



pythonprogramming

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github.com/canbula/PythonProgramming

Variables

Variables are symbols for memory addresses.

Built-in Functions

The Python interpreter has a number of functions and types built into it that are always available. They are listed here in alphabetical order.

Built-in Functions

A

`abs()`
`aiter()`
`all()`
`anext()`
`any()`
`ascii()`

E

`enumerate()`
`eval()`
`exec()`

L

`len()`
`list()`
`locals()`

R

`range()`
`repr()`
`reversed()`
`round()`

F

`filter()`

M

`map()`

S

hex(x)

Convert an integer number to a lowercase hexadecimal string prefixed with “0x”. If *x* is not a Python `int` object, it has to define an `__index__()` method that returns an integer. Some examples:

```
>>> hex(255)
'0xff'
>>> hex(-42)
'-0x2a'
```

```
>>>
```

`classmethod()`
`compile()`
`complex()`

`help()`
hex()

`ord()`

`type()`

P

`pow()`
`print()`

V

`vars()`

D

id()

id(object)

Return the “identity” of an object. This is an integer which is guaranteed to be unique and constant for this object during its lifetime. Two objects with non-overlapping lifetimes may have the same `id()` value.

Identifier Names

For variables, functions, classes etc. we use identifier names. We must obey some rules and we should follow some naming conventions.

Rules

- ▶ Names are case sensitive.
- ▶ Names can be a combination of letters, digits, and underscore.
- ▶ Names can only start with a letter or underscore, can not start with a digit.
- ▶ Keywords can not be used as a name.



keyword — Testing for Python keywords

Source code: [Lib/keyword.py](#)

This module allows a Python program to determine if a string is a **keyword** or **soft keyword**.

keyword.iskeyword(s)

Return **True** if *s* is a Python **keyword**.

keyword.kwlist

Sequence containing all the **keywords** defined for the interpreter. If any keywords are defined to only be active when particular **__future__** statements are in effect, these will be included as well.

keyword.issoftkeyword(s)

Return **True** if *s* is a Python **soft keyword**.

New in version 3.9.

keyword.softkwlist

Sequence containing all the **soft keywords** defined for the interpreter. If any soft keywords are defined to only be active when particular **__future__** statements are in effect, these will be included as well.

New in version 3.9.

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<https://peps.python.org/>

Python Enhancement Proposals [Python](#) » [PEP Index](#) » PEP 8



PEP 8 – Style Guide for Python Code

Author: Guido van Rossum <guido at python.org>, Barry Warsaw <barry at python.org>, Nick Coghlan <ncoghlan at gmail.com>

Status: Active

Type: Process

Created: 05-Jul-2001

Post-History: 05-Jul-2001, 01-Aug-2013

Identifier Names

For variables, functions, classes etc. we use identifier names. We must obey some rules and we should follow some naming conventions.

Conventions

- ▶ Names to Avoid
Never use the characters 'l' (lowercase letter el), 'O' (uppercase letter oh), or 'I' (uppercase letter eye) as single character variable names.
- ▶ Packages
Short, all-lowercase names without underscores
- ▶ Modules
Short, all-lowercase names, can have underscores
- ▶ Classes
CapWords (upper camel case) convention
- ▶ Functions
snake_case convention
- ▶ Variables
snake_case convention
- ▶ Constants
ALL_UPPERCASE, words separated by underscores

Leading and Trailing Underscores

- ▶ `_single_leading_underscore`
Weak “internal use” indicator.
`from M import *` does not import objects whose names start with an underscore.
- ▶ `single_trailing_underscore_`
Used by convention to avoid conflicts with keyword.
- ▶ `__double_leading_underscore`
When naming a class attribute, invokes name mangling (inside class `FooBar`, `__boo` becomes `_FooBar__boo`)
- ▶ `__double_leading_and_trailing_underscore__`
“magic” objects or attributes that live in user-controlled namespaces (`__init__`, `__import__`, etc.). Never invent such names; only use them as documented.

Variable Types

Python is dynamically typed. Python does not have primitive types. Everything is an object in Python, therefore, a variable is purely a reference to an object with the specified value.

