







Summer 2023 Training Course:

Artificial Intelligence Applications in Structural Engineering

Week 1: Python Functions/Classes - 03

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## Week 1 – Day 3

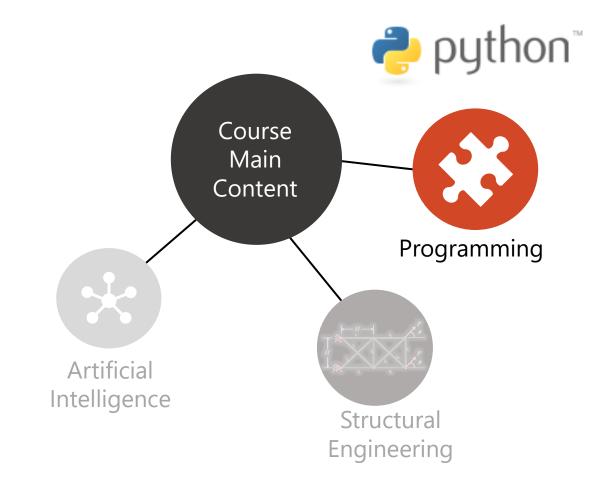






### Programming with Python:

- 1. Github Linking
- 2. Python Functions
- 3. Python Classes
- 4. Best Practices
  - Type-hinting
  - Doc-strings











This is a simplified way to attain files and folders from the AI Applications in Structural Engineering **Repository on Github**.

I recommend checking this video in the future on your own: https://youtu.be/9bJfG1C2Z3M

#### \*\*DO THIS PART ONLY ONCE:\*\*

- Make an account on Github FIRST!
- 2. Fork the BUE-AI-Structural-Engineering-Beginner repo in your browser.
- 3. Clone a Copy of YOUR Fork to your local computer. In PowerShell (Winddows) or in terminal (MacOS), cd to a directory you want to place the repo and then type:
  - git clone https://github.com/YOUR\_NAME/BUE-AI-Structural-Engineering-Beginner.git

NOTE: Make sure you change the part "YOUR\_NAME" in the command below!

Continued in the Jupyter Notebook file...









A function is a reusable block of code that performs a specific task. Functions help to organize code and make it more modular, readable, and maintainable. A function can take input arguments, perform some operations on them, and return a result.

#### **Function to get moment of inertia**

```
def moment_of_inertia(b, h):
    """Calculate the moment of inertia of a rectangular cross-section"""
    I = (b * h**3) / 12
    return I
```

### **Calling the function**

```
1  # Calculate the moment of inertia of a rectangular cross-section with width 10 cm and height 20 cm
2  I = moment_of_inertia(10, 20)
3  print("The moment of inertia is:", I, "cm^4")
```







## Python – Classes

A class is a blueprint for creating objects. A class defines a set of attributes and methods that describe the behavior and properties of the objects created from the class. In other words, a class is a template for creating objects with specific characteristics and behaviors.

Class to create objects that compute lx-x

```
class RectangularCrossSection:
    """A class that represents a rectangular cross-section"""
    def __init__(self, width, height):
        """Initialize a new RectangularCrossSection object with the given width and height"""
        self.width = width
        self.height = height

def moment_of_inertia(self):
    """Calculate the moment of inertia of the rectangular cross-section"""
        I = (self.width * self.height**3) / 12
        return I
```

### Calling the Class to get an instance of the Object

```
# Create a new RectangularCrossSection object with width 10 cm and height 20 cm
section = RectangularCrossSection(10, 20)

# Calculate the moment of inertia of the rectangular cross-section
I = section.moment_of_inertia()
print("The moment of inertia is:", I, "cm^4")
```









Here are some best practices in Python coding to keep in mind:

- 1. Use descriptive variable names: Choose variable names that clearly describe their purpose and avoid using single-letter variable names.
- 2. Write docstrings: Use docstrings to document the purpose, inputs, and outputs of functions and classes.
- **3. Follow PEP 8 style guide**: Adhere to the PEP 8 style guide for Python code. This includes guidelines for indentation, line length, naming conventions, and more.
- **4. Use comments sparingly**: Use comments to explain complex code or to provide context, but avoid over-commenting code that is already self-explanatory.
- **5. Avoid global variables**: Use local variables within functions and avoid using global variables unless absolutely necessary.
- **6. Use list comprehensions**: Use list comprehensions instead of for loops to create new lists or filter elements from existing lists.
- 7. Use exception handling: Use exception handling to gracefully handle errors and prevent crashes.







### **OPEN THE NOTEBOOK:**

03-Python Functions\_Classes.ipynb

# Try it out – Assignment!







- 1. Complete the Notebook Exercises.
  - 2. Test these Exercises in Spyder.