



COMPUTER PROGRAMMING WITH PYTHON
MASTER PRE-COURSE SERIES
2020/2021

FACULTY DIEGO PAJARITO

Scripts

The building blocks of Python programs

Natural language:

Karl has 5 apples and Anne has 7 bananas.
Show how many fruits they have.

Java

```
int karl_apple = 5;  
int anne_bananas = 7;  
int fruits = karl_apple + anne_bananas;  
System.out.println(fruits);
```

Python

```
karl_apple = 5  
anne_bananas = 7  
fruits = karl_apple + anne_bananas  
print (fruits)
```

Why?

Headers, and in general metadata, are key elements of source code documentation. It is a recommended good development practice.

Main features

```
# Encoding  
# Summary
```

```
Author, Copyright, Credits, License,  
Version, Maintainer, Email, Status, etc.
```

Comments

```
# Shorter pieces of text across the  
script
```

Why?

Libraries are references to third-party sources and allows to use (or re-use) functions and other features developed beforehand.

Now you can write down your own code...

* Most likely, you will can start copy/paste-ing *

Variables

The use of computer's temporary memory


```
integer_var = 1
float_var = 1.23
char_var = 'c'
string_var = 'more than one
character'
boolean_var = True

date_var ??
```

Variables allow to store a broad sort of values, structures and objects to use it after in the script.

Global

```
local_variable = 1  
  
...  
  
def my_function(parameter):  
    ...
```

Local

```
...  
  
def my_function(parameter):  
    local_variable = 1
```

Variable = value

Variable_1 += value

Variable_2 -= value

Variable_1 *= value

Variable_1 /= value

...

