What is Python

- Python is an interpreted, object-oriented, high-level programming language.
- Python's simple, easy to learn syntax emphasizes readability and therefore reduces the cost of program maintenance.
- Python supports modules and packages, which encourages program modularity and code reuse.
- The Python interpreter and the extensive standard library are available in source or binary form without charge for all major platforms, and can be freely distributed.

Download Python

- https://www.python.org/downloads/

Pre-requisites

- Indentation
- Declaration of variable not required (automatically derive the data type)
- Python is by default installed on all Linux Servers.
- For any program to work in your Local Machine/Server, the Runtime Programming Language environment should be installed.
- As of January 1st, 2020 no new bug reports, fixes, or changes will be made to Python 2, and Python 2 is no longer supported.

Python Shell

- We can use any one of the below Python Shell for understanding of this lannguage
  - Python Online Shell
    - Navigate to Python Online Shell in browser : https://www.python.org/shell/
  - Login to EC2 and Install `python3` using `yum`

```
sudo yum install python3
```

    - To Open Python Interpretor enter

```
python3
```

Values and types

- A value is one of the basic things a program works with, like a letter or a number.
- To get the `type` of the `value`

```
```

```
>>> type('Hello, World!')
<class 'str'>

>>> type(17)
<class 'int'>

>>> type('17')
<class 'str'>

>>> type(3.2)
<class 'float'>

>>> type('3.2')
<class 'str'>
```

```
# this is similar to echo in bash
print("Hello world!")
```

- These values belong to different types: 2 is an integer, and 'Hello, World!' is a string, so-called because it contains a “string” of letters.
- You (and the interpreter) can identify strings because they are enclosed in quotation marks.
- A string is a series of characters, surrounded by single or double quotes.

Variables

- Variables are used to store values.
- An assignment statement creates new variables and gives them values:

```
msg = "Hello world!"
type(msg)
print(msg)
```

Concatenation (combining strings)

```
first = 'AWS'
last = 'Devops'
full_name = first + ' ' + last
print(full_name)
```

Comments

- Comments in Python start with the `#` symbol:
- This comment contains useful information that is not in the code:

```
>>> v = 5 # velocity in meters/second.
>>> print(v)
```

Boolean expressions

- A boolean expression is an expression that is either true or false. The following examples use the operator `==` which compares two operands and produces `True` if they are equal and `False` otherwise:

```
>>> 5 == 5
True
>>> 5 == 6
False
```

- `True` and `False` are special values that belong to the type bool; they are not strings:

```
>>> type(True)
<type 'bool'>
>>> type(False)
<type 'bool'>
```

- The `==` operator is one of the relational operators; the others are:
  - `x != y`
    - x is not equal to y
  - `x > y`
    - x is greater than y
  - `x < y`
    - x is less than y
  - `x >= y`
    - x is greater than or equal to y
  - `x <= y`
    - x is less than or equal to y

Interpreter Vs Compiler

Interpreter	**Compiler**
Translates program one statement at a time	Scans the entire program and translates it as a whole into machine code.

Interpreter	Compiler
Take less amount of time to analyze the source code, while the overall execution time is comparatively slower than compilers.	Compilers usually take a large amount of time to analyze the source code, while the overall execution time is comparatively faster than interpreters.

--

Interpreter	Compiler
No intermediate object code is generated, hence are memory efficient.	Generates intermediate object code which further requires linking, hence requires more memory.
Programming languages like `Python, Javascript, Ruby` use `interpreters`.	Programming languages like `C, C++, Java` use `compilers`.

--

Java and Python

Java Program

```
// Your First Program
class HelloWorld {
    public static void main(String[] args) {
System.out.println("Hello, World inside main function");
    }
    System.out.println("Hello, World! outside main function");
}
```

- To install java use : `sudo yum install java-devel`
- Execute `javac HelloWorld.java` to compile the Java Code.
- This will create a `HelloWorld.class` file the program can be executed with `java HelloWorld`.

