



Python

Basics



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A simple interpreted language

A simple interpreted language
no separate compilation step

A simple interpreted language
no separate compilation step

```
$ python
```

```
>>>
```

A simple interpreted language

no separate compilation step

```
$ python  
>>> print 1 + 2  
3  
>>>
```

A simple interpreted language
no separate compilation step

```
$ python
```

```
>>> print 1 + 2
```

```
3
```

```
>>> print 'charles' + 'darwin'
```

```
charlesdarwin
```

Or remove print (when in the interactive python shell):

```
>>> 'charles' + 'darwin'
```

```
charlesdarwin
```

Put commands in a file and execute that

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```
$ gedit very-simple.py
```


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```
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```

```
print 1 + 2  
print 'charles' + 'darwin'
```

Put commands in a file and execute that

```
$ gedit very-simple.py
```

```
print 1 + 2  
print 'charles' + 'darwin'
```

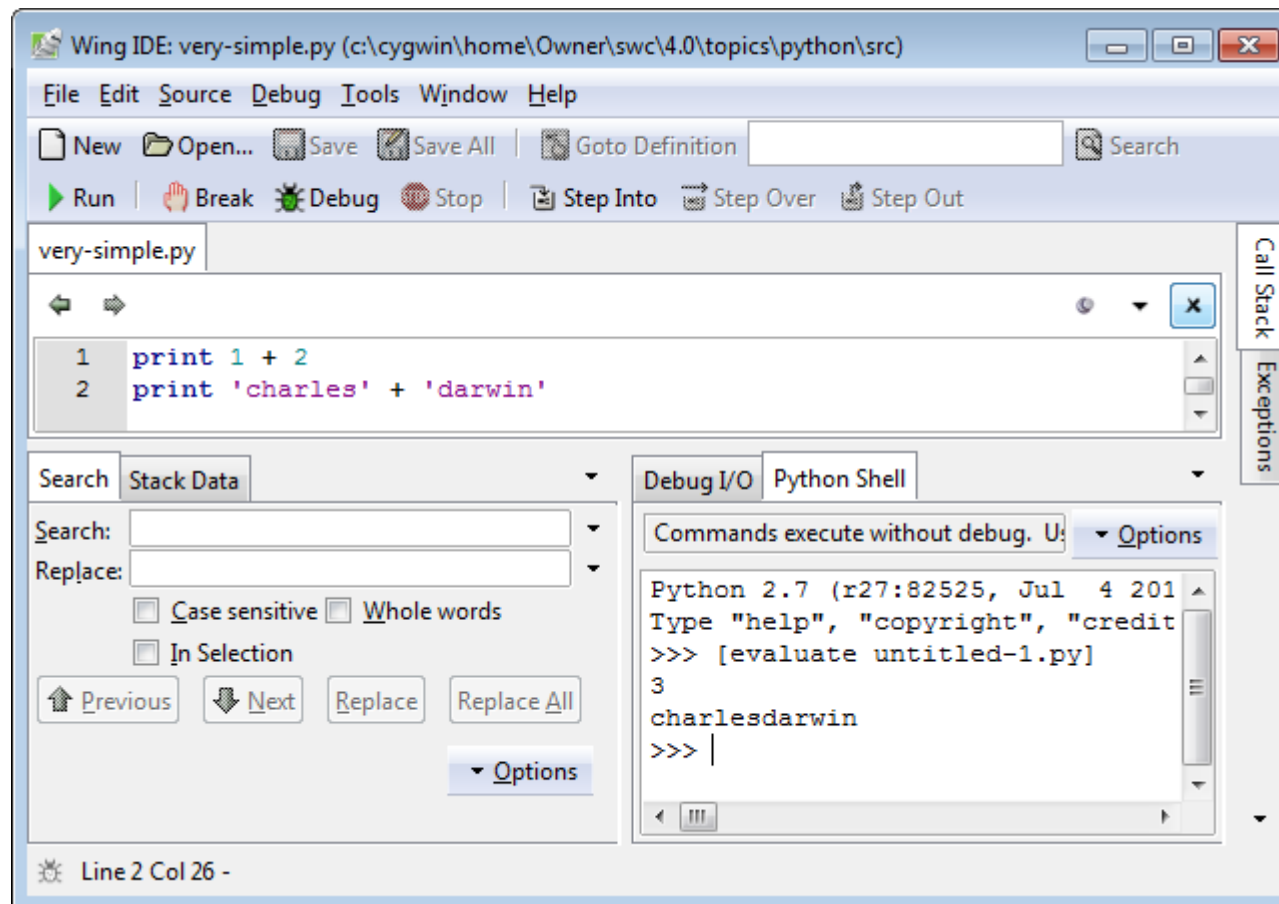
```
$ python very-simple.py
```