+

-

/

%

//

==

!=

<

<=

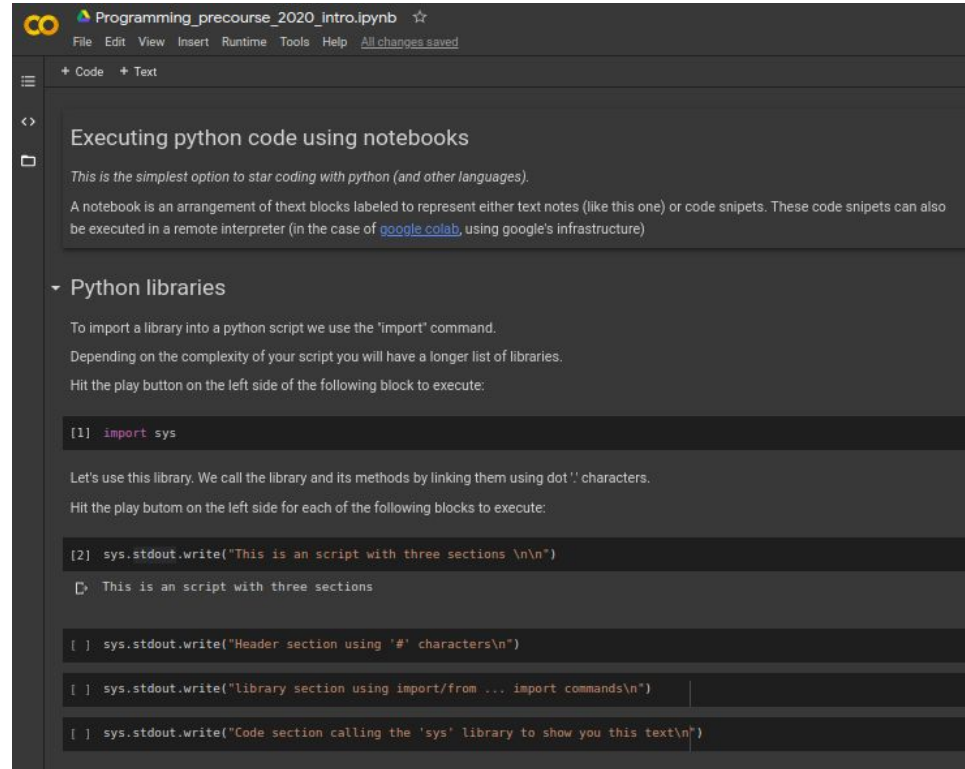
>

>=

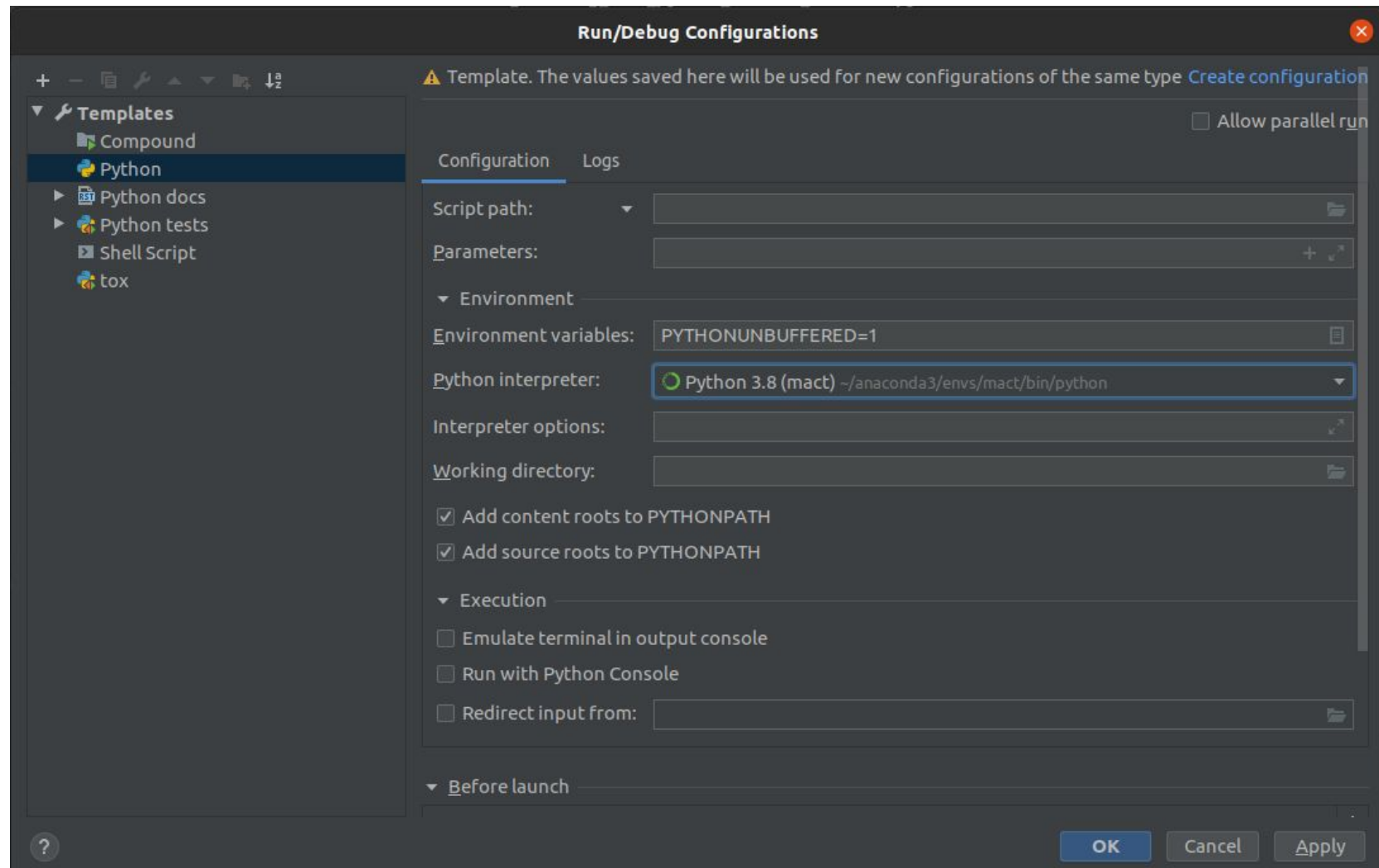
A web-based development environment.

