

Week 2

Intro to Python

A dark blue diagonal gradient bar that starts from the bottom left and extends towards the top right, covering the lower half of the slide.

Chapters 2 & 3

Topics for today:

Input function

Built-in functions

Eval function

ASCII Code

Simultaneous assignments

Strings

Identifiers

Formatting numbers and strings

Numeric operators

Data type conversions and rounding

input() and eval()

We can ask the user to input a value.

A simple example is to ask the user to input their name and then display it.

```
1  # Name of user
2  name = input("Enter your name: ")
3
4  # Displays name
5  print("Your name is", name)
```

Suppose we have three circles and we want to find their area. We have found the radii to be 3 in, 7 in, and 9 in and we write a program that will quickly calculate these areas.

```
1  # First we define pi
2  pi = 3.1416
3
4  # Then we ask the user to input the radius
5  radius = eval(input("Enter the radius: "))
6
7  # Calculate area
8  area = (radius**2)*pi
9
10 # Display the answer
11 print("The area of the circle is", area, "in^2")
```

Simultaneous assignments

Since we already knew we were going to have three circles we can ask for the three radii at once.

```
1  # Pi
2  pi = 3.1416
3
4  # Input radii
5  r1, r2, r3 = eval(input("Enter the radii separated by commas: "))
6
7  # Calculate areas
8  a1, a2, a3 = (r1**2)*pi, (r2**2)*pi, (r3**2)*pi
9
10 # Display the answers
11 print("First area is", a1, "in^2")
12 print("Second area is", a2, "in^2")
13 print("Third area is", a3, "in^2")
```

Identifiers

An identifier is a sequence of characters that consists of letters, digits, and underscores (_).

It cannot begin with a digit.

It also cannot be a keyword.

Functions and variables are examples of identifiers:

`my_variable`

`print`

List of keywords

and, else, as, except, assert, False, break, finally, class, for, continue, from, def, global, or, del, if, pass, elif, import, raise, in, return, is, True, lambda, try, None, while, nonlocal, with, not, yield.

Numeric operators

| <i>Name</i> | <i>Meaning</i> | <i>Example</i> | <i>Result</i> |
|-------------|------------------|-------------------|---------------|
| + | Addition | 34 + 1 | 35 |
| - | Subtraction | 34.0 - 0.1 | 33.9 |
| * | Multiplication | 300 * 30 | 9000 |
| / | Float Division | 1 / 2 | 0.5 |
| // | Integer Division | 1 // 2 | 0 |
| ** | Exponentiation | 4 ** 0.5 | 2.0 |
| % | Remainder | 20 % 3 | 2 |

Perhaps the most confusing operator is the modulo (%) or “mod” operator. It returns the remainder after the operation.

$$\begin{array}{r} 2 \\ 3 \overline{) 7} \\ \underline{6} \\ 1 \end{array} \quad \begin{array}{r} 0 \\ 7 \overline{) 3} \\ \underline{0} \\ 3 \end{array} \quad \begin{array}{r} 3 \\ 4 \overline{) 12} \\ \underline{12} \\ 0 \end{array} \quad \begin{array}{r} 3 \\ 8 \overline{) 26} \\ \underline{24} \\ 2 \end{array} \quad \text{Divisor} \longrightarrow \begin{array}{r} 1 \\ 13 \overline{) 20} \\ \underline{13} \\ 7 \end{array} \begin{array}{l} \longleftarrow \text{Quotient} \\ \longleftarrow \text{Dividend} \\ \longleftarrow \text{Remainder} \end{array}$$

What would be the answer for $42 \% 5$?
 $42 \% 4$?

Conversions and rounding

Converting from floats to integers.

Float: 5.6

```
int(5.6)
```

Yields 5, *int()* truncates the number.

Rounding floats.

Float: 5.6

```
round(5.6)
```

Yields 6. If we use the function to round 5.3 we would get 5.

You can round to a specific number of digits.

```
x = 43/37
round(x, 2)
>>> 1.16
round(x, 5)
>>> 1.16216
```

Built-in functions

Simple built-in functions

| Function | Description | Example |
|-------------------------------|--|--|
| <code>abs(x)</code> | Returns the absolute value for <code>x</code> . | <code>abs(-2)</code> is 2 |
| <code>max(x1, x2, ...)</code> | Returns the largest among <code>x1, x2, ...</code> | <code>max(1, 5, 2)</code> is 5 |
| <code>min(x1, x2, ...)</code> | Returns the smallest among <code>x1, x2, ...</code> | <code>min(1, 5, 2)</code> is 1 |
| <code>pow(a, b)</code> | Returns a^b . Same as <code>a ** b</code> . | <code>pow(2, 3)</code> is 8 |
| <code>round(x)</code> | Returns an integer nearest to <code>x</code> . If <code>x</code> is equally close to two integers, the even one is returned. | <code>round(5.4)</code> is 5 <code>round(5.5)</code> is 6 <code>round(4.5)</code> is 4 |
| <code>round(x, n)</code> | Returns the float value rounded to <code>n</code> digits after the decimal point. | <code>round(5.466, 2)</code> is 5.47 <code>round(5.463, 2)</code> is 5.46 |

Mathematical functions

These can be used by importing the math module, just type `import math`.

