# [301] Programming

Tyler Caraza-Harter

### Learning Objectives

#### Skills:

- Run Python
- Run PyCharm

#### Learn common Python operators:

- Mathematical (e.g., "+" and "-")
- Comparison (e.g., "==" and ">")
- Logical (e.g., "and" and "not")

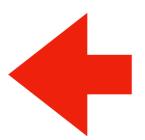
#### Learn about different data types:

int, float, str, bool

Learn about boolean logic

#### Software

- Interpreters
- Editors



#### **Demos**

**Operator Precedence** 

**Demos** 

Boolean Logic

**Demos** 

### What you need to write/run code

#### An interpreter

- Python 3 (not Python 2)
- We prefer you install Python 3 with Anaconda (Anaconda is not strictly necessary yet)

#### An editor

- Which one doesn't matter much
- PyCharm is a good choice, and is installed in the labs

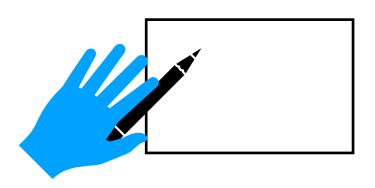
A program that runs a program

A program that runs a program

 Translates something human likes (nice Python code) to something the machine likes (ONEs and ZEROs)







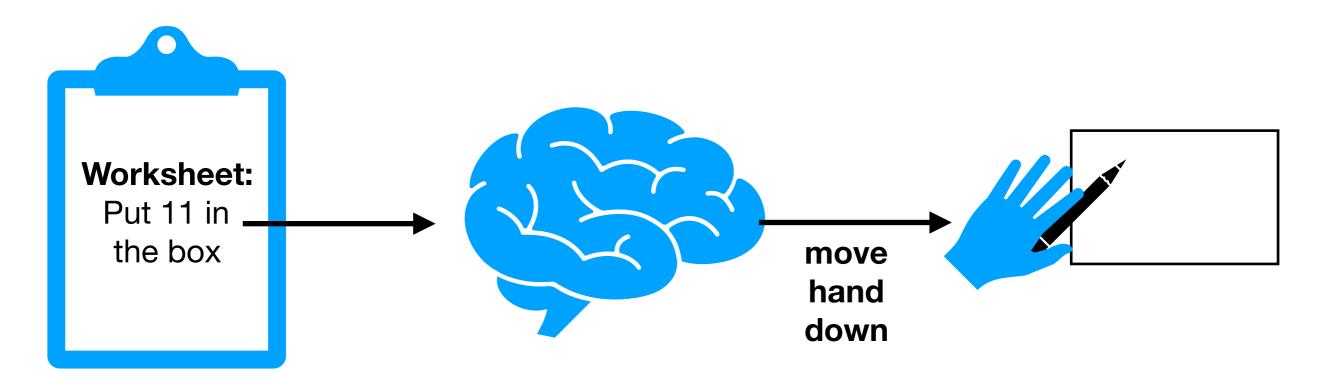