Numeric Types

- ▶ Integer
- ▶ Float
- ▶ Complex
- ▶ Boolean

Sequences

- ▶ Strings
- ▶ List
- ▶ Tuple
- ▶ Set
- ▶ Dictionary

Your First Homework

The screenshot shows the GitHub interface for the 'PythonProgramming' repository. A blue arrow points to the 'Week02' folder in the file list. Another blue arrow points to the 'Add file' button in the top right of the repository view. Below the repository view, a message box states: 'You need to fork this repository to propose changes. Sorry, you're not able to edit this repository directly—you need to fork it and propose your changes from there instead.' A green button labeled 'Fork this repository' and a link 'Learn more about forks' are provided.

PythonProgramming Public

master Go to file + <> Code

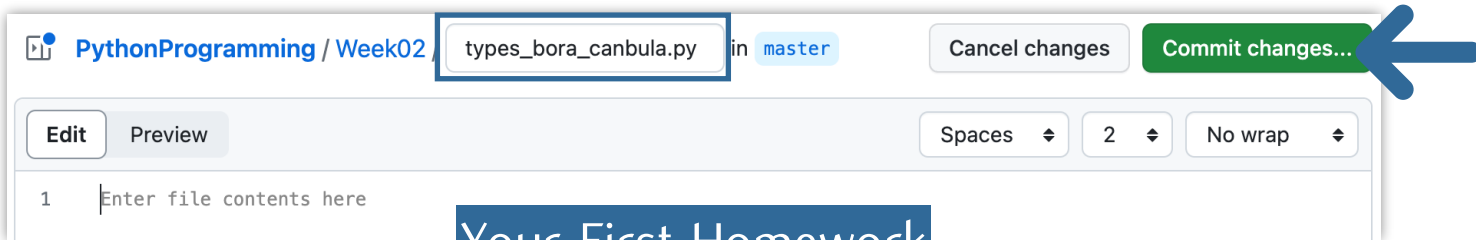
canbula Update README.md 5e1c172 · last week 10 Commits

.github	Initial commit	last month
Week01	Syllabus	last week
Week02	Initial commit	last month

PythonProgramming / Week02 / Go to file t Add file

You need to fork this repository to propose changes.
Sorry, you're not able to edit this repository directly—you need to fork it and propose your changes from there instead.

[Fork this repository](#)
[Learn more about forks](#)



Your First Homework

- ☒ An integer with the name:
my_int
- ☒ A float with the name:
my_float
- ☒ A boolean with the name:
my_bool
- ☒ A complex with the name:
my_complex

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#) or [learn more about diff comparisons](#).

base repository: canbula/PythonProgramming base: master

head repository: JabbaBC/PythonProgramming compare: patch-1

✓ **Able to merge.** These branches can be automatically merged.

Discuss and others. [Learn](#)

Create pull request

Add a title

Create types_bora_canbula.py

Add a description

Write Preview H B I ...

Describe your changes

Checklist

- [] I have read the [CONTRIBUTING]
- [] I have performed a self-review of my own code
- [] I have run the code locally and it works as expected
- [] I have commented my code, particularly in hard-to-understand areas

Screenshots (if appropriate)

<!-- Add screenshots here if appropriate -->

Markdown is supported Paste, drop, or click to add files

☒ Allow edits by maintainers

All checks have failed [Hide all checks](#)