The math module has helpful functions like square-roots and logarithmic functions, as well as numbers like π or e (Euler's number).

```
1 import math
2
3 # natural log
4 math.log(10)
5
6 # square root
7 math.sqrt(9)
8
9 # log(x, base)
10 math.log(100, 10)
11
12 # pi, 3.141592653589793
13 math.pi
14
15 # e, 2.718281828459045
16 math.e
```


ASCII

American **S**tandard **C**ode for **I**nformation **I**nterchange

Computers can only understand numbers

ASCII code is the numerical representation of all uppercase and lowercase letters, digits, punctuation marks, and control characters

`ord('a') = 97`

→ Returns ASCII code value

`chr(97) = 'a'`

→ Returns character, given ASCII

| Dec | Hx | Oct | Char | Dec | Hx | Oct | Html | Chr | Dec | Hx | Oct | Html | Chr | Dec | Hx | Oct | Html | Chr |
|-----|----|-----|------------------------------------|-----|----|-----|-------|--------------|-----|----|-----|-------|----------|-----|----|-----|--------|------------|
| 0 | 0 | 000 | NUL (null) | 32 | 20 | 040 | | Space | 64 | 40 | 100 | @ | @ | 96 | 60 | 140 | ` | ` |
| 1 | 1 | 001 | SOH (start of heading) | 33 | 21 | 041 | ! | ! | 65 | 41 | 101 | A | A | 97 | 61 | 141 | a | a |
| 2 | 2 | 002 | STX (start of text) | 34 | 22 | 042 | " | " | 66 | 42 | 102 | B | B | 98 | 62 | 142 | b | b |
| 3 | 3 | 003 | ETX (end of text) | 35 | 23 | 043 | # | # | 67 | 43 | 103 | C | C | 99 | 63 | 143 | c | c |
| 4 | 4 | 004 | EOT (end of transmission) | 36 | 24 | 044 | $ | \$ | 68 | 44 | 104 | D | D | 100 | 64 | 144 | d | d |
| 5 | 5 | 005 | ENQ (enquiry) | 37 | 25 | 045 | % | % | 69 | 45 | 105 | E | E | 101 | 65 | 145 | e | e |
| 6 | 6 | 006 | ACK (acknowledge) | 38 | 26 | 046 | & | & | 70 | 46 | 106 | F | F | 102 | 66 | 146 | f | f |
| 7 | 7 | 007 | BEL (bell) | 39 | 27 | 047 | ' | ' | 71 | 47 | 107 | G | G | 103 | 67 | 147 | g | g |
| 8 | 8 | 010 | BS (backspace) | 40 | 28 | 050 | (| (| 72 | 48 | 110 | H | H | 104 | 68 | 150 | h | h |
| 9 | 9 | 011 | TAB (horizontal tab) | 41 | 29 | 051 |) |) | 73 | 49 | 111 | I | I | 105 | 69 | 151 | i | i |
| 10 | A | 012 | LF (NL line feed, new line) | 42 | 2A | 052 | * | * | 74 | 4A | 112 | J | J | 106 | 6A | 152 | j | j |
| 11 | B | 013 | VT (vertical tab) | 43 | 2B | 053 | + | + | 75 | 4B | 113 | K | K | 107 | 6B | 153 | k | k |
| 12 | C | 014 | FF (NP form feed, new page) | 44 | 2C | 054 | , | , | 76 | 4C | 114 | L | L | 108 | 6C | 154 | l | l |
| 13 | D | 015 | CR (carriage return) | 45 | 2D | 055 | - | - | 77 | 4D | 115 | M | M | 109 | 6D | 155 | m | m |
| 14 | E | 016 | SO (shift out) | 46 | 2E | 056 | . | . | 78 | 4E | 116 | N | N | 110 | 6E | 156 | n | n |
| 15 | F | 017 | SI (shift in) | 47 | 2F | 057 | / | / | 79 | 4F | 117 | O | O | 111 | 6F | 157 | o | o |
| 16 | 10 | 020 | DLE (data link escape) | 48 | 30 | 060 | 0 | 0 | 80 | 50 | 120 | P | P | 112 | 70 | 160 | p | p |
| 17 | 11 | 021 | DC1 (device control 1) | 49 | 31 | 061 | 1 | 1 | 81 | 51 | 121 | Q | Q | 113 | 71 | 161 | q | q |
| 18 | 12 | 022 | DC2 (device control 2) | 50 | 32 | 062 | 2 | 2 | 82 | 52 | 122 | R | R | 114 | 72 | 162 | r | r |
| 19 | 13 | 023 | DC3 (device control 3) | 51 | 33 | 063 | 3 | 3 | 83 | 53 | 123 | S | S | 115 | 73 | 163 | s | s |
| 20 | 14 | 024 | DC4 (device control 4) | 52 | 34 | 064 | 4 | 4 | 84 | 54 | 124 | T | T | 116 | 74 | 164 | t | t |
| 21 | 15 | 025 | NAK (negative acknowledge) | 53 | 35 | 065 | 5 | 5 | 85 | 55 | 125 | U | U | 117 | 75 | 165 | u | u |
| 22 | 16 | 026 | SYN (synchronous idle) | 54 | 36 | 066 | 6 | 6 | 86 | 56 | 126 | V | V | 118 | 76 | 166 | v | v |
| 23 | 17 | 027 | ETB (end of trans. block) | 55 | 37 | 067 | 7 | 7 | 87 | 57 | 127 | W | W | 119 | 77 | 167 | w | w |
| 24 | 18 | 030 | CAN (cancel) | 56 | 38 | 070 | 8 | 8 | 88 | 58 | 130 | X | X | 120 | 78 | 170 | x | x |
| 25 | 19 | 031 | EM (end of medium) | 57 | 39 | 071 | 9 | 9 | 89 | 59 | 131 | Y | Y | 121 | 79 | 171 | y | y |
| 26 | 1A | 032 | SUB (substitute) | 58 | 3A | 072 | : | : | 90 | 5A | 132 | Z | Z | 122 | 7A | 172 | z | z |
| 27 | 1B | 033 | ESC (escape) | 59 | 3B | 073 | ; | ; | 91 | 5B | 133 | [| [| 123 | 7B | 173 | { | { |
| 28 | 1C | 034 | FS (file separator) | 60 | 3C | 074 | < | < | 92 | 5C | 134 | \ | \ | 124 | 7C | 174 | | | |
| 29 | 1D | 035 | GS (group separator) | 61 | 3D | 075 | = | = | 93 | 5D | 135 |] |] | 125 | 7D | 175 | } | } |
| 30 | 1E | 036 | RS (record separator) | 62 | 3E | 076 | > | > | 94 | 5E | 136 | ^ | ^ | 126 | 7E | 176 | ~ | ~ |
| 31 | 1F | 037 | US (unit separator) | 63 | 3F | 077 | ? | ? | 95 | 5F | 137 | _ | _ | 127 | 7F | 177 | | DEL |

