# An Introduction to Python

#### Azalee Bostroem

#### 1. Python as a Calculator

- Addition: +
- Subtraction: -
- Multiplication: \*
- Division: /
- Modulo: %
- Powers: \*\*

#### **Exercises 1**

- 1. Calculate the mean of the numbers 2, 3, and 10
- 2. Calculate the hypotenuse of a triangle with sides 6 and 8

#### 2. Basic Types

- Integer: int
- Floating Point: float
- String: str
- Boolean: bool

#### **Exercise 2:**

- Try multiplying each type by 2. What does multiplication mean for an int, float, str, and bool
- 2. Test addition, subtraction, and division on all of the types. What types support which operations? What does each operation mean for each type?

#### 3. Variables

- Variable assignment
- print statement
- order of operations

#### Aside: 3 reasons to use ipython

- %whos
- tab complete
- repeating previous commands

# Containers:

## lists, tuples, dictionaries

#### 4. Lists []

- Example
- indexing: start with 0
- size: len()
- slicing
- negative indexing
- changing values

#### **Exercise 4:**

- 1. Make a list with 5 items in it
- 2. Print the 4th item in the list
- print the sublist containing the 3rd, 4th, and 5th items in the list
- 4. Experiment with multiplication and addition with lists. What do these operations do?

#### 5. Tuples ()

- association items
- Can't be modified
- Can't be indexed
- unpacking

#### **Aside: Sets**

Unique elements of a list or Tuple

#### 6. Dictionaries { }

- keys and values
- adding items
- size: len()
- dict.keys()
- dict.items()

#### **Exercise 6:**

Make a dictionary and experiment using different types as keys. Can containers be keys?

# Code Blocks

### if, while, for

#### 7. If, elif, else

- less than: <</li>
- greater than: >
- less than or equal to: <=</li>
- greater than or equal to: >=
- equals: ==
- not equal: !=

#### **Exercise 7:**

Write an if statement that prints whether x is even or odd

#### 8. Side Note: Basic Plotting

- plot
- symbol: '.', 'o', 's', '\*', 'd', '^', more
- line: '-', '--', ':', ':-'
- color: 'b', 'g', 'r', 'c', 'm', 'y', 'k', 'w', more

#### **Exercise 8**

- Create a plot with at least 5 points. Make your points circles with a dashed line connecting them.
- 2. Zoom in on a point on your plot. Notice what happens to the x and y tick labels as you zoom in close. Do the symbols change size?

#### 9. Looping - while and for

- While loop
- for loop
- Object oriented!
- range()
- zip()
- putting it all together: for loop+dictionary+.
  items()+unpacking
- modifying a list
- empty list
- .append()

#### **Exercise 9:**

- Using a loop, calculate the factorial of 42 (the product of all integers up to and including 42)
- 2. Using a loop, plot  $y = x^2$  for x between 0 and 10

#### 10. Functions

- def
- return
- multiple inputs
- Basic functions
  - o type()
  - o float(), str(), int()

#### **Exercise 10:**

Create a function that returns the factorial of a given number

#### 11. Reading Files

- open()
- dir()
- help()
- .readlines()
- .split()
- .seek(0)

#### **Exercise 11:**

- Read the file 'big\_animals.txt' and print each line on which more than 10 moose were sighted.
- Turn the code for #1 into a function and use it on the files 'merida\_animals.txt' and 'fergus\_animals.txt'.

# **Advanced Topics**

# more on functions and plotting

# 12. Modules, functions, and importing

- .py
- multiple def/return statements
- area()
- import statement

Exercise: Add a function to your circle module which calculates the circumference of a circle given the radius.

math module

#### **Exercise 12:**

 import the math module into your function file and replace your estimate of 3.14 with math.pi

#### 13. More Plotting

- pylab.xlabel()
- pylab.ylabel()
- pylab.title()
- pylab.legend([])
- keyword arguments
  - legend: loc
  - plot: color, marker, linestyle, linewidth