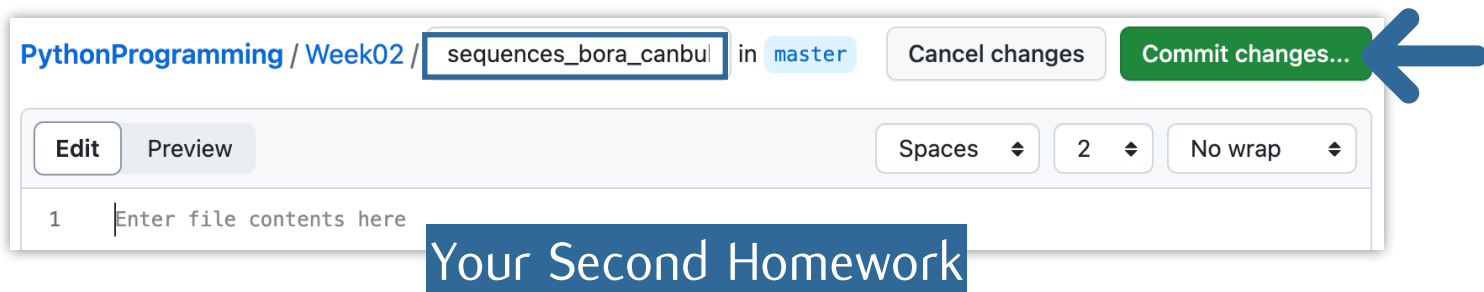
1 failing check

Python application / build (pull_request) Failing after 18s [Details](#)

This branch has no conflicts with the base branch

Only those with [write access](#) to this repository can merge pull requests.





- ✓ A list with the name:
`my_list`
- ✓ A tuple with the name:
`my_tuple`
- ✓ A set with the name:
`my_set`
- ✓ A dictionary with the name:
`my_dict`
- ✓ A function with the name:
`remove_duplicates (list -> list)`
to remove duplicate items from a list
- ✓ A function with the name:
`list_counts (list -> dict)`
to count the occurrence of each item
in a list and return as a dictionary
- ✓ A function with the name:
`reverse_dict (dict -> dict)`
to reverse a dictionary, switch values
and keys with each other.

Problem Set

1. What is the correct writing of the programming language that we used in this course?

- ☐ () Phyton
- ☐ () Pyhton
- ☐ () Pthyon
- ☐ () Python

2. What is the output of the code below?

```
my_name = "Bora Canbula"  
print(my_name[2::-1])
```

- ☐ () alu
- ☐ () ula
- ☐ () roB
- ☐ () Bor

3. Which one is not a valid variable name?

- ☐ () for_
- ☐ () Manisa_Celal_Bayar_University
- ☐ () IF
- ☐ () not

4. What is the output of the code below?

```
for i in range(1, 5):  
    print(f"{i:2d} {(i/2):4.2f}", end='')
```

- ☐ () 010.50021.00031.50042.00
- ☐ () 10.50 21.00 31.50 42.00
- ☐ () 1 0.5 2 1.0 3 1.5 4 2.0
- ☐ () 100.5 201.0 301.5 402.0

5. Which one is the correct way to print Bora's age?

```
profs = [  
    {"name": "Yener", "age": 25},  
    {"name": "Bora", "age": 37},  
    {"name": "Ali", "age": 42}  
]
```

- ☐ () profs["Bora"]["age"]
- ☐ () profs[1][1]
- ☐ () profs[1]["age"]
- ☐ () profs.age[name="Bora"]

6. What is the output of the code below?

```
x = set([int(i/2) for i in range(8)])  
print(x)
```

- ☐ () {0, 1, 2, 3, 4, 5, 6, 7}
- ☐ () {0, 1, 2, 3}
- ☐ () {0, 0, 1, 1, 2, 2, 3, 3}
- ☐ () {0.5, 1, 1.5, 2, 2.5, 3, 3.5, 4}

7. What is the output of the code below?

```
x = set(i for i in range(0, 4, 2))  
y = set(i for i in range(1, 5, 2))  
print(x^y)
```

- ☐ () {0, 1, 2, 3}
- ☐ () {}
- ☐ () {0, 8}
- ☐ () SyntaxError: invalid syntax

8. Which of the following sequences is immutable?

- ☐ () List
- ☐ () Set
- ☐ () Dictionary
- ☐ () String

9. What is the output of the code below?

```
print(int(2_999_999.999))
```

- ☐ () 2
- ☐ () 3000000
- ☐ () ValueError: invalid literal
- ☐ () 2999999

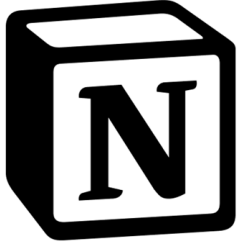
10. What is the output of the code below?

```
x = (1, 5, 1)  
print(x, type(x))
```

- ☐ () [1, 2, 3, 4] <class 'list'>
- ☐ () (1, 5, 1) <class 'range'>
- ☐ () (1, 5, 1) <class 'tuple'>
- ☐ () (1, 2, 3, 4) <class 'set'>

Projects

You will pick one software from the list given below. By the end of this semester, you will develop a working clone of your selected software as a desktop or web application. Your team can be up to 5 students.



