

JFSS Data Science Club

# PYTHON 101

Meeting #2





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# PYTHON HISTORY

## THEN

- Work began in the 1980s
- Officially released in 1991 in the Netherlands
- Python 2.0 (2000) - list comprehensions, Unicode support
- Python 3.0 (2008)

## NOW



- Used in a variety of subjects
- Make algorithms
- Applicable in real-world scenarios





# PRINT STATEMENT

Allows us to print to the console

```
1 print("Hello World!")
```

>\_ Console  

 Shell 

+

...



Run

83ms on 10:13:34, 10/22 ✓

Hello World!

# DATA TYPES

String

Integer

Boolean

Float

```
1 → name = "Jeremy"  
2  
3 age = 12 ←  
4  
5 → likes_pineapple_on_pizza = False  
6  
7 weight_in_lbs = 92.7 ←
```



# VARIABLES

- Placeholders for values
- Can store different kinds of data
- No initialization required
- Data type does not need to be declared
- Data types of variables can be changed - CASTING



# INPUT STATEMENT

Allows us to take in data from the user

```
1 name = input("What is your name?\n")
2 print(name)
```

```
What is your name?
Prerana ← Input
Prerana ← Output
```



# COMMENTS

Concise notes on what the code does

# (insert text here)

```
1 # asks for age
2 age = input("Please enter your age: ")
3 # prints age
4 print(age)
```

Multiline Comments

```
1 """
2     This comment
3     can become
4     more than one line.
5 """
6 age_for_survey = input("Please enter your age: ")
```



# OPERATORS

```
graph TD; A[OPERATORS] --> B[Arithmetic Operators]; A --> C[Comparison Operators]; A --> D[Logical Operators];
```

Arithmetic  
Operators

Comparison  
Operators

Logical  
Operators

# ARITHMETIC OPERATOR

+	Addition	$x + y$
-	Subtraction	$x - y$
*	Multiplication	$x * y$
/	Division	$x / y$
**	Exponential	$x ** y$
//	Floor Division	$x // y$
%	Modulus	$x \% y$



# COMPARISON OPERATOR

==	Equal	$x == y$
!=	Not Equal	$x != y$
>	Greater than	$x > y$
<	Less than	$x < y$
>=	Greater than or equal to	$x >= y$
<=	Less than or equal to	$x <= y$

# LOGICAL OPERATOR

<b>and</b>	Return True if both statements are true	$x < 5$ and $x < 10$
<b>or</b>	Return True if one statement is true	$x < 5$ or $x < 4$
<b>not</b>	Returns the opposite boolean	$\text{not}(x < 5 \text{ and } x < 10)$



# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$$x = 5$$

what is the boolean value of  $x < 5$ ?

# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$x = 5$

what is the boolean value of  $x < 5$ ?

False



# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$x = 5$

what is the boolean value of  $x \leq 5$ ?

# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$x = 5$

what is the boolean value of  $x \leq 5$ ?

True



# QUICK GAME: TRUE OR FALSE?

Fun time!!!

color = "red"

what is the boolean value of color == "red"?

# QUICK GAME: TRUE OR FALSE?

Fun time!!!

color = "red"

what is the boolean value of color == "red"?

True



# QUICK GAME: TRUE OR FALSE?

Fun time!!!

color = "blue"

what is the boolean value of color == "red"?

# QUICK GAME: TRUE OR FALSE?

Fun time!!!

color = "blue"

what is the boolean value of color == "red"?

False



# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$x = 5$

$y = 6$

what is the boolean value of

$x \leq 5$  and  $y > 5$ ?

# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$x = 5$

$y = 6$

what is the boolean value of

$x \leq 5$  and  $y > 5$ ?

True and True = True



# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$x = 5$

$y = 6$

what is the boolean value of

$x \leq 5$  and  $y > 10$ ?

# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$x = 5$

$y = 6$

what is the boolean value of

$x \leq 5$  and  $y > 10$ ?

True and False = **False**



# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$x = 5$

$y = 6$

what is the boolean value of  
 $\text{not } (x \leq 5 \text{ and } y > 10)$ ?

# QUICK GAME: TRUE OR FALSE?

Fun time!!!

$x = 5$

$y = 6$

what is the boolean value of  
 $\text{not } (x \leq 5 \text{ and } y > 10)$ ?