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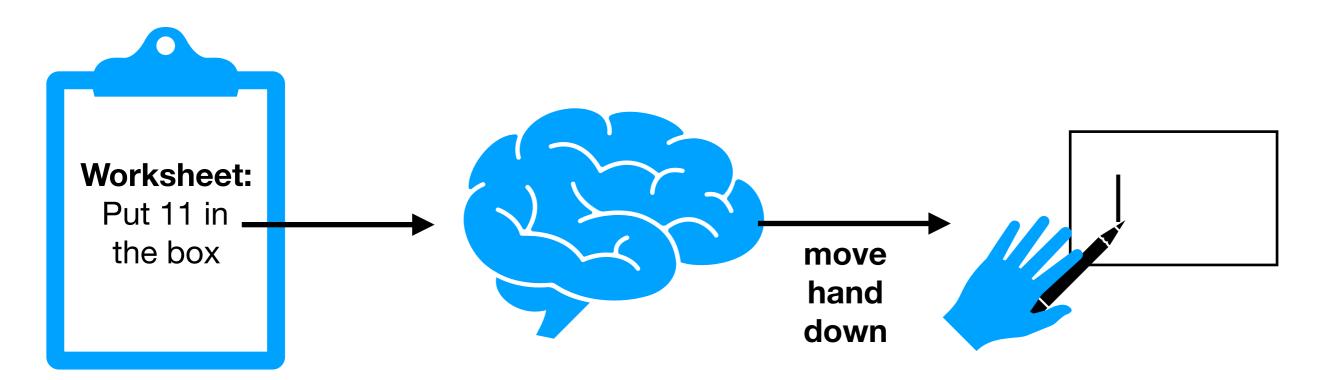
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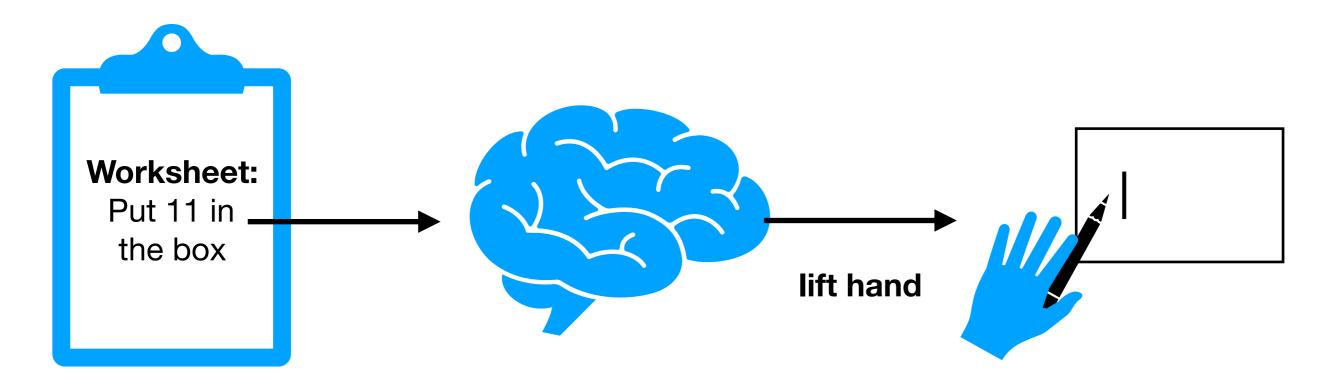
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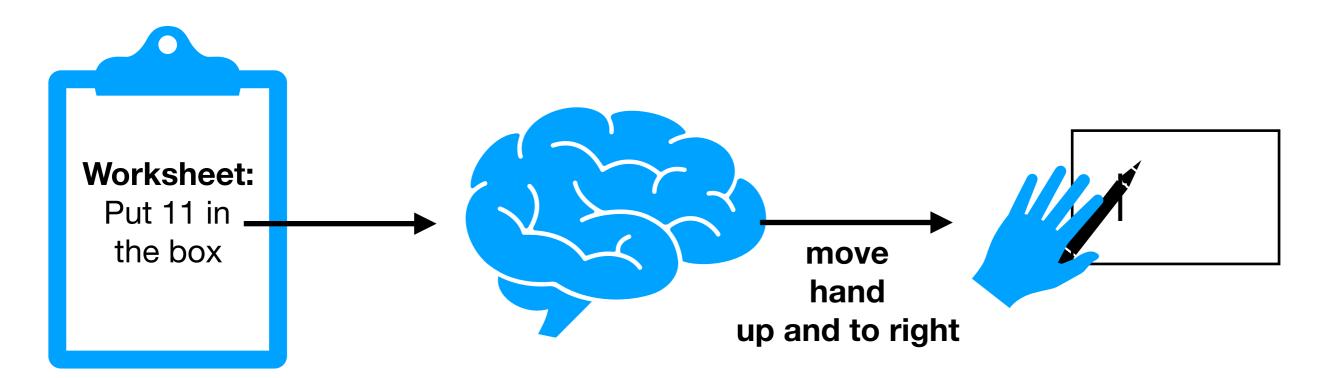
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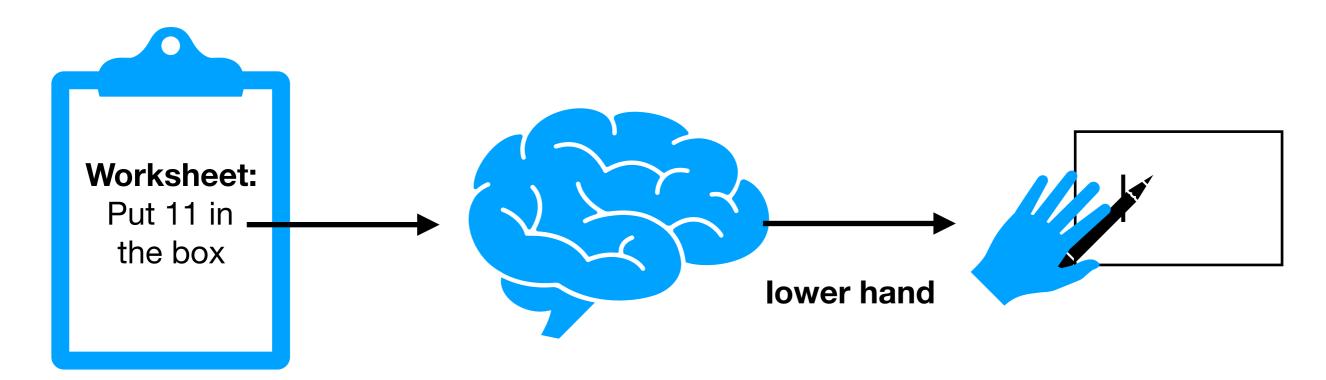
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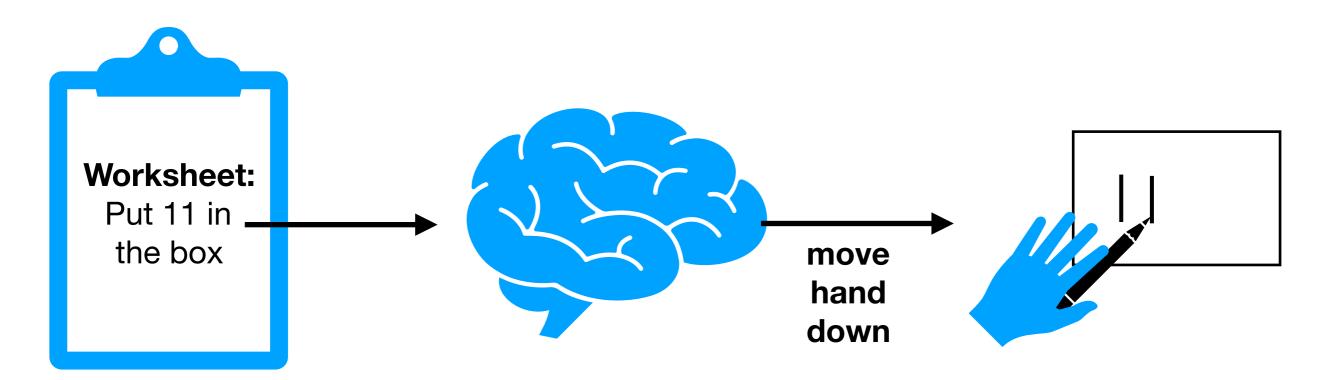
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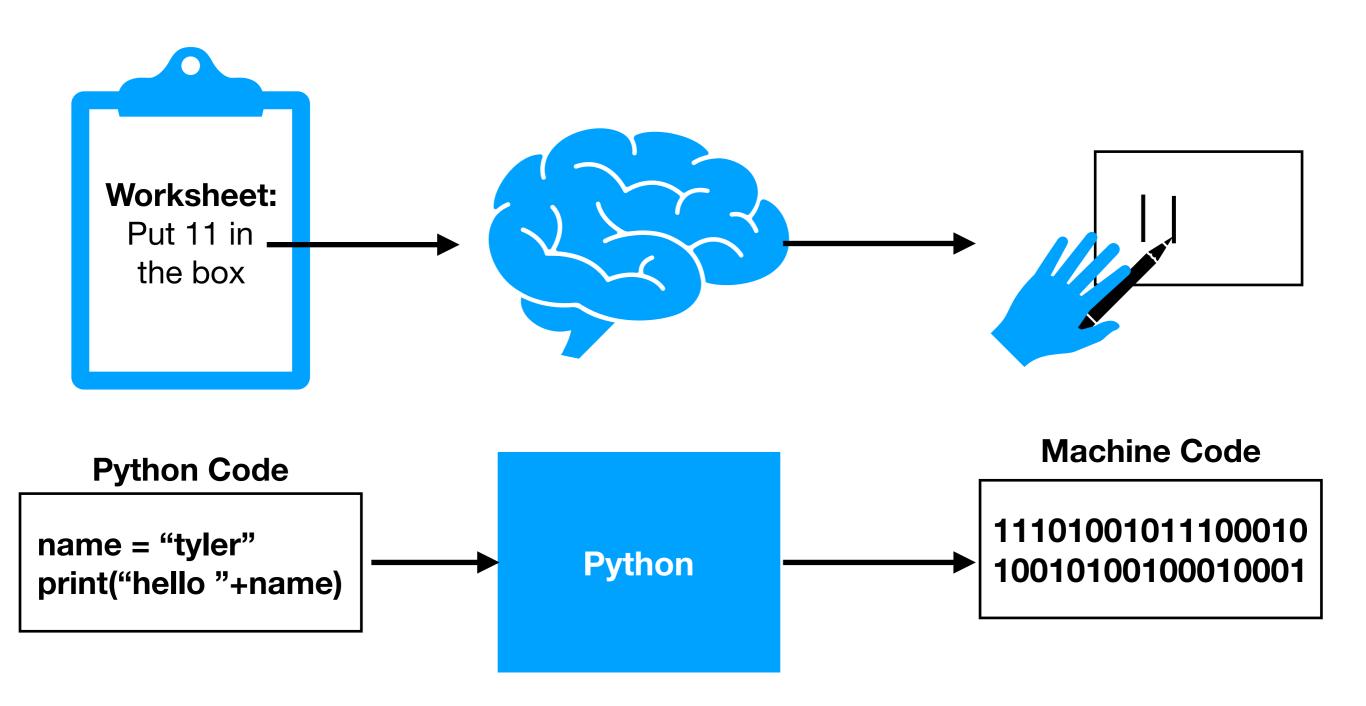