No need to install or setup any additional software

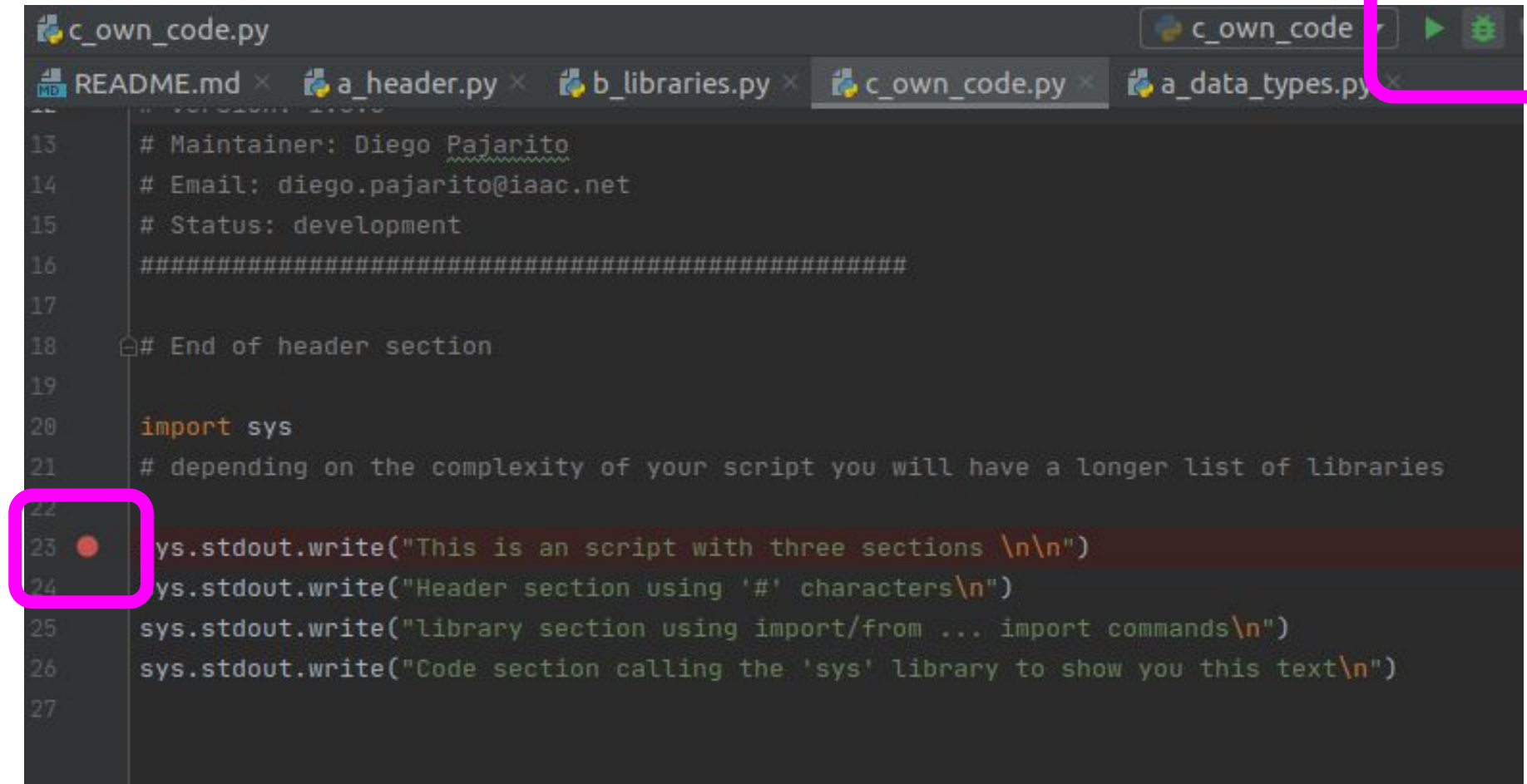
You can try [this notebook](#) to start



Source: <https://colab.research.google.com/>



Menu: Run / Run...



```
c_own_code.py
README.md x a_header.py x b_libraries.py x c_own_code.py x a_data_types.py x
13 # Maintainer: Diego Pajarito
14 # Email: diego.pajarito@iaac.net
15 # Status: development
16 #####
17
18 # End of header section
19
20 import sys
21 # depending on the complexity of your script you will have a longer list of libraries
22
23 sys.stdout.write("This is an script with three sections \n\n")
24 sys.stdout.write("Header section using '#' characters\n")
25 sys.stdout.write("library section using import/from ... import commands\n")
26 sys.stdout.write("Code section calling the 'sys' library to show you this text\n")
27
```

