Introduction to Python 1

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Why Python

- ▶ Popular
- Easy to learn and use
- ▶ Open-source
- ▶ General-Purpose
- ► Multi-paradigm (procedureal, object-oriented, functional)
- ▶ Hettinger, "What makes Python Awesome?"[?] http://tinyurl.com/mndd4er
- ▶ Did I mention popular?

Conceptual Hierarchy by Mark Lutz[?]

- ▶ Programs are composed of *modules*.
- ▶ Modules contain *statements*.

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- ▶ Programs are composed of *modules*.
- Modules contain statements.
- Statements contain expressions.
- ► Expressions create and process objects.

Script File (.py)

- ► A script file is a module.
- ► A script is a sequence of statements, delimited by a newline (or the end of line character).
- ▶ Python executes one statement at a time, from the top of a script file to the bottom.

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- ➤ A script is a sequence of statements, delimited by a newline (or the end of line character).
- Python executes one statement at a time, from the top of a script file to the bottom.
- ► Execution happens in namespaces (modules, classes, functions all have their own).
- ► Everything is runtime (even def, class, and import)

Executable Python Script File

➤ On a Unix-like system, we can change the mode of the script file and make it executable:

```
$$ $chmod +x hello.py
$$ $./hello.py
```

▶ Just add the first line with a hashbang (#!):

```
#!/usr/bin/python

# say hello to the world

def main():
    print "Hello, World!"

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

Comments

► Comments start with a hash (#) and end with a newline.

Variables

▶ Variables are created when first assigned a value.

```
my_var = 3
answer_to_everything = 42

#also works are:
    x = y = 0
    a, b, c = 1, 2, 3
```

- ➤ Variable names start with a letter or an underscore(_) and can have letters, underscores, or digits.
- ▶ Variable names are case-sensitive.

int a = 1;

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► In Python, an assignment creates an object, and labels it with the variable. ✓

 $1 \quad a = 1$

int a = 1;

► In Python, an assignment creates an object, and labels it with the variable. ✓

1 a = 1

► If you assign another value to a, then the variable labels the new value (2).

1 a = 2

▶ Variables in many other languages are a container that stores a value.

int a = 1;

▶ In Python, an assignment creates an object, and labels it with the variable.

a = 1

▶ If you assign another value to a, then the variable labels the new value (2).

a = 2

▶ This is what happens if you assign a to a new variable b:

b = a





Numbers

▶ Integers

```
1  x = 0
2  age = 20
3  size_of_household = 5
4
5  print type(age)
6  # <type 'int'>
7
8  # can handle arbitrarily large numbers
9  huge = 10 ** 100 + 1
```

► Floating-point Numbers

```
1  g = 0.1
2  f = 6.67384
3
4  velocity = 1.  #it is the dot (.) that makes it a float
5  print velocity
6  #1.0
7  type(velocity)
8  # <type 'float'>
```

Numeric Expressions

▶ Most of the arithmetic operators behave as expected.

```
1 a = 10

2 b = 20

3 print a - (b ** 2) + 23

4 #-367

5 6 x = 2.0

7 print x / 0.1

8 #20.0
```

▶ Watch out for integer divisions. In Python 2, it truncates down to an integer.

- ▶ What is the remainder of 5 divided by 2?
- ▶ What is the remainder of 2837465 divided by 2834?

String Literals

► A string is a sequence of characters.

```
# either double (") or single(') quotes for creating string literals.
    name = "Changarilla"
    file name = 'workshop.tex'
 3
 4
 5
    # triple-quoted string
    starwars = """
    A long time ago is a galaxy far, far away...
 8
    It is a period of civil war. Rebel
 9
    spaceships, striking from a hidden
10
11
    base, have won their first victory
12
13
14
    What is the last character of this string?
15
16
    last char = starwars[-1]
17
     print ord(last char), ord("\n")
18
    #1010
19
```

Working with strings

Strings are immutable.

```
s = "abcde"
s[0] = "x" # trying to change the first char to "x"
#TypeError: 'str' object does not support item assignment

t = "x" + s[1:] # creating a new string
print t
#xbcde
```

Many functions and methods are available.

```
1  s = "abcde"
2  print s + s # concatenation
3  # abcdeabcde
4
5  print len(s)
6  # 5
7
8  print s.find("c") # index is 0-based. returns -1 if not found
9  # 2
```

► A few more string methods.

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▶ What are "methods"?

- > Functions which are a member of a type (or class).
- ▷ 2, "abcde", diary.docx are an instance (or object) of the respective type.
- ▷ Types have members: properties (data) and methods (functions).

Two Ways to Format

▶ format() method.