Python Program

- Python follows `indentation` approach
- No Curly brackets in Python
- Create `if_else.py` file and execute using `python3 if_else.py`

```
x=8
if x > 5:
    print("x is greater than 5")
else:
    print("x is not greater than 5")
```

```
print("x is greater than 5 outside if")
```

Conditional Execution

- Conditional statements provides the ability to check conditions and change the behavior of the program accordingly.
- The simplest form is the if statement:

```
x=5
if x > 0:
    print('x is positive')
```

- The boolean expression after if is called the **condition**. If it is **true**, then the indented statement gets executed. If not, nothing happens.
- Another Example of `if`

```
age = 21
if age >= 18:
    print("You can vote!")
```

--

- If-elif-else statements

```
if age < 4:
    ticket_price = 0
elif age < 18:
    ticket_price = 10
else:
    ticket_price = 15

print("ticket_price value is",ticket_price)
```

- Create `ticket_price.py` file
- Write above code in file
- Run it with `python ticket_price.py`

Lists

- A list stores a series of items in a particular order. You access items using an index, or within a loop.
- List are `mutable` i.e **something is changeable or has the ability to change**
- In a list, first value is at index `0`

--

```
bikes = ['Apache', 'Suzuki', 'Pulsar']
bikes[1] = 'bmw'
type(bikes)
#Get the first item in a list
first_bike = bikes[0]
first_bike = bikes[1]
bikes[3]
# Traceback (most recent call last):
#  File "<stdin>", line 1, in <module>
#IndexError: list index out of range
last_bike = bikes[-1]
len(bikes)
for bike in bikes:
    print(bike)
```

--

- Adding items to a list

```
bikes = []
bikes.append('Apache')
bikes.append('Suzuki')
bikes.append('Pulsar')
len(bikes)
```

--

- Slicing a list

```
aws_topics = ['ec2', 's3', 'rds', 'lambda']
first_two = aws_topics[:2]

aws_topics_copy = aws_topics[:]

>>> aws_topics[:]
['ec2', 's3', 'rds', 'lambda']
>>> aws_topics[0:1]
['ec2']
>>> aws_topics[0:2]
['ec2', 's3']
>>> aws_topics[:2]
['ec2', 's3']
>>> aws_topics[1:3]
['s3', 'rds']
list_var[:2]
```

Tuples

- Tuples are `immutable`
- A tuple is a sequence of values.
- The values can be any type, and they are indexed by integers, so in that respect tuples are a lot like lists.
- Syntactically, a tuple is a comma-separated list of values:

```
>>> t = 'a', 'b', 'c', 'd', 'e'
```

--

- Although it is not necessary, it is common to enclose tuples in parentheses:

```
>>> t = ('a', 'b', 'c', 'd', 'e')
```

- Also, tuple can be created as a built-in function tuple. With no argument, it creates an empty tuple:

```
>>> t = tuple()
>>> print(t)
>>> t = ('a', 'b', 'c', 'd', 'e')
>>> print(t[0])
>>> print(t[1:3])
```

- But if you try to modify one of the elements of the tuple, you get an error:

```
>>> t[0] = 'A'
TypeError: 'tuple' object does not support item assignment
```

Dictionaries in Python

- It stores connections between pieces of information. Each item in a dictionary is a `key:value` pair

```
s3buckets = {'name': 'mys3bucket', 'numOfObj': 10}
print("The S3 Bucket name is color is " + s3buckets['name'])
```

- Adding a new `key: value` pair

```
s3buckets['size'] = 0
print(s3bucket)
```

Dictionaries and tuples

- Dictionaries have a method called `items` that returns a list of tuples, where each tuple is a key-value pair.

```
>>> d = {'name':'mys3bucket', 'numOfObj':10, 'totalSize':200}
>>> list_d = d.items()
>>> type(list_d)
>>> print(list_d)
```

- Combining items, tuple assignment and for, you get the item for traversing the keys and values of a dictionary

```
>>> for key, val in d.items():
...     print(key,val)
```

--

- Looping through all key-value pairs

```
s3buckets = {'name': 'mys3bucket', 'numOfObj': 10}
for key, value in s3buckets.items():
    print("key is ",key)
    print("value is ",value)
```

- Looping through all keys

```
s3buckets = {'name': 'mys3bucket', 'numOfObj': 10}
for s3key in s3buckets.keys():
    print(s3key)
```

- Looping through all the values

```
s3buckets = {'name': 'mys3bucket', 'numOfObj': 10}
for s3value in s3buckets.values():
    print(s3value)
```

--

- Your programs can prompt the user for input. All input is stored as a string i.e `<class str>`.

```
name = input("What's your name? ")
print("Hello, " + name + "!")
type(name)
count = input("How many Data Centers are present in NV region?")
count = int(count)

pi = input("What's the value of pi? ")
pi = float(pi)
```

- String in the above input is converted into specific data type using `int()` and `float()` methods.
- A while loop repeats a block of code as long as a certain condition is True.