```
3
```

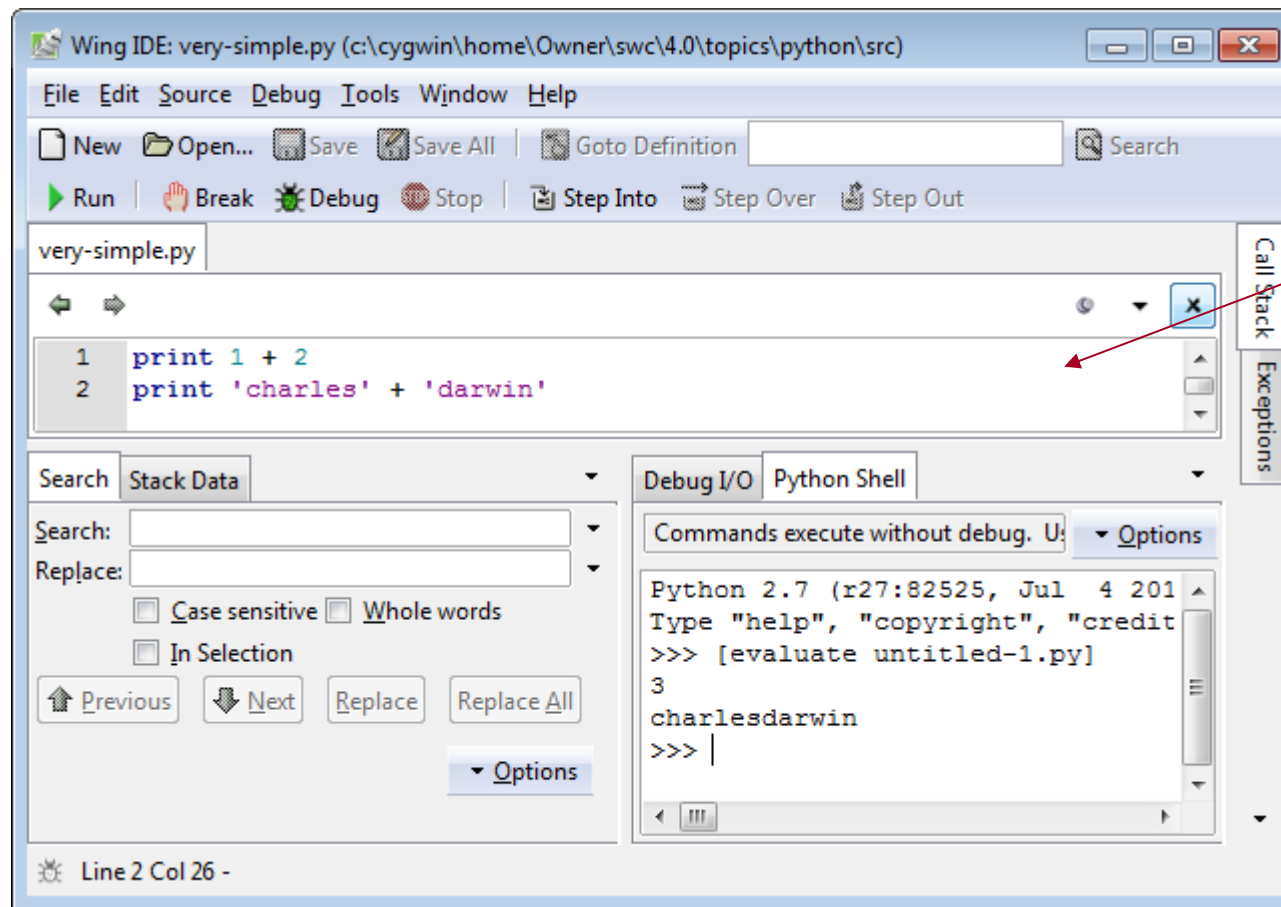
```
charlesdarwin
```

```
$
```

Use an *integrated development environment* (IDE)

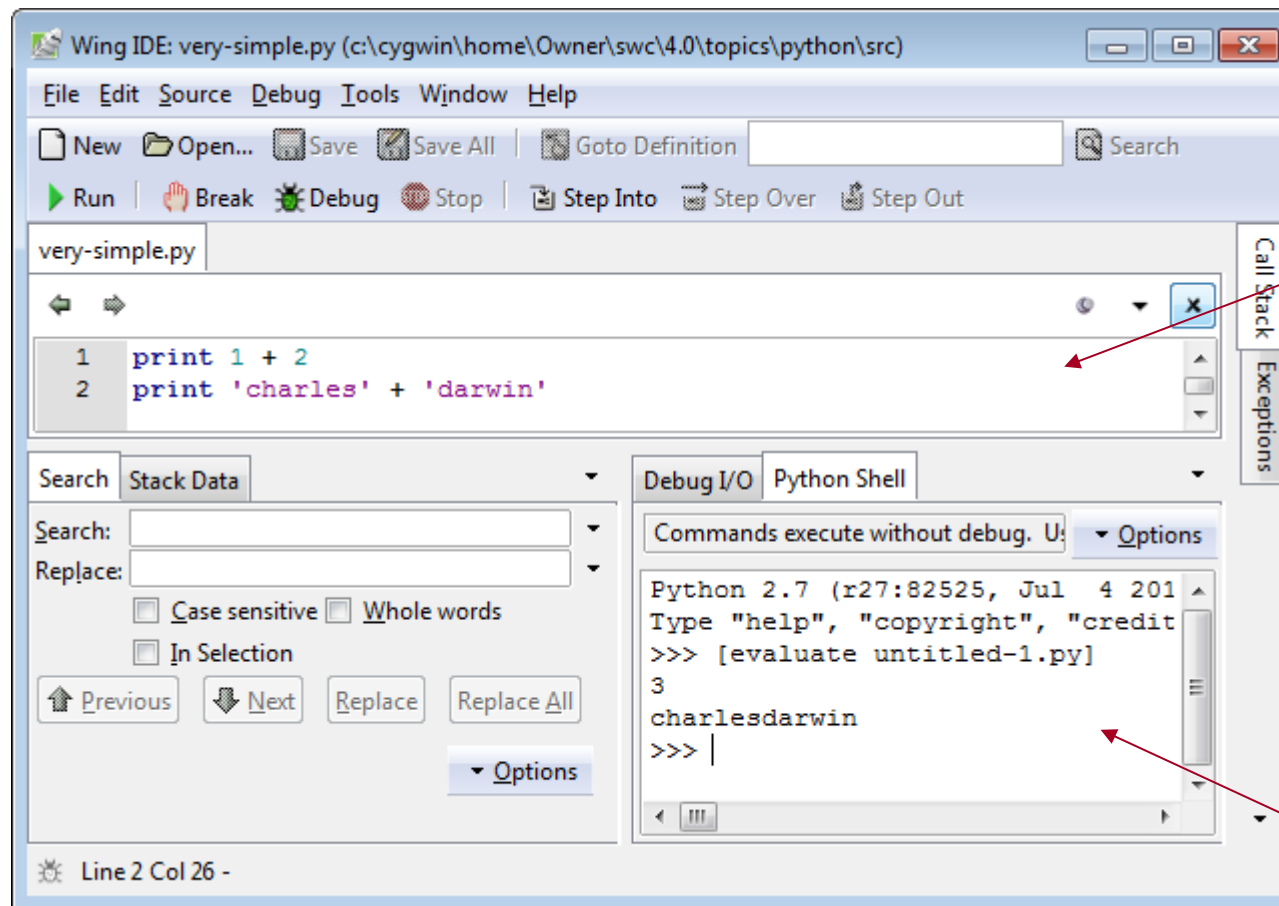


Use an *integrated development environment* (IDE)



Source
file

Use an *integrated development environment* (IDE)



Source
file

Execution
shell

Variables are names for values

Variables are names for values

Created by use

Variables are names for values

Created by use: no declaration necessary

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Created by use: no declaration necessary