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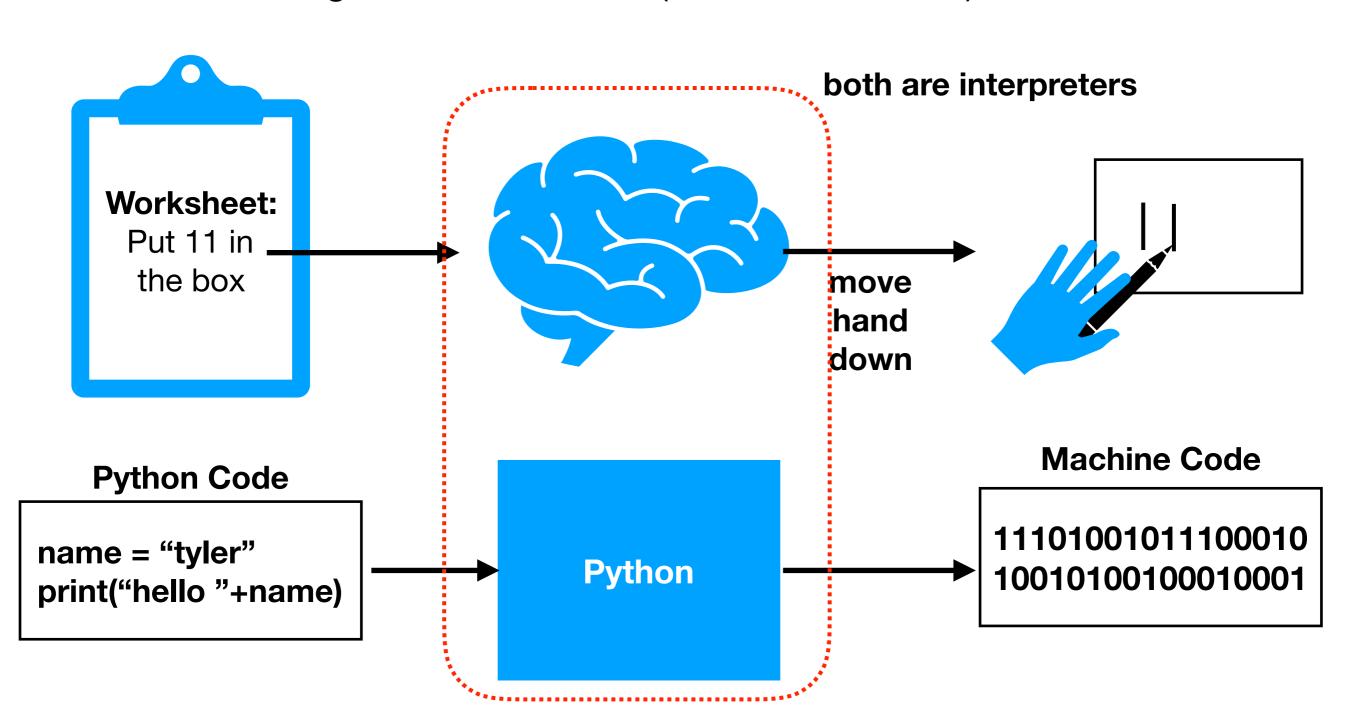
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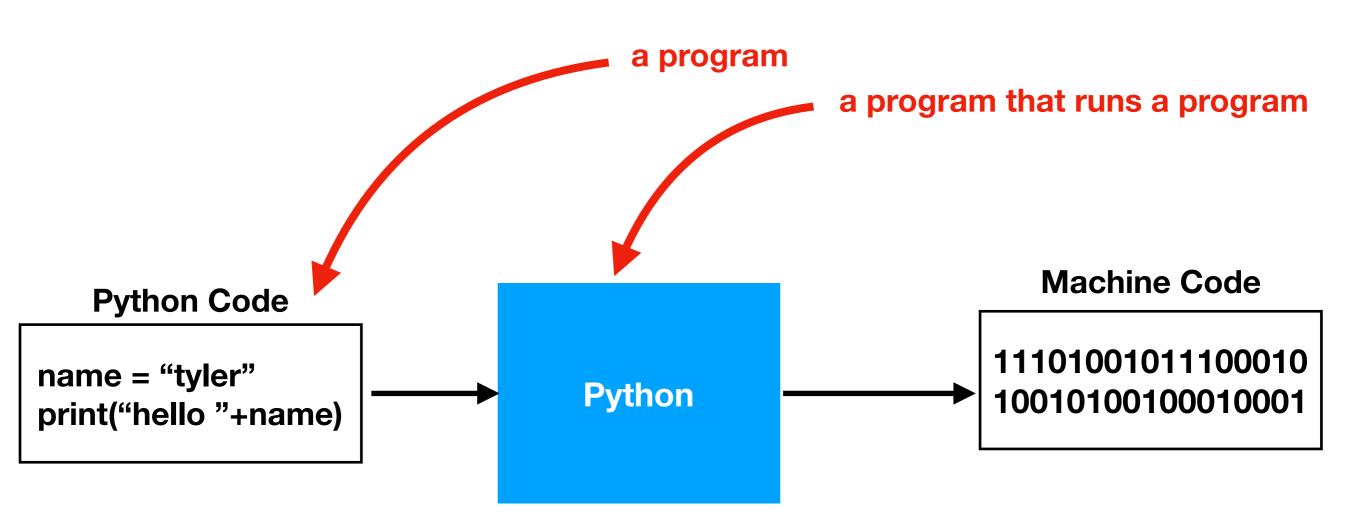
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#### A program that runs a program



A program that runs a program



Program for writing code and other simple files

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- Why does it matter what you use?
  - 1. Some have a builtin terminal
  - 2. They add helpful color to your code

#### **PyCharm**

#### 

#### **TextEdit**

```
x - 100
if x > 125:
    print("too big")
else:
    print("that is valid")
```

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**Operator Precedence** 

**Demos** 

Boolean Logic

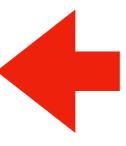
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signs	+X, -X	
multiply/divide	*, /, //, %	
add/subtract	+, -	
comparison	==, !=, <, <=, >, >=	
boolean stuff	not	
	and	
	or	

simplify first

simplify last

these are the ones you should be learning at this point in the semester (there are a few more not covered now)

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