```
print "The answer is {0}".format(21)
#The answer is 21
print "The real answer is {0:6.4f}".format(21.2345678)
#The answer is 21.2346
```

► Formatting operator.

```
print "The answer is %d" % 21
#The answer is 21
print "The real answer is %6.4f" % 21.2345678
#The answer is 21.2346
```

- ➤ Say hello to Simba and friends. Use print statement(s). The output should look like below. (Hint: Use {0:s} or %s for the place holder.)
- Hello, Simba!
- 2 Hello, Timon!
- 3 Hello, Pumbaa!

Raw Strings

 Within a string literal, escape sequences start with a backslash (\)

```
a_string = 'It\'s a great day\nto learn \\Python\\.\n 1\t 2\t 3'
print a_string
#It's a great day
# to learn \Python\.
# 1 2 3
```

► A raw string literal starts with the prefix r. In a raw string, the backslash (\) is not special.

```
import re

#raw strings are great for writing regular expression patterns.

p = re.compile(r"\d\d\d\d\d\d\d\")

m = p.match('123-4567')

if m is not None:

print m.group()

# 123-4567
```

Unicode Strings

➤ You can create Unicode strings using the u prefix and "\u" escape sequences.

```
a_string = u"Euro \u20AC" #\u followed by 16-bit hex value xxxx
print a_string, len(a_string)
#Euro € 6
```

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```

- ▶ Unicode strings are sequences of *code points*.
- ► Code points are numbers, each representing a "character". e.g., U+0061 is 'Latin small letter a'.
- ▶ Unicode text strings are encoded into bytes. UTF-8 is one of many Unicode encodings, using one to four bytes to store a Unicode "character".
- ► Once you have Unicode strings in Python, all the string functions and properties work as expected.

Best Practices According to Thomas Wouters[?]

- ▶ Never mix unicode and bytecode [i.e. ordinary] strings.
- ▶ Decode bytecode strings on input.
- ► Encode unicode strings on output.
- ► Try automatic conversion (codecs.open())
- ► Pay attention to exceptions, UnicodeDecodeError
- ► An example

```
ustr = u"Euro \u20AC" # Euro €

#Python's default encoding codec is 'ascii'
ustr.encode()
#UnicodeEncodeError: 'ascii' codec can't encode characater 'u\u20ac'
utf_8 = ustr.encode("UTF-8") # encoding to UTF-8 works fine
#this takes 8 bytes. five one-byte's and one three-byte

#now we want to decode to ascii, ignoring non-ascii chars
print utf_8.decode("ascii", "ignore")
#Euro (no euro symbol character)
```

None

▶ Is a place-holder, like NULL in other languages.

```
1 \quad x = None
```

▶ Is a universal object, i.e., there is only one None.

```
print None is None
True
```

▶ Is evaluated as False.

```
1  x = None
2  if x:
3  print "this will never print"
```

▶ Is, however, distinct from others which are False.

```
print None is 0, None is False, None is []
#False, False, False
```

Core Data Types

- ▶ Basic core data types: int, float, and str.
- "Python is dynamically, but strongly typed."

```
    n = 1.0
    print n + "99"
    #TypeError: unsupported operand types(s) for +: 'int' and 'str'
```

▶ Use int() or float() to go from str to numeric

```
print n + float("99")
# 100.0
```

▶ str() returns the string representation of the given object.

```
1  n = 1.0
2  print str(n) + "99"
3  #1.099
```

Operators

▶ Python supports following types of operators:

```
    Arithmetic (+ - * / % ** //)
    Comparison (==!= > < >= <=)</li>
    Assignment (= += -= *= /= %= **= //=)
    Logical (and or not)
    Bitwise (& | ^ ~ << >>)
    Membership (in not in)
    Identity (is is not)
```

A Few Surprises

▶ Power operator (**) binds more tightly than unary operators on the left.

```
1  a = -2**2
2  print a
3  #-4
4  # solution: parenthesize the base
5  print (-2)**2
6  #4
```

► Comparisons can be chained.

```
x < y <= z #y is evaluated only once here
is equivalent to
x < y and y <= z</pre>
```

► Logical operators (and, or) short-circuit evaluation and return an *operand*.

```
print 3 or 2
#3
```

▶ Demographic and Health Surveys (DHS) Century Month Code (CMC)[?, p.5] provides an easy way working with year and month.

The CMC is an integer representing a month, taking the value of 1 in January 1900, 2 in February 1900, ..., 13 in January 1901, etc. The CMC in February 2011 is 1333.

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▶ What is the month (and year) of CMC 1000?

► According to U.S. National Debt Clock, the outstanding public debt, as of a day in 2012, was a big number:

debt = 17234623718339.96

Count how many times the digit 3 appears in the number. (Hint: create a string variable and use the count() method of the string type.)

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(tricky) It feels rather silly to rewrite the value as a string. Can you think of a way to convert the number into a string?

Flow Control

- ► Conditional Execution (if)
- ► Iteration
 - $\, \triangleright \,$ while loop
 - \triangleright for loop

▶ IF statement is used for conditional execution.