Notion

Productivity and note-taking application



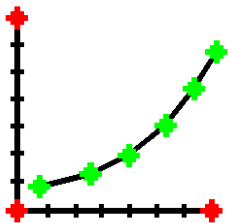
DB Browser for SQLite

Create, design, and edit database files



Cyberduck

FTP / SFTP client



Engauge Digitizer

Convert graphs and maps into numbers



Zotero

Reference management software

Functions

Functions are defined by using `def` keyword, name and the parenthesized list of formal parameters.

Function names should be lowercase, with words separated by underscores as necessary to improve the readability. **PEP 8**

Basic Function Definition

```
def function_name():  
    pass
```

Input/Output Arguments

```
def fn(arg1, arg2):  
    return arg1 + arg2
```

Default Values for Arguments

```
def fn(arg1=0, arg2=0):  
    return arg1 + arg2
```

Type Hints and Default Values for Arguments

```
def fn(arg1: int = 0, arg2: int = 0) -> int:  
    return arg1 + arg2
```

PEP 3107

Multiple Type Hints for Arguments

```
def fn(arg1: int|float, arg2: int|float) -> tuple[float, float]:  
    return arg1 + arg2, arg1 * arg2
```

> Python 3.10

Lambda Functions

```
fn = lambda arg1, arg2: arg1 + arg2
```

Function Docstrings

```
def fn(arg1=0, arg2=0):  
    """This function sums two numbers."""  
    return arg1 + arg2
```

PEP 257

A docstring is a string literal that occurs as the first Statement in a module, function, class, or method definition. Such a docstring becomes the `__doc__` special attribute of that object.

One-line Docstrings

```
def fn(arg1=0, arg2=0):  
    """This function sums two numbers."""  
    return arg1 + arg2
```

Multi-line Docstrings

```
def fn(arg1: int = 0, arg2: int = 0) -> int:  
    """This function sums two numbers.  
  
    Keyword arguments:  
    arg1 -- first number (default 0)  
    arg2 -- second number (default 0)  
    Return: sum of arg1 and arg2  
    """"  
  
    return arg1 + arg2
```

Docutils and Sphinx are tools to automatically create documentations

reST (reStructuredText) Format

```
def fn(arg1: int = 0, arg2: int = 0) -> int:  
    """  
    This function sums two numbers.  
  
    :param arg1: The first number, default 0  
    :type arg1: int  
    :param arg2: The second number, default 0  
    :type arg2: int  
    :raises TypeError: Both arguments must be integers.  
    :return: The sum of the two numbers  
    :rtype: int  
    """"  
  
    if type(arg1) != int or type(arg2) != int:  
        raise TypeError("Both arguments must be integers.")  
    return arg1 + arg2
```

Google Format

```
"""  
This function sums two numbers.  
  
Args:  
    arg1 (int): The first number, default is 0  
    arg2 (int): The second number, default is 0  
  
Returns:  
    int: The sum of the two numbers  
  
Raises:  
    TypeError: Both arguments must be integers.  
"""
```

Some other formats are Epytext (javadoc), Numpydoc, etc.

Parameter Kinds


PEP 362

Kind describes how argument values are bound to the parameter. The kind can be fixed in the signature of the function.

