

# CS35L – Fall 2018

Slide set:	3.2
Slide topics:	Python
Assignment:	3

# What is Python?

- Not just a scripting language
- Object-Oriented language
  - Classes
  - Member functions
- Compiled and interpreted
  - Python code is compiled to bytecode
  - Bytecode interpreted by Python interpreter
- Not as fast as C but easy to learn, read and use
- Very popular at Google and other big companies

# Why is it popular?

- Uses English keywords frequently where other use different punctuation symbols
- Fewer Syntactical Constructions
- Automatic Garbage Collection
- Easy integration with other programming languages

# Different Modes

- Interactive:
  - Run commands on the python shell without actually writing a script/program.
- Script Mode:
  - Type a set of commands into a script
  - Execute all the commands at once by running the script

# Python Variables

- Case sensitive
- Start with \_ (underscore) or letters followed by other letters, underscores or digits
- Other special characters are not allowed as part of the variable name
- Certain reserved words may not be used as variable names on their own unless concatenated with other words

# Example: Python Variables

Python Script:

```
#!/usr/bin/python
```

```
counter = 100    # An integer assignment
```

```
miles = 1000.0   # A floating point
```

```
name = "John"    # A string
```

```
print counter
```

```
print miles
```

```
print name
```

Output:

100

1000.0

John

# Python Lines and Indentation

- No braces to indicate blocks of code for class and function definitions or flow control
- Blocks of code are denoted by line indentation, which is why it is strictly enforced
- Number of spaces for indentation may be variable but all the statements within the same block must be equally indented
- Hence, a single space has the ability to change the meaning of the code

# Python Decision Making

```
#!/usr/bin/python  
var = 100  
if ( var == 100 ) :  
    print "Correct"  
print "Good bye!"
```



# Python List

- Common data structure in Python
- A python list is like a C array but much more:
  - **Dynamic (mutable)**: expands as new items are added
  - **Heterogeneous**: can hold objects of different types
- How to access elements?
  - `List_name[index]`

# Example

- `>>> t = [123, 3.0, 'hello!']`
- `>>> print t[0]`
  - 123
- `>>> print t[1]`
  - 3.0
- `>>> print t[2]`
  - hello!

# Example – Merging Lists

- `>>> list1 = [1, 2, 3, 4]`
- `>>> list2 = [5, 6, 7, 8]`
- `>>> merged_list = list1 + list2`
- `>>> print merged_list`
  - Output: `[1, 2, 3, 4, 5, 6, 7, 8]`

# Python Dictionary

- Essentially a hash table
  - Provides key-value (pair) storage capability
- Instantiation:
  - `dict = {}`
  - This creates an EMPTY dictionary
- Keys are unique, values are not!
  - Keys must be immutable (strings, numbers, tuples)

# Example

```
dict = {}  
dict['france'] = "paris"  
dict['japan'] = "tokyo"  
print dict['france']
```

```
dict['germany'] = "berlin"  
if (dict['france'] == "paris"):  
    print "Correct!"  
else:  
    print "Wrong!"
```

```
del dict['france']  
del dict
```

# for loops

```
list1 = ['Mary', 'had', 'a', 'little', 'lamb']
```

```
for i in list1:  
    print i
```

## Result:

```
Mary  
had  
a  
little  
lamb
```

```
for i in range(len(list1)):  
    print i
```

## Result:

```
0  
1  
2  
3  
4
```

# Optparse Library

- Powerful library for parsing command-line options
  - **Argument:**
    - String entered on the command line and passed in to the script
    - Elements of `sys.argv[1:]` (`sys.argv[0]` is the name of the program being executed)
  - **Option:**
    - An argument that supplies extra information to customize the execution of a program
  - **Option Argument:**
    - An argument that follows an option and is closely associated with it. It is consumed from the argument list when the option is

# Homework 3

- randline.py script
  - Input: a file and a number  $n$
  - Output:  $n$  random lines from *file*
  - Get familiar with language + understand what code does
  - Answer some questions about script (Q3, Q4)
- Implement shuf utility in python