```
>>> planet = 'Pluto'
```

```
>>>
```

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
```

```
>>> print planet
```

```
Pluto
```

```
>>>
```

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
>>> print planet
Pluto
>>>
```

variable	value
planet	'Pluto'

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
>>> print planet
Pluto
>>> moon = 'Charon'
>>>
```

variable	value
planet	'Pluto'
moon	'Charon'

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
>>> print planet
Pluto
>>> moon = 'Charon'
>>> p = planet
>>>
```

variable	value
planet	'Pluto'
moon	'Charon'

Variables are names for values

Created by use: no declaration necessary

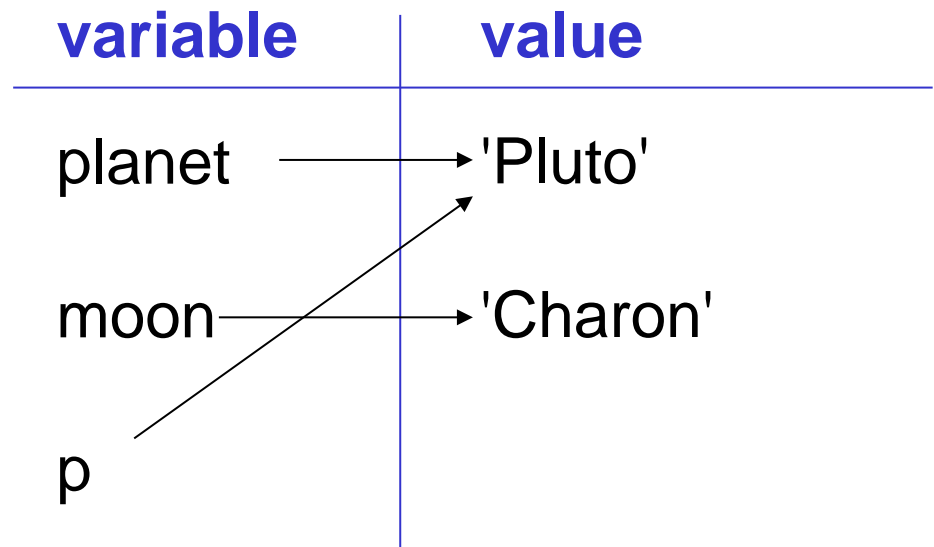
```
>>> planet = 'Pluto'
>>> print planet
Pluto
>>> moon = 'Charon'
>>> p = planet
>>>
```

variable	value
planet	'Pluto'
moon	'Charon'
p	

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
>>> print planet
Pluto
>>> moon = 'Charon'
>>> p = planet
>>> print p
Pluto
>>>
```



A variable is just a name

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Does not have a type

A variable is just a name

Does not have a type

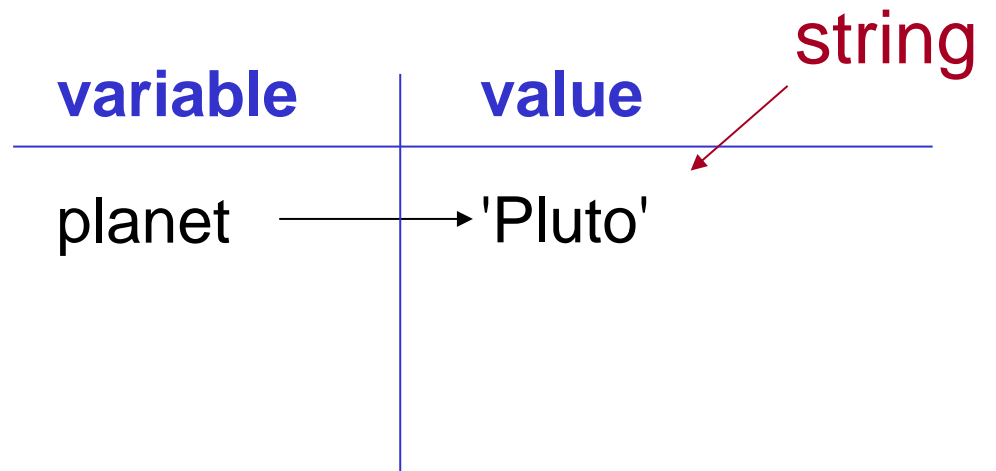
```
>>> planet = 'Pluto'
```

```
>>>
```