Standard Binding: Positional-or-Keyword

```
def fn(arg1=0, arg2=0):  
    return arg1 + arg2
```


```
fn(), fn(3), fn(3, 5), fn(arg1=3)  
fn(arg2=5), fn(arg1=3, arg2=5)
```




Positional-or-Keyword & Keyword-Only

```
def fn(arg1=0, arg2=0, *, arg3=1):  
    return (arg1 + arg2) * arg3
```

```
fn(), fn(3), fn(3, 5), fn(arg1=3), fn(arg2=5)  
fn(arg1=3, arg2=5), fn(3, 5, arg3=2)  
fn(arg1=3, arg2=5, arg3=2)  
fn(arg3=2, arg1=3, arg2=5)
```



```
fn(3, 5, 2)  
fn(arg3=2, 3, 5)
```




Positional-Only & Positional-or-Keyword & Keyword-Only


```
def fn(arg1=0, arg2=0, /, arg3=1, arg4=1, *, arg5=1, arg6=1):  
    return (arg1 + arg2) * arg3 / arg4 * arg5**arg6
```

PEP 457

```
fn(), fn(3), fn(3, 5), fn(3, 5, 2), fn(3, 5, 2, 4)  
fn(3, 5, arg3=2, arg4=4)  
fn(3, 5, arg3=2, arg4=4, arg5=7, arg6=8)  
fn(3, 5, 2, 4, arg5=7, arg6=8)
```



```
fn(3, 5, 2, 4, 7, 8)  
fn(arg1=3, arg2=5, arg3=2, arg4=4)  
fn(arg1=3, arg2=5, arg3=2, arg4=4, arg5=7, arg6=8)
```



Handle Every Situation

```
def fn(*args, **kwargs):  
    print(args) # a tuple of positional arguments  
    print(kwargs) # a dictionary of keyword arguments
```

Functions already have a number of attributes such as `__doc__`, `__annotations__`, `__defaults__`, etc. Like everything in Python, functions are also objects, therefore user can add a dictionary as attributes by using `get / set` methods to `__dict__`.

setattr(object, name, value)

This is the counterpart of `getattr()`. The arguments are an object, a string, and an arbitrary value. The string may name an existing attribute or a new attribute. The function assigns the value to the attribute, provided the object allows it. For example, `setattr(x, 'foobar', 123)` is equivalent to `x.foobar = 123`.

name need not be a Python identifier as defined in [Identifiers and keywords](#) unless the object chooses to enforce that, for example in a custom `__getattribute__()` or via `__slots__`. An attribute whose name is not an identifier will not be accessible using the dot notation, but is accessible through `getattr()` etc..

getattr(object, name)

getattr(object, name, default)

Return the value of the named attribute of *object*. *name* must be a string. If the string is the name of one of the object's attributes, the result is the value of that attribute. For example, `getattr(x, 'foobar')` is equivalent to `x.foobar`. If the named attribute does not exist, *default* is returned if provided, otherwise `AttributeError` is raised. *name* need not be a Python identifier (see `setattr()`).

B

`bin()`
`bool()`
`breakpoint()`
`bytearray()`
`bytes()`

C

`callable()`
`chr()`

`float()`
`format()`
`frozenset()`

G

`getattr()`
`globals()`

H

`hasattr()`
`hasattr()`

`max()`
`memoryview()`
`min()`

N

`next()`

O

`object()`
`oct()`
`open()`

`set()`
`setattr()`
`slice()`
`sorted()`
`staticmethod()`
`str()`
`sum()`
`super()`

T

`tuple()`

hasattr(object, name)

The arguments are an object and a string. The result is `True` if the string is the name of one of the object's attributes, `False` if not. (This is implemented by calling `getattr(object, name)` and seeing whether it raises an `AttributeError` or not.)

D

`delattr()`

`id()`
`input()`

`pow()`
`print()`
`property()`

Z

delattr(object, name)

This is a relative of `setattr()`. The arguments are an object and a string. The string must be the name of one of the object's attributes. The function deletes the named attribute, provided the object allows it. For example, `delattr(x, 'foobar')` is equivalent to `del x.foobar`. *name* need not be a Python identifier (see `setattr()`).