# Running randline.py

- Run it
  - `./randline.py -n 3 filename` (need execute permission)
  - `python randline.py -n 3 filename` (no execute permission)
- randline.py has 3 command-line arguments:
  - filename: file to choose lines from
    - **argument** to script
  - n: specifies the number of lines to write
    - **option**
  - 3: number of lines
    - **option argument** to n
- Output: 3 random lines from the input file

# shuf.py

- Support the options for shuf
  - --echo (-e)
  - --head-count (-n)
  - --repeat (-r)
  - --help
- Support all type of arguments
  - File names and – for stdin
  - Any number of non-option arguments
- Error handling

# Homework 3

- shuf.py – this should end up working almost exactly like the utility ‘shuf’
  - Check `$ man shuf` for extensive documentation
- Use randline.py as a starting point!
  - Modify to accomplish logical task of shuf
- shuf C source code :
  - Present in coreutils
  - This will give you an idea of the logic behind the operation that shuf executes
- Python argparse module instead of optparse:
  - How to add your own options to the parser
  - `-e -n --repeat --echo` etc

# Homework 3 Hints

- If you are unsure of how something should be output, run a test using existing shuf utility!
  - Create your own test inputs
- The shuf option --repeat is Boolean
  - Which action should you use?
- Q4: Python 3 vs. Python 2
  - Look up “automatic tuple unpacking”
- Python 3 is installed in /usr/local/cs/bin
  - export PATH=/usr/local/cs/bin:\$PATH

# Python Walk-Through

```
#!/usr/bin/python
```

Tells the shell which interpreter to use

```
import random, sys
```

Import statements, similar to include statements

```
from optparse import OptionParser
```

Import OptionParser class from optparse module

```
class randline:
```

The beginning of the class statement: randline

```
    def __init__(self, filename):  
        f = open (filename, 'r')  
        self.lines = f.readlines()  
        f.close ()
```

The constructor

Creates a file handle

Reads the file into a list of strings called lines

Close the file

```
    def chooseline(self):  
        return random.choice(self.lines)
```

The beginning of a function belonging to randline

Randomly select a number between 0 and the size of lines and returns the line corresponding to the randomly selected number

```
def main():
```

```
    version_msg = "%prog 2.0"
```

The beginning of main function

```
    usage_msg = """%prog [OPTION]...
```

version message

```
FILE Output randomly selected lines  
from FILE."""
```

usage message

# Python Walk-Through

```
parser = OptionParser(version=version_msg,
                      usage=usage_msg)
parser.add_option("-n", "--numlines",
                  action="store", dest="numlines",
                  default=1, help="output NUMLINES
                  lines (default 1)")

options, args = parser.parse_args(sys.argv[1:])

try:
    numlines = int(options.numlines)
except:
    parser.error("invalid NUMLINES: {0}".
                 format(options.numlines))

if numlines < 0:
    parser.error("negative count: {0}".
                 format(numlines))

if len(args) != 1:
    parser.error("wrong number of operands")

input_file = args[0]
try:
    generator = randline(input_file)
    for index in range(numlines):
        sys.stdout.write(generator.chooseline())
except IOError as (errno, strerror):
    parser.error("I/O error({0}): {1}".
                 format(errno, strerror))

if __name__ == "__main__":
    main()
```

Creates OptionParser instance

Start defining options, action “store” tells optparse to take next argument and store to the right destination which is “numlines”. Set the default value of “numlines” to 1 and help message.

options: an object containing all option args

args: list of positional args leftover after parsing options

Try block

get numline from options and convert to integer

Exception handling

error message if numlines is not integer type, replace {0} w/ input

If numlines is negative

error message

If length of args is not 1 (no file name or more than one file name)

error message

Assign the first and only argument to variable input\_file

Try block

instantiate randline object with parameter input\_file

for loop, iterate from 0 to numlines – 1

print the randomly chosen line

Exception handling

error message in the format of “I/O error (errno):strerror

In order to make the Python file a standalone program