Flow control

Conditionals and loops

if / else

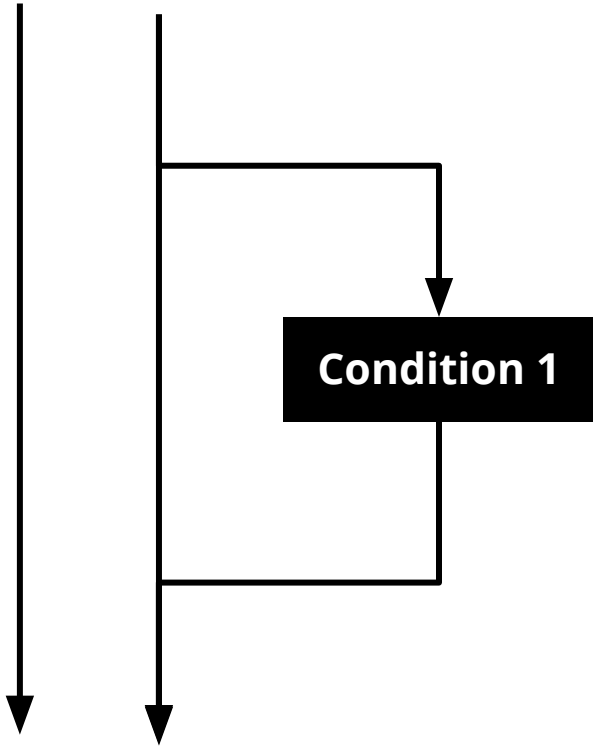
```
if a == b:
    var = 'something happens'

if a == b:
    var = 'something happens'
else:
    var = 'now happens here'

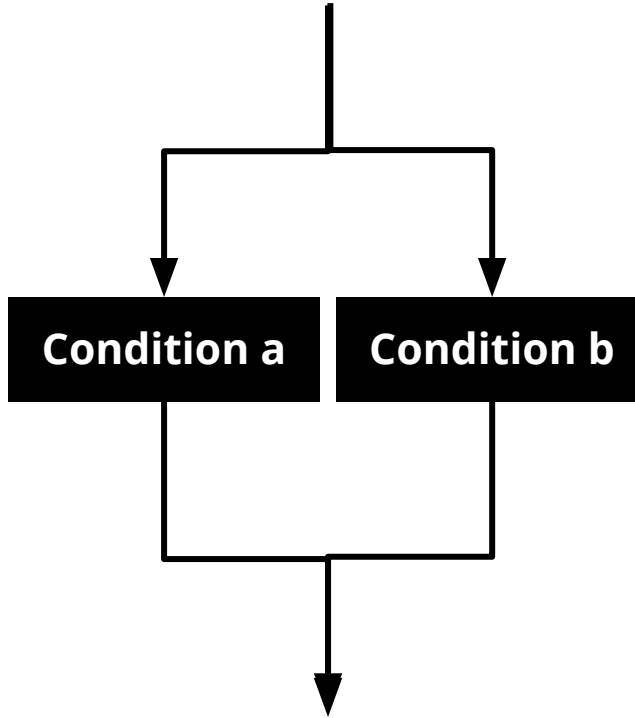
if a == b:
    var = 'something happens'
elif b != c:
    var = 'there are more options'
elif d < e:
    var = 'there are more options'
else:
    var = 'now happens here'
```

switch

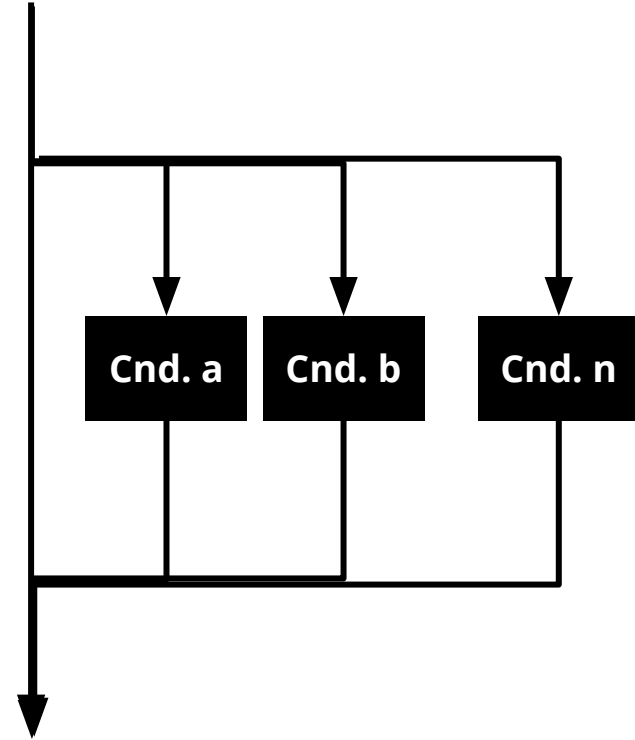
```
switch (variable) {
    case 'value_1':
        var = 'something happens';
        break;
    case 'value_2':
        var = 'or here';
        break;
    ...
    default:
        var = 'or if none of the above'
```