Like attributes, function objects can also have methods. These methods can be used as inner functions and can be useful for encapsulation.

```
def parent_function():  
    def nested_function():  
        print("I'm a nested function.")  
    print("I'm a parent function.")
```

`parent_function()`



`parent_function.nested_function()`



Getter and Setter Methods

```
def point(x, y):  
    def set_x(new_x):  
        nonlocal x  
        x = new_x  
    def set_y(new_y):  
        nonlocal y  
        y = new_y  
    def get():  
        return x, y  
    point.set_x = set_x  
    point.set_y = set_y  
    point.get = get  
    return point
```


Homework for Functions



Week03/functions_firstname_lastname.py

custom_power

- ✓ A lambda function
- ✓ Two parameters (x and e)
- ✓ x is positional-only
- ✓ e is positional-or-keyword
- ✓ x has the default value 0
- ✓ e has the default value 1
- ✓ Returns $x^{**}e$

custom_equation

- ✓ A function returns float
- ✓ Five integer parameters (x, y, a, b, c)
- ✓ x is positional-only with default value 0
- ✓ y is positional-only with default value 0
- ✓ a is positional-or-keyword with default value 1
- ✓ b is positional-or-keyword with default value 1
- ✓ c is keyword-only with default value 1
- ✓ Function signature must include all annotations
- ✓ Docstring must be in reST format.
- ✓ Returns $(x^{**}a + y^{**}b) / c$

fn_w_counter

- ✓ A function returns a tuple of an int and a dictionary
- ✓ Function must count the number of calls with caller information
- ✓ Returning integer is the total number of calls
- ✓ Returning dictionary with string keys and integer values includes the caller (`__name__`) as key, the number of call coming from this caller as value.

Examples

```
custom_power(2) == 2
custom_power(2, 3) == 8
custom_power(2, e=2) == 4
custom_equation(2, 3) == 5.0
custom_equation(2, 3, 2) == 7.0
custom_equation(2, 3, 2, 3) == 31.0
custom_equation(3, 5, a=2, b=3, c=4) == 33.5
custom_equation(3, 5, 2, b=3, c=4) == 33.5
custom_equation(3, 5, 2, 3, c=4) == 33.5
for i in range(10):
    fn_w_counter()
fn_w_counter() == (11, {'__main__': 11})
```


Classes

Classes are defined by using `class` keyword, and can include attributes and methods.

Class names should be in CapWords convention, with words separated by uppercase letters as necessary to improve the readability.

PEP 8

Class Definition

```
class ClassName:  
    pass
```

Creating an Object

```
class_name = ClassName()  
print(class_name)
```

Class-Object Relationship

```
isinstance(class_name, ClassName)
```

Constructor & Properties & Methods

```
class Student:  
    def __init__(self, student_id, name, age):  
        self.student_id = student_id  
        self.name = name  
        self.age = age  
        self.courses = []  
  
    def register(self, course):  
        if course not in self.courses:  
            self.courses.append(course)  
  
    def drop(self, course):  
        if course in self.courses:  
            self.courses.remove(course)
```

Dot Notation

```
student = Student(7, "Bora Canbula", 39)  
print(student.student_id)  
print(student.name)  
print(student.age)  
print(student.courses)  
student.register("CSE 3244")  
print(student.courses)  
student.register("CSE 3237")  
print(student.courses)  
student.drop("CSE 3237")  
print(student.courses)
```

Representing Objects as Strings

```
def __str__(self):  
    return f"Student: {self.student_id}, {self.name}, {self.age}"
```

→ User friendly string

```
def __repr__(self):  
    return f"Student({self.student_id}, '{self.name}', {self.age})"
```

→ String to create object again

```
recreated_student = eval(repr(student))
```

Inheritance

Classes can inherit another class, and must initialize the parent class first in the constructor of the child class.

```
from classes import Student

class GraduateStudent(Student):
    def __init__(
        self, student_id, name, age, /,
        advisor = None, thesis = None
    ):
        super().__init__(student_id, name, age)
        self.advisor = advisor
        self.thesis = thesis
```

```
student = GraduateStudent(
    7, "Bora Canbula", 39
)
print(student.student_id)
print(student.name)
print(student.age)
```

Inheritance Homework



Week05/emails_firstname_lastname.py



Write a class which satisfies the tests given in:

Week05/test_emails.py