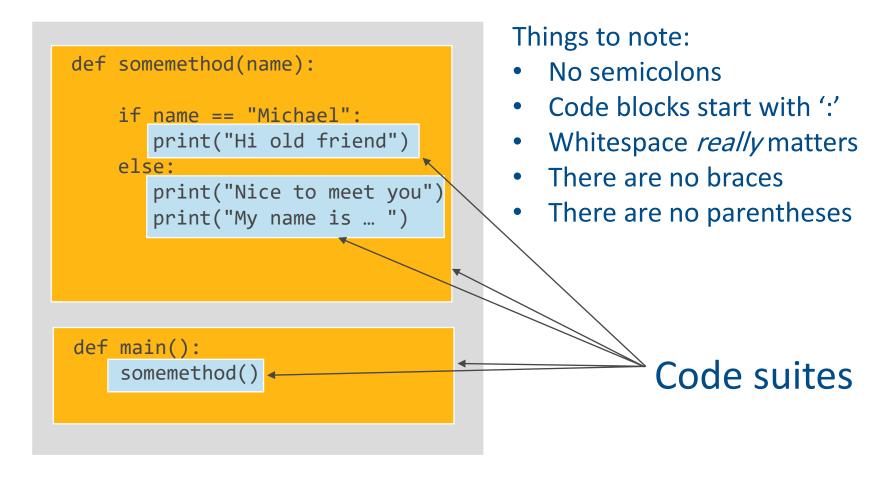
The Python Language

- Objectives
 - Learn the basics of the Python language
 - Define code blocks
 - Work with variables
 - Test for true / false using various conditionals
 - Write loops to work with sets of data
 - Use deterministic clean up for recovering resources

The 'shape' of a Python program

 Python defines code blocks (known as suites in Python) using whitespace and colons.



Variables

Declaring variables

```
name = "Jeff"
print( "Hi there " + name )
name = 42
print( name )
```

Note:

- You do not declare the type
- Discover current type via type(var)
- Compare references with id(var) and var1 is var2
- Compare values with var1 == var2

Variables [scope]

- Variable scope
 - Python does not have strict block scope like many C-based languages
 - Not restricted to the declaring scope
 - Scope is global or function level

```
num1 = 40

if num1 > 10:
    num2 = 2
    print("Num from if: " + str(num2))

print("Looks like the number is " + str(num1 + num2))

# prints 'Looks like the number is 42'
```

Variables [global scope]

- Variable scope
 - global keyword can promote scope

```
sharedVal = 3

def method1():
    global sharedVal
    if sharedVal == 3:
        sharedVal = 7

    sharedVal += 1

method1()
print( sharedVal ) # prints 8
```

Comments

- Comments are indicated with the # character
- They last for rest of a single line

```
name = "Jeff"
print( "Hi there " + name ) # use string concat
num = 42
# I wouldn't try this one!
print( "Hi there " + num) # this is an error!
```

Conditionals: Truthiness

- The following are considered False
 - None
 - False
 - zero of any numeric type, for example, 0, 0.0
 - any empty sequence, for example, '', (), [].
 - any empty mapping, for example, {}.
- Everything else is **True**

Conditionals: if statements

- if statements are simple suites
- Additional tests are done using elif (not else if)
- and and or are words (not symbols, e.g. && and ||)
- else statements can appear at the end

```
if len(name) > 5:
    print('Oh you have a long name!')
elif len(name) == 5:
    print('Let me guess, your name is Sarah?')
elif len(name) == 4 and name[0] == 'T':
    print('Let me guess, your name is Todd?')
else:
    print('Filling out forms must be quick for you!')
```

Conditionals: Ternary statements

- Ternary statements are compressed if / else suites
- They are meant to be readable rather than concise

```
name = "Jeff"
val = "short name" if len(name) < 5 else "long name"
print(val) # prints 'short name'</pre>
```

Empty code suites (blocks): Pass statement

- Sometimes you want an empty block
 - maybe you commented out some code
 - maybe you're sketching out the structure
- The pass keyword keeps things running

```
if len(name) > 5:
    pass
```

While loops

While loops run until a condition becomes false

```
num1 = 1
num2 = 2

while num1 < 100:
    num1 = num1 * num2
    print( num1 )

# prints 2,4,8,16,32,64,128</pre>
```

For in loops

- For loops in Python fundamentally work on iterable sets
 - There is no index-based looping construct!
 - Many types are iterable
 - lists, sets, dictionaries, strings, files, classes, ...

```
name = "Jeff"

for ch in name:
    print( ch, end=', ' )

# prints 'J', 'e', 'f', 'f',
```

For in loops [with indexes]

- For loops *can* use an index
 - Uses range function
 - But it's less Pythonic
 - range was considered harmful in Python 2.7 (it's not in 3)

```
name = "Jeff"

for i in range( len(name) ):
    print( name[i] )

# prints 'J', 'e', 'f', 'f',
```