If clause

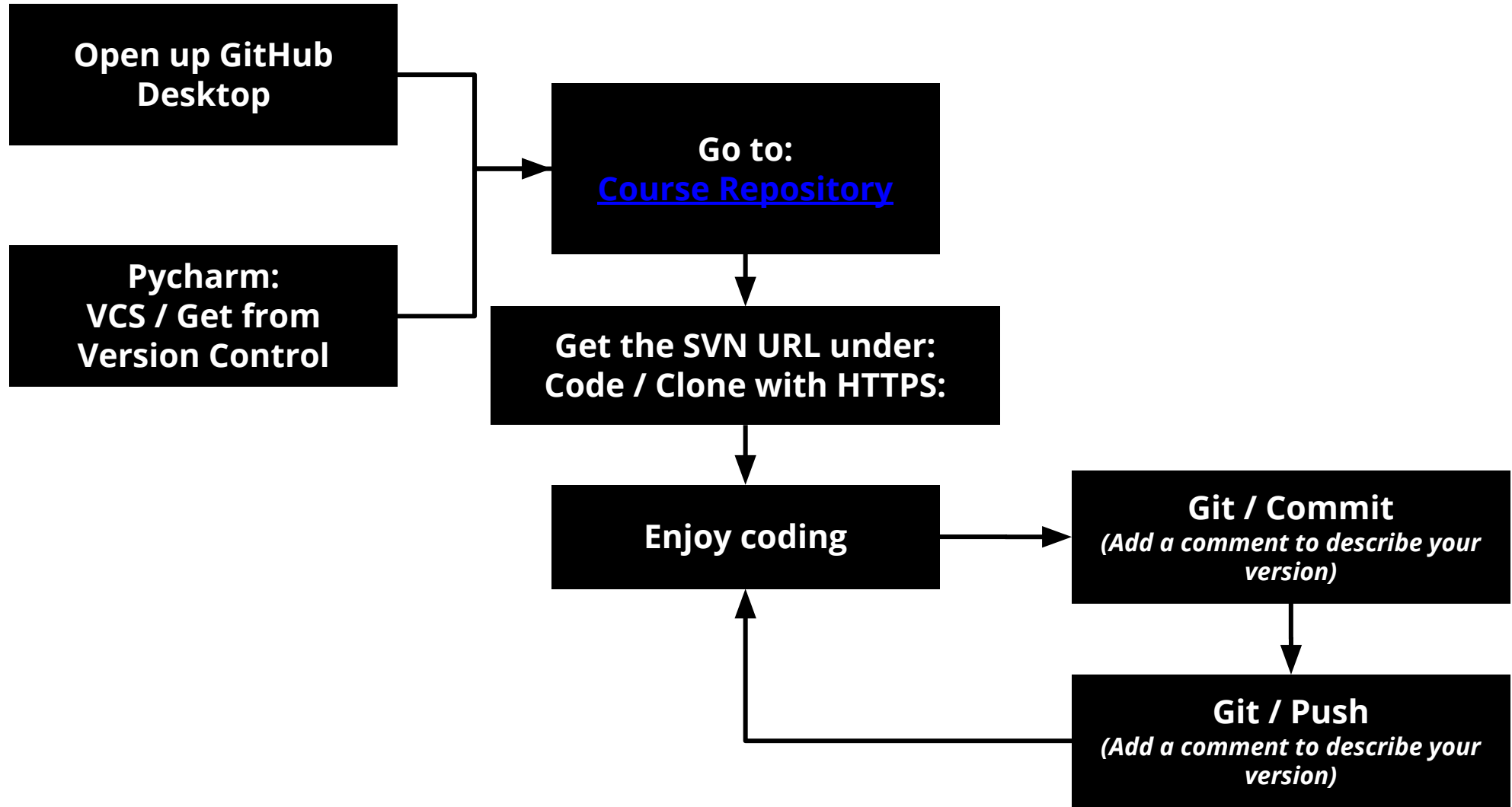


if / else clause



if / elif or switch clauses

Conditionals and use cases



for

```
for i in range(start, end):  
    var = value * i  
    ..  
...
```

while

```
while i < condition:  
    var = value * i  
    ...  
else:  
    var = 'condition is no longer true'  
...
```



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