A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
>>>
```



A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
>>> planet = 9
>>>
```

variable	value
planet	'Pluto'
	9


integer

A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
>>> planet = 9
>>>
```

variable	value
planet	'Pluto'
	9




Values are *garbage collected*

A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
>>> planet = 9
>>>
```

variable	value
planet	'Pluto'
	9



Values are *garbage collected*

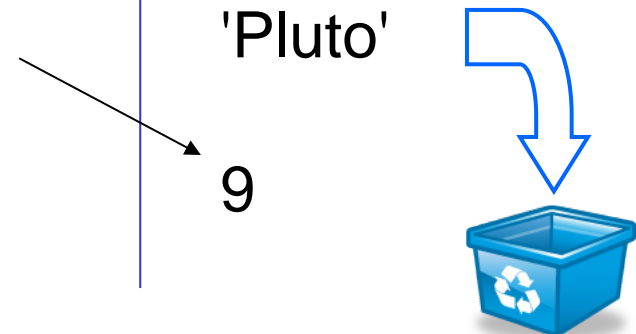
If nothing refers to data any longer, it can be recycled

A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
>>> planet = 9
>>>
```

variable	value
planet	'Pluto'
	9



The diagram illustrates the state of the variable 'planet' after the second assignment. A black arrow points from the 'planet' variable to the value '9'. A blue curved arrow points from the value '9' to a blue recycling bin icon, which has a white recycling symbol on it, representing garbage collection.

Values are *garbage collected*

If nothing refers to data any longer, it can be recycled

Must assign value to variable before using it

Must assign value to variable before using it

```
>>> planet = 'Sedna'
```

```
>>>
```

Must assign value to variable before using it

```
>>> planet = 'Sedna'
```

```
>>> print plant      # note the deliberate misspelling
```

Must assign value to variable before using it

```
>>> planet = 'Sedna'
```

```
>>> print plant      # note the deliberate misspelling
```

Traceback (most recent call last):

print plant

NameError: name 'plant' is not defined

```
>>>
```

Must assign value to variable before using it

```
>>> planet = 'Sedna'
```

```
>>> print plant      # note the deliberate misspelling
```

Traceback (most recent call last):

print plant

NameError: name 'plant' is not defined

```
>>>
```

Python does not assume default values for variables

Must assign value to variable before using it

```
>>> planet = 'Sedna'
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>>> print plant      # note the deliberate misspelling
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Traceback (most recent call last):

print plant

NameError: name 'plant' is not defined

```
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```

Python does not assume default values for variables

Doing so can mask many errors

Must assign value to variable before using it

```
>>> planet = 'Sedna'
```

```
>>> print plant      # note the deliberate misspelling
```

Traceback (most recent call last):

print plant

NameError: name 'plant' is not defined

```
>>>
```

Python does not assume default values for variables

Doing so can mask many errors

Anything from # to the end of the line is a comment

Values *do* have types

Values *do* have types

```
>>> string = "two"
>>> number = 3
>>> print string * number  # repeated concatenation
twotwotwo
>>>
```


Values *do* have types

```
>>> string = "two"
```

```
>>> number = 3
```

```
>>> print string * number  # repeated concatenation
twotwotwo
```

```
>>> print string + number
```

Traceback (most recent call last)

number + string

TypeError: cannot concatenate 'str' and 'int' objects

```
>>>
```

Values *do* have types

```
>>> string = "two"
```

```
>>> number = 3
```

```
>>> print string * number  # repeated concatenation
twotwotwo
```

```
>>> print string + number
```

Traceback (most recent call last)

number + string

TypeError: cannot concatenate 'str' and 'int' objects