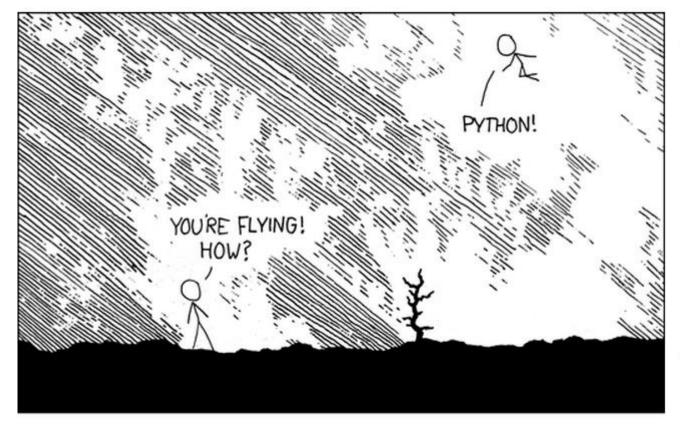
Loops and else statements

- All looping constructs support a final clause using else
- Only runs if either
 - the loop completes without early breaks
 - the loop completes but never runs

```
print("Else loop test")
v = 7
while v < 10:
    v += 1
    print(v)
    if v == 9:
        break
else:
    print("else v is now " + str(v))</pre>
```

Consuming libraries

• Python can access functionality from other modules, packages, and libraries using the **import** statement.



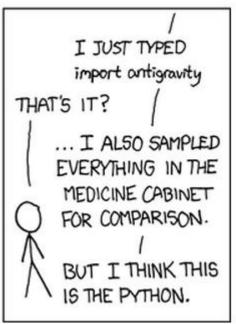


Image credit: XKCD: http://xkcd.com/353/

Consuming libraries [import keyword]

- Python can access functionality from other modules, packages, and libraries using the **import** statement.
- Import gives you access to
 - other scripts you have written
 - modules and packages from third parties
 - components of the standard library

Consuming libraries [standard library]

Accessing the standard library

```
import sys

print("Please enter your name: ")
name = sys.stdin.readline()

print("Nice to meet you " + name)
```

Consuming libraries [other scripts]

 Accessing other scripts ▼ ⊕ ÷ | ÷ | ← Project Language (D:\Programming\ Programs lmportProgram.py Include relative paths for working folder i dmlO a names.py External Libraries import dmIO.names userName = dmIO.names.queryUserForName() print("Nice to meet you " + userName) # Sample execution: # Please enter your name: Jeff # Nice to meet you Jeff

Consuming libraries [importing your script]

- When your scripts are imported, they may run code you did not intend to run
 - Use the ___name___ convention to test if your script is the main script.

```
if __name__ == "__main__":
    # your code here
```

Consuming libraries [import details]

Import has several forms

```
import dmIO.names # default: keep namespace

userName = dmIO.names.queryUserForName()
print("Nice to meet you " + userName)
```

```
from dmIO.names import queryUserForName # single method / class
import

userName = queryUserForName()
print("Nice to meet you " + userName)
```

```
from dmIO.names import * # import everything, no namespaces

userName = queryUserForName()
print("Nice to meet you " + userName)
```

Getting help

- Python has good documentation with examples
 - Visit http://docs.python.org/3.3/contents.html
 - Just Google it (typically fastest access to docs.python.org)
 - Type help(class) or help(namespace) (hint: q to quit)



Getting help

 Not everything is documented, but you can still browse it with the dir(entity) command.

```
mkennedy — Python — 80×35
Last login: Mon Nov 25 09:32:45 on ttys000
Michaels-MacBook-Pro-2:~ mkennedy$ python
Python 2.7.5 (default, Aug 25 2013, 00:04:04)
[GCC 4.2.1 Compatible Apple LLVM 5.0 (clang-500.0.68)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> import sys
>>> dir ( sys)
['__displayhook__', '__doc__', '__excepthook__', '__name__', '__package__', '_
tderr_', '_stdin_', '_stdout_', '_clear_type_cache', '_current_frames', '_g
etframe', '_mercurial', 'api_version', 'argv', 'builtin_module_names', 'byteorde
r', 'call_tracing', 'callstats', 'copyright', 'displayhook', 'dont_write_bytecod
e', 'exc_clear', 'exc_info', 'exc_type', 'excepthook', 'exec_prefix', 'executabl
e', 'exit', 'flags', 'float_info', 'float_repr_style', 'getcheckinterval', 'getd
efaultencoding', 'getdlopenflags', 'getfilesystemencoding', 'getprofile', 'getre
cursionlimit', 'getrefcount', 'getsizeof', 'gettrace', 'hexversion', 'long_info'
  'maxint', 'maxsize', 'maxunicode', 'meta_path', 'modules', 'path', 'path_hooks
 , 'path_importer_cache', 'platform', 'prefix', 'ps1', 'ps2', 'py3kwarning', 'se
tcheckinterval', 'setdlopenflags', 'setprofile', 'setrecursionlimit', 'settrace'
  'stderr', 'stdin', 'stdout', 'subversion', 'version', 'version info', 'warnopt
ions']
```

Summary

- Python uses whitespace and colons to define blocks
- Variables do not require type definitions
- There are two types of conditionals
- Python does not have an index for loop
- modules are imported using the import keyword