing 10 times
    pass
```

Hint

Don't modify *list* or *dictionary* contents while looping over them

Slicing

Slicing

Sequences (lists, tuples, strings, etc) can be *sliced* to pull out a single item

```
my_pets = ["dog", "cat", "bird"]
favorite = my_pets[0]
bird = my_pets[-1]
```

Negative Indexing

Proper way to think of [negative indexing] is to reinterpret `a[-X]` as `a[len(a)-X]`

@gvanrossum

Slicing (2)

Slices can take an end index, to pull out a list of items

```
my_pets = ["dog", "cat", "bird"]
 # a list
cat_and_dog = my_pets[0:2]
cat_and_dog2 = my_pets[:2]
cat_and_bird = my_pets[1:3]
cat_and_bird2 = my_pets[1:]
```

Slicing (3)

Slices can take a stride

```
my_pets = ["dog", "cat", "bird"]
 # a list
dog_and_bird = [0:3:2]
zero_three_etc = range(0,10)
[::3]
```

Slicing (4)

Just to beat it in

```
veg = "tomatoe"
correct = veg[:-1]
tmte = veg[::2]
eotamot = veg[::-1]
```

File IO

File Input

Open a file to read from it (old style):

```
fin = open("foo.txt")
for line in fin:
    # manipulate line

fin.close()
```

File Output

Open a file using `'w'` to `write` to a file:

```
fout = open("bar.txt", "w")
fout.write("hello world")
fout.close()
```

Always remember to close your files!

CLOSING WITH `with`

implicit `close` (new 2.5+ style)

```
with open('bar.txt') as fin:
    for line in fin:
        # process line
```

Classes

Classes

```
class Animal(object):
    def __init__(self, name):
        self.name = name

    def talk(self):
        print "Generic Animal Sound"

animal = Animal("thing")
animal.talk()
```

Classes (2)

notes:

- `object` (base class) (fixed in 3.X)
- *dunder* init (constructor)
- all methods take `self` as first parameter

Classes(2)

Subclassing

```
class Cat(Animal):
    def talk(self):
        print '%s says, "Meow!"' % (self.name)

cat = Cat("Groucho")
cat.talk() # invoke method
```

Classes(3)

```
class Cheetah(Cat):
    """classes can have
    docstrings"""

    def talk(self):
        print "Growl"
```

NAMING

- CamelCase
- don't start with numbers
- Nouns

Debugging

Poor mans

`print` works a lot of the time

Remember

Clean up `print` statements. If you really need them, use `logging` or write to `sys.stdout`

pdb

```
import pdb; pdb.set_trace()
```

`pdb` commands

- `h` - help
- `s` - step into
- `n` - next
- `c` - continue
- `w` - where am I (in stack)?
- `l` - list code around me

That's all

Questions? Tweet me

For more details see

Treading on Python Volume 1

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