Strings

A sequence of characters and can include text and numbers. String values are enclosed in matching single quotes (') or double quotes (").

What if we wanted to include double quotes in our print statement? We can use escape sequences.

Python Escape Sequences

| Character Escape Sequence | Name |
|---------------------------|-----------------|
| <code>\b</code> | Backspace |
| <code>\t</code> | Tab |
| <code>\n</code> | Linefeed |
| <code>\f</code> | Formfeed |
| <code>\r</code> | Carriage Return |
| <code>\\</code> | Backslash |
| <code>\'</code> | Single Quote |
| <code>\"</code> | Double Quote |

```
# The following will give you an error
print("The instructor said "Python is fun!")

# Correct way to print this
print("The instructor said \"Python is fun!\")
```

We can convert a number to string using the `str()` function:

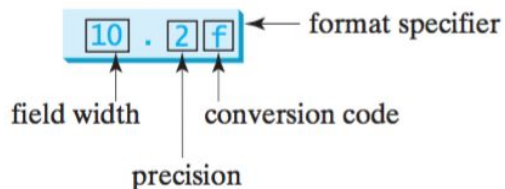
```
# float to string
str(3.4)

# int to string
str(32)
```

To concatenate strings we can use the String Concatenation Operator or the `+` Operator

Formating

We can format numbers and strings to be in a specific width and to a certain precision.



The specifiers for numbers are:

Floats - *f*

Integers - *d* (decimal), *x* (hexadecimal), and *b* (binary)

Strings - *s*

Some examples:

```
# the string will be length 8
# the precision is to 3 digits
# past the decimal point
format(23.1245, "8.3f")
>>> ' 23.125'

format(23, "10.2f")
>>> '      23.00'

format(3452, "5d")
>>> ' 3452'

format("Intro to Python", "20s")
>>> 'Intro to Python      '
```

Formatting (cont.)

Other specifiers:

Scientific notation: e

Percentage: %

TABLE 3.4 Frequently Used Specifiers

| Specifier | Format |
|-----------|---|
| "10.2f" | Format the float item with width 10 and precision 2. |
| "10.2e" | Format the float item in scientific notation with width 10 and precision 2. |
| "5d" | Format the integer item in decimal with width 5. |
| "5x" | Format the integer item in hexadecimal with width 5. |
| "5o" | Format the integer item in octal with width 5. |
| "5b" | Format the integer item in binary with width 5. |
| "10.2%" | Format the number in decimal. |
| "50s" | Format the string item with width 50. |
| "<10.2f" | Left-justify the formatted item. |
| ">10.2f" | Right-justify the formatted item. |

More examples:

```
format(8267392, "<10.2e")
>>> '8.27e+06'

format(8267392, "10.2e")
>>> ' 8.27e+06'

format(.34, "5.1%")
>>> '34.0%'

format(43, "<10b")
>>> '101011'
```

More details in section 3.6.1 of the textbook