```
if x > 0:
print "x is positive"
else:
print "x is zero or negative"
```

► Only one suite (block of statements) under a True conditional expression is executed.

```
1  me = "rock"
2  wins = 0
3
4  if you == "paper":
5    print "You win!"
6  elif you == "scissors":
7    print "I win!"
8    wins += 1
9  else:
10    print "draw"
```

Compound statements

- ▶ if, while, and for are compound statements, which have one or more clauses. A clause, in turn, consists of a header that ends with a colon (:) and a suite.
- ▶ A suite, a block of statements, is identified by *indentation*.

```
a = 1
   if a > 0:
         desc = "a is positive"
                                         # these two lines form a suite
3
         print a, desc
                                         # (blank line ignored)
5
    print "done"
                                         #This line being started "dedented"
                                         # signals the end of the block
7
8
         if a > 0:
                                         # indentation error
9
    desc = "a is positive"
                                         # indentation error
10
11
    if a > 0:
                                         #OK
12
               desc = "a is positive" #OK
13
                print a, desc
                                         #OK
14
    else:
                                         #OK
15
          print a
                                         #OK
16
```

Compound statements

- ➤ The amount of indentation does not matter (as long as the same within a level). Four spaces (per level) and no tabs are the convention.
- ► Use editor's python mode, which prevents/converts <TAB> to (four) spaces.
- ▶ Why indentation? A good answer at: http://tinyurl.com/kxv9vts.
- ► For an empty suite, use pass statement, which does nothing.

- Given an integer n, print out "Even" if n is an even number or "Odd" if n is an odd number. (Hint: (n % 2 == 0) is true when n is an even number.
- ▶ Given an integer n, print out "Even" if n is an even number except zero or "Odd" if n is an odd number. When n is equal to zero (0), then print out "Even and zero", instead of just "Even".

WHILE

► Repeats a block of statements as long as the condition remains True.

```
1 total = 0
2 n = 0
3 while n < 10:
4    print n, total
5    n += 1
6    total += n
7  #0 0
8  #1 1
9  #2 3
10  #...
11 #9 45</pre>
```

- ▶ break terminates the loop immediately.
- continue skips the remainder of the block and goes back to the test condition at the top.

FOR

for is used to iterate over a sequence.

```
days = ["Sunday", "Monday", "Tuesday", "Wednesday",
            "Thursday", "Friday", "Saturday"]
2
3
    for day in days:
        if day == "Friday":
5
            print "I am outta here."
6
            break
        print "Happy" + " " + day + "!"
8
9
   # Happy Sunday!
10
   # Happy Monday!
11
12 # ...
# Happy Thusday!
14 # Lam outta here.
```

FOR

► Another example.

```
numbers = range(5)
   print numbers
   #[0, 1, 2, 3, 4]
4
    for n in numbers:
        print n,
        if n % 2 == 0:
              print "is even"
        else:
              print "is odd"
10
11
   #0 is even
12
13 # 1 is odd
14 # 2 is even
15 # 3 is odd
16 # 4 is even
```

- ▶ Write either a while or a for loop to add integers from 1 to a given positive integer, n (n >= 1). For example, when n is 3, your program should print out 6, when n is 10, 55. (Hint: It is easy to get an infinite loop. If you don't see output and kernel keeps running (indicated by the filled circle under the Python logo on the top right corner of ipython notebook), then interrupt the kernel by clicking on the ipython notebook menu, Kernel > Interrupt, and fix the error.)
- ➤ You may have noticed that it is rather silly to use a loop to calculate this sum. Calculate the sum of integers from 1 to n (n >= 1) directly without a loop. (Hint the sum is also known as the "triangular number".)

File I/O

► The built-in function, open(), returns a file type object, unless there is an error opening the file.

```
in_file = open("yourfile.txt", "r") # for reading
out_file = open("myfile.txt", "w") # for writing
```

▶ Once we get the file type object, then use its methods.

```
# read all the contents from the input file
content = in_file.read()

# write out a line to the output file
out_file.write("hello?\n")

# close it when done
in_file.close()
out_file.close()
```

Reading a file one line at a time

with ensures that the file is closed when done.

```
with open("lorem.txt", "r") as f:
for line in f:
print line
```

► Another example.