$\text{not } (\text{True and False}) = \text{not } (\text{False}) = \text{True}$

# IF, ELIF, ELSE STATEMENT

Time for some comparison...

if the statement is true:

Do this

else:

Do that



# IF, ELIF, ELSE STATEMENT

Time for some comparison

```
x = 4
```

```
if x < 5:
```

```
    print("x is smaller than 5")
```

```
elif x < 6:
```

```
    print("x is smaller than 6")
```

```
else:
```

```
    print("x is neither smaller than 5 nor 6")
```

# IF, ELIF, ELSE STATEMENT

Time for some comparison

```
x = 5
```

```
if x < 5:
```

```
    print("x is smaller than 5")
```

```
elif x < 6:
```

```
    print("x is smaller than 6")
```

```
else:
```

```
    print("x is neither smaller than 5 nor 6")
```

# IF, ELIF, ELSE STATEMENT

Time for some comparison

```
x = 7
```

```
if x < 5:
```

```
    print("x is smaller than 5")
```

```
elif x < 6:
```

```
    print("x is smaller than 6")
```

```
else:
```

```
    print("x is neither smaller than 5 nor 6")
```



# QUICK GAME!

What is the answer to this?

```
ball_color = "blue"
```

```
if ball_color == "red":
```

```
    print("The color of the ball is red.")
```

```
elif ball_color == "yellow":
```

```
    print("The color of the ball is yellow.")
```

```
else:
```

```
    print("The color of the ball is blue.")
```

# QUICK GAME!

What is the answer to this?

```
ball_color = "blue"
```

**Define ball as blue**

```
if ball_color == "red":
```

**Check: Is ball red? No.**

```
    print("The color of the ball is red.")
```

```
elif ball_color == "yellow":
```

**Check: Is ball yellow? No.**

```
    print("The color of the ball is yellow.")
```

```
else:
```

**Check: Is ball blue? Yes!**

```
    print("The color of the ball is blue.")
```

# LOOPS

```
graph TD; A[LOOPS] --> B[For Loops]; A --> C[While Loops];
```

For Loops

While Loops



# FOR LOOPS

Time for some iteration

**for [a variable] in [something]:**

Do something

Do something

Do something

...



# FOR LOOPS

Time for some iteration

```
for x in range(5):  
    print(x)
```



```
for number in range(5):  
    print(number)
```

```
0  
1  
2  
3  
4  
>
```

# WHILE LOOPS

Time for some iteration

**while True:**

Do something

Do something

Do something

...





# WHILE LOOPS

Time for some iteration

```
x = 0  
  
while x<5:  
    print(x)  
    x += 1
```



```
0  
1  
2  
3  
4  
>
```

# WHILE LOOPS

Time for some iteration

```
x = 0  
  
while x<5:  
    print(x, "<", 5, "is", (x<5))  
    x += 1
```



```
0 < 5 is True  
1 < 5 is True  
2 < 5 is True  
3 < 5 is True  
4 < 5 is True  
>
```



# FUNCTIONS!!!



# FUNCTIONS

A collection of code

```
def function_name():
```

```
    Do something
```

```
    Do something
```

```
    Do something...
```

# FUNCTIONS

A collection of code

```
def my_function():  
    print("Hello from a function")
```

# FUNCTIONS

A collection of code

```
def my_function():  
    print("Hello from a function")
```





# FUNCTIONS

A collection of code

```
def my_function():  
    print("Hello from a function")  
  
my_function()
```

# FUNCTIONS

A collection of code

```
def my_function():  
    print("Hello from a function")  
  
my_function()
```



```
Hello from a function
```

```
> |
```

# **FUNCTIONS**

A collection of code

**So, why is there a bracket beside the function?**



# FUNCTIONS

A collection of code

```
def function_name(parameters):  
    Do something  
    Do something  
    Do something...
```

# FUNCTIONS

A collection of code

```
def say_hello(name):  
    print("Hello " + name + "!")
```

# FUNCTIONS

A collection of code

```
def say_hello(name):  
    print("Hello " + name + "!")  
  
say_hello("katie")  
say_hello("Bob")
```





# FUNCTIONS

A collection of code

```
def say_hello(name):  
    print("Hello " + name + "!")  
  
say_hello("katie")  
say_hello("Bob")
```



```
Hello katie!  
Hello Bob!
```

# FUNCTIONS

A collection of code

```
def say_hello(name, location):  
    print("Hello " + name + " from " + location + "!")  
  
say_hello("katie", "Mississauga")  
say_hello("Bob", "Toronto")
```

# FUNCTIONS

A collection of code

```
def say_hello(name, location):  
    print("Hello " + name + " from " + location + "!")  
  
say_hello("katie", "Mississauga")  
say_hello("Bob", "Toronto")
```

```
Hello katie from Mississauga!  
Hello Bob from Toronto!
```

```
> |
```



# FUNCTIONS

A collection of code

```
def say_hello(name, location):  
    print("Hello " + name + " from " + location + "!")  
  
say_hello("katie", "Mississauga")  
say_hello(location="Toronto", name="Bob")
```

```
Hello katie from Mississauga!  
Hello Bob from Toronto!
```

```
> |
```

# CHALLENGE!

1. **Story line or Character Journey Project!**
2. Take some input from user (name, age, certain preferences about topics, current day)
3. Calculate how many days are left to the weekend (if the day is a weekday)
4. Create if/else/elif statements to make decisions about certain inputs
5. Create a story template and implement the inputs into the story



# THANK YOU!

Any other questions?