--

- A simple while loop

```
current_value = 1
while current_value <= 5:
print(current_value)
current_value += 1
```

- Letting the user choose when to quit

```
msg = ''
while msg != 'quit':
msg = input("Type your message? ")
print(msg)
```

Functions

- Functions are named blocks of code, designed to do one specific job. Information passed to a function is called an **argument**, and information received by a function is called a **parameter**.

--

Defining a Function

- Function blocks begin with the keyword def followed by the function name and parentheses (( )).
- Any input parameters or arguments should be placed within these parentheses.
- The statement **return [expression]** exits a function, optionally passing back an expression to the caller. A return statement with no arguments is the same as return None.

--

Calling a Function

- Defining a function only gives it a name, specifies the parameters that are to be included in the function and structures the blocks of code.
- Once the structure of a function is finalized, you can execute it by calling it from another function or directly in the Python Script.
- A simple function

```
def greet_user():
"""Display a simple greeting."""
    print("Hello!")
greet_user()
```

--

Function Arguments

- `Required arguments` are the arguments passed to a function in correct positional order.

```
def greet_user(username):
    print("Hello, " + username + "!")

greet_user('jesse')
```

- Default values for parameters

```
def create_s3_bucket(bktname='mys3bucket'):
    print("Creating a " + bktname + " S3 bucket!")

create_s3_bucket()
create_s3_bucket('news3bucket')
```

--

- Returning a value

```
def add_numbers(x, y):
    return x + y

sum1 = add_numbers(3, 5)
sum2 = add_numbers(10, 15)
print(sum1)
print(sum2)
```

Math functions

- Python has a **math** module that provides most of the familiar mathematical functions. A **module** is a file that contains a collection of related functions.
- Before we can use the module, we have to import it:

```
>>> import math
```

- This statement creates a module object named **math**.

```
>>> print(math)
<module 'math' (built-in)>
```

--

- The module object contains the **functions** and **variables** defined in the module. To access one of the functions, you have to specify the name of the module and the name of the function, separated by a dot. This format is called **dot notation**.
- If you **import math**, you get a module object named **math**. The module object contains constants like **pi** and **functions** like **sin** and **exp**.

--

Python provides below ways to import modules

- using `dot notation`

```
>>> import math
>>> print(math)
<module 'math' (built-in)>
>>> print(math.pi)
3.14159265359
```

- But if you try to access `pi` directly, you get an error.

```
>>> print(pi)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'pi' is not defined
```

--

- As an alternative, you can import an object `from` a module like this:

```

```

```
>>> from math import pi
>>> print(pi)
3.141592653589793
```

- Execute a file in python

```
python filename.py
```

Json module in Python

- **json objects** are surrounded by curly braces { }. They are written in key and value pairs.
- **json.loads()** takes in a string and returns a json object.
- **json.dumps()** takes in a json object and returns a string.

--

- String (JSON) ----------> `json.loads()` -----> json Object (dict)
- json Object (dict) -----> `json.dumps()` -----> String

--

- **Example : json.loads()**

```
import json
x =  '{ "name":"John", "age":30, "city":"New York"}'
print("Type of x is ",type(x))
y = json.loads(x)
print("Type of y is ",type(y))
print(y["age"])
```

--

- **Example : json.dumps()**

```
import json
a = {"GroupName": "default","GroupId": "sg-32ef414c"}
print("Type of a is ",type(a))
b = json.dumps(a)
print("Type of b is ",type(b))
print (b)
```

Python sys.argv

- The **sys** module provides functions and variables used to manipulate different parts of the Python runtime environment.
- This module provides access to variables used or maintained by the interpreter, like **sys.argv** which is a simple list structure.
    - It is a list of command line arguments.
    - **len(sys.argv)** provides the number of command line arguments.
    - **sys.argv[0]** is the name of the current Python script.

--

```
import sys

# total arguments
print(type(sys.argv))
n = len(sys.argv)
print("Total arguments passed:", n)
# Arguments passed
print("\nName of Python script:", sys.argv[0])
# print("\nArguments passed:", end = " ")
print("\nArguments passed:", sys.argv )
for i in range(1, n):
    print(sys.argv[i])
    # print(sys.argv[i], end = " ")
# Addition of numbers
sum_val = 0
# Using argparse module
for i in range(1, n):
    sum_val = sum_val + int(sys.argv[i])
print("\n\nResult:", sum_val)
```

- Execute the above code as:

```
python3 add.py 2 4 6 8
```