```
# creating a file and writing three lines
    with open("small.txt", "w") as f:
         f.write("first\n")
        f.write("second\n")
         f.write("third")
6
    with open("small.txt", "r") as f:
        for line in f:
8
             print line # line includes the newline char
9
10
    # first
11
   # second
12
13 #
14 # third
```

Defining and Calling a Function

▶ Defined with def and called by name followed by ().

```
def the_answer():
    return 42

print the_answer()
# 42
```

► Argument(s) can be passed.

```
def shout(what):
    print what.upper() + "!"

shout("hello")

#HELLO!
```

► If the function returns nothing, then it returns None.

```
1    r = shout("hi")
2    # H!!
3    print r
4    # None
```

Another example

► CMC again

```
def cmc(year, month):
        ''' returns DHS Century Month Code ''' # doc string
        if year < 1900 or year > 2099:
            print "year out of range"
            return
5
        if month < 1 or month > 12:
            print "month out of range"
            return
8
        value = (year - 1900) * 12 + month
        return value
10
11
    print cmc(2014, 1)
12
   #1369
13
   print cmc(2014, 15)
14
   # month out of range
15
   # None
16
```

- ➤ Write a function odd(n) which returns true if given the number is odd or false otherwise. (Hint: Recall the remainder operator %.)
- ➤ Write a function, triangular(n), which returns the triangular number n, that is the sum of integers from 1 to the given number, n. For example, triangular(3) should return 6 and triangular(10) should return 55.
- ▶ Print out the first 20 odd triangular numbers. (Hint: OEIS A014493)

Local and Global Variables

▶ Within your function:

A new variable is *local*, and independent of the global var with the same name, if any.

- Both local and global variables can be read.

Write a function that returns Body Mass Index (BMI) of an adult given weight in kilograms and height in meters. (Hint: BMI = weight(kg) / (height(m) squared). For instance, if a person is 70kg and 1.80m, then BMI is about 21.6.)

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- Write a function that returns Body Mass Index (BMI) of an adult given weight in kilograms and height in meters. (Hint: BMI = weight(kg) / (height(m) squared). For instance, if a person is 70kg and 1.80m, then BMI is about 21.6.)
- ▶ Re-write the bmi function so that it accepts height in feet and inches, and the weight in pounds. (Hint. Make pound, foot, and inch arguments. Convert them into local variables, kg and m, before calculating bmi to return.)

Importing a module

- ▶ import reads in a module, runs it (top-to-bottom) to create the module object.
- ➤ Via the module object, you get access to its variables, functions, classes, . . .
- ▶ We've already seen an example of importing a standard regular expression module:

```
import re

# compile() is a function defined within the imported re module.

p = re.compile(r"\d\d\d-\d\d\d\d")

m = p.match('123-4567')

if m is not None:

print m.group()

# 123-4567
```

Another example

► There are many standard modules that come already installed, and be ready to be imported.

```
import math

s = math.sqrt(4.0)
print "4.0 squared is {0:.2f}".format(s)
#4.0 squared is 2.00
```

► You can selectively import as well.

```
from math import sqrt #import sqrt() alone
print sqrt(9.0) # no "math."
# #3.0
```

➤ You can import your own Python script file (.py) the same way. The default import path includes the current working directory and its sub-directories.

```
import hello #suppose that hello.py defines a main() function

hello.main()
#"hello.World!"
```

▶ Write a function such that, given a BMI value, returns the BMI category as a string. Recall the categories are:

```
Underweight less than 18.5
Normal weight 18.5 upto but not including 25
Overweight 25 upto but not including 30
Obesity 30 or greater
```

For instance, the function should return a string "Normal weight", when it is called with an argument of, say 20. (Hint: use conditional statements i.e., if ... elif ...)

▶ Print out a BMI table showing several lines of a pair: a BMI value and its category. BMI value may start at 15 and go up by 3 up to 36. (Hint: use a loop)

Quiz (cont.)

➤ Create a comma-separated values (.csv) file of the BMI table. (Hint: You may start with below, and modify it as neccessary.)

```
import csv

with open("test.csv", "wb") as f:

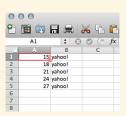
my_writer = csv.writer(f)

i = 15

while i < 30:

my_writer.writerow([i, "yahoo!"])

i += 3</pre>
```



Summary

- Using Python interactively or by running a script.
- ▶ Comments.
- Variables and assignment semantics.
- ► Core data types (int, float, str, None).
- Operators.
- Conditionals and Looping.
- ▶ Defining and using functions.
- ▶ Basic File I/O.
- Importing a module.

References