```
>>>
```

Would probably be safe here to produce 'two3'

Values *do* have types

```
>>> string = "two"
>>> number = 3
>>> print string * number  # repeated concatenation
twotwotwo
>>> print string + number
Traceback (most recent call last)
number + string
TypeError: cannot concatenate 'str' and 'int' objects
>>>
```

Would probably be safe here to produce 'two3'

But then what should '2'+ '3' be?

Values *do* have types

```
>>> string = "two"
>>> number = 3
>>> print string * number  # repeated concatenation
twotwotwo
>>> print string + number
Traceback (most recent call last):
  number + string
TypeError: cannot concatenate 'str' and 'int' objects
>>>
```

Would probably be safe here to produce 'two3'

But then what should '2'+ '3' be?

Doing too much is as bad as doing too little...

Use functions to convert between types

Use functions to convert between types

```
>>> print int('2') + 3
```

```
5
```

```
>>>
```

Use functions to convert between types

```
>>> print int('2') + 3
```

```
5
```

```
>>> print '2' + str(3)
```

```
23
```

```
>>>
```

Numbers

Numbers

14

32-bit integer
(on most machines)

Numbers

14

32-bit integer
(on most machines)

14.0

64-bit float
(ditto)

Numbers

<code>14</code>	32-bit integer (on most machines)
<code>14.0</code>	64-bit float (ditto)
<code>1+4j</code>	complex number (two 64-bit floats)

Numbers

<code>14</code>	32-bit integer (on most machines)
<code>14.0</code>	64-bit float (ditto)
<code>1+4j</code>	complex number (two 64-bit floats)
<code>x.real,</code> <code>x.imag</code>	real and imaginary parts of complex number

Arithmetic

Arithmetic

Addition $| + \quad | 35 + 22 \quad | 57$

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'
Division	/	3.0 / 2	1.5

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'
Division	/	3.0 / 2	1.5
		3 / 2	1

Arithmetic

Addition	+	<code>35 + 22</code>	<code>57</code>
		<code>'Py' + 'thon'</code>	<code>'Python'</code>
Subtraction	-	<code>35 - 22</code>	<code>13</code>
Multiplication	*	<code>3 * 2</code>	<code>6</code>
		<code>'Py' * 2</code>	<code>'PyPy'</code>
Division	/	<code>3.0 / 2</code>	<code>1.5</code>
		<code>3 / 2</code>	<code>1</code>
Exponentiation	**	<code>2 ** 0.5</code>	<code>1.41421356...</code>

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'
Division	/	3.0 / 2	1.5
		3 / 2	1
Exponentiation	**	2 ** 0.5	1.41421356...
Remainder	%	13 % 5	3

Prefer *in-place* forms of binary operators

Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>>
```


Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>> years += 1
```

```
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>> years += 1
```

← The same as `years = years + 1`

```
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
>>> years += 1
>>> print years
501
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
>>> years += 1
>>> print years
501
>>> years %= 10
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>> years += 1
```

```
>>> print years
```

```
501
```

```
>>> years %= 10 ← The same as: years = years % 10
```

```
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>> years += 1
```

```
>>> print years
```

```
501
```

```
>>> years %= 10
```

```
>>> print years
```

```
1
```

```
>>>
```

Comparisons

Comparisons

```
3 < 5      | True
```


Comparisons

3 < 5	True
3 != 5	True

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False

Comparisons

3 < 5	True
3 != 5	True
3 == 5	False

Single = is assignment

Double == is equality

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False
<code>3 >= 5</code>	False

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False
<code>3 >= 5</code>	False
<code>1 < 3 < 5</code>	True

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False
<code>3 >= 5</code>	False
<code>1 < 3 < 5</code>	True
<code>1 < 5 > 3</code>	True

← But please don't
do this

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False
<code>3 >= 5</code>	False
<code>1 < 3 < 5</code>	True
<code>1 < 5 > 3</code>	True
<code>3+2j < 5</code>	<i>error</i>



created by

Greg Wilson

October 2010



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