

# INTL/QMBU450/550: Advanced Data Analysis in Python

## Syntax

David Carlson

January 29, 2020

# Syntax

- Object types
  - ▶ String
  - ▶ Int
  - ▶ Float
  - ▶ List
  - ▶ Tuple
  - ▶ Dictionary
- Conditionals
- Loop
- Functions

# Strings

- Any group of characters recognized as text.

# Strings

- Any group of characters recognized as text.
- Written between single quotes, double quotes or triple quotes.

# Strings

- Any group of characters recognized as text.
- Written between single quotes, double quotes or triple quotes.

```
>>> name='David'
>>> age='34'
>>> intro="Hi my name is "+name+".\nI'm "+age+" years old."
>>> intro
>>> print(intro)
>>> new_intro = """Hello!
... I'm David.
... What's up?"""
>>> new_intro
>>> print(new_intro)
```

# String

- You can call any character in the string.

# String

- You can call any character in the string.

```
>>> intro[0]
```

```
>>> intro[1]
```

```
>>> intro[3]
```

# String

- You can call any character in the string.

```
>>> intro[0]
```

```
>>> intro[1]
```

```
>>> intro[3]
```

- Strings are immutable.



# String

- You can call any character in the string.

```
>>> intro[0]
```

```
>>> intro[1]
```

```
>>> intro[3]
```

- Strings are immutable.
- But you can split a string into words.

# String

- You can call any character in the string.

```
>>> intro[0]
```

```
>>> intro[1]
```

```
>>> intro[3]
```

- Strings are immutable.
- But you can split a string into words.

```
>>> intro.split()
```

# String

- You can call any character in the string.

```
>>> intro[0]
```

```
>>> intro[1]
```

```
>>> intro[3]
```

- Strings are immutable.
- But you can split a string into words.

```
>>> intro.split()
```

- Or into any other chunks using a character.

# String

- You can call any character in the string.

```
>>> intro[0]
```

```
>>> intro[1]
```

```
>>> intro[3]
```

- Strings are immutable.
- But you can split a string into words.

```
>>> intro.split()
```

- Or into any other chunks using a character.

```
>>> new_intro.split('\n')
```

# String

- You can call any character in the string.

```
>>> intro[0]
```

```
>>> intro[1]
```

```
>>> intro[3]
```

- Strings are immutable.
- But you can split a string into words.

```
>>> intro.split()
```

- Or into any other chunks using a character.

```
>>> new_intro.split('\n')
```

# String

- Run this code. What is happening?

# String

- Run this code. What is happening?

```
>>> intro[2:]  
>>> intro[-2:]  
>>> intro[:2]  
>>> intro[:-2]  
>>> intro[:2]  
>>> intro[::2]  
>>> intro[:::-2]  
>>> intro[::3]
```

# String

- It requires a little more work to split a string into letters.



# String

- It requires a little more work to split a string into letters.

```
>>> [letter for letter in name]
```

```
>>> [letter for letter in intro]
```

# String

- It requires a little more work to split a string into letters.

```
>>> [letter for letter in name]
```

```
>>> [letter for letter in intro]
```

- Let's combine them again.

# String

- It requires a little more work to split a string into letters.

```
>>> [letter for letter in name]  
>>> [letter for letter in intro]
```

- Let's combine them again.

```
>>> myletters=[letter for letter in intro]  
>>> ''.join(myletters)  
>>> '\n'.join(myletters)
```

# Int

- Integers.

# Int

- Integers.
- You can do mathematical operations using these.
  - ▶ Usual suspects:  $+$   $-$   $*$   $/$
  - ▶ Exponentiate:  $**$
  - ▶ Remainder:  $\%$
  - ▶ Whole division:  $//$

# Int

- Integers.
- You can do mathematical operations using these.
  - ▶ Usual suspects:  $+$   $-$   $*$   $/$
  - ▶ Exponentiate:  $**$
  - ▶ Remainder:  $\%$
  - ▶ Whole division:  $//$

```
>>> whole=5//3
>>> remainder=5%3
>>> """Five divided by three is %d
... and %d fifths""" % (whole, remainder)
```

# Int

- Integers.
- You can do mathematical operations using these.

- ▶ Usual suspects:  $+$   $-$   $*$   $/$
- ▶ Exponentiate:  $**$
- ▶ Remainder:  $\%$
- ▶ Whole division:  $//$

```
>>> whole=5//3
```

```
>>> remainder=5%3
```

```
>>> """Five divided by three is %d  
... and %d fifths""" % (whole, remainder)
```

- You can assign numbers using different operators.

# Int

- Integers.
- You can do mathematical operations using these.

- ▶ Usual suspects: `+` `-` `*` `/`
- ▶ Exponentiate: `**`
- ▶ Remainder: `%`
- ▶ Whole division: `//`

```
>>> whole=5//3
>>> remainder=5%3
>>> """Five divided by three is %d
... and %d fifths""" % (whole, remainder)
```

- You can assign numbers using different operators.

```
>>> five=5
>>> five+=1
>>> five
>>> five/=3
>>> five
>>> five-=2
>>> five
```



# Float

- Real numbers.

# Float

- Real numbers.
- Written by adding the decimal to an integer.

# Float

- Real numbers.
- Written by adding the decimal to an integer.

```
>>> 12.0/5
```

```
>>> float(7)
```

```
>>> type(2.*8)
```

# List

- Collection of any type objects – even lists

# List

- Collection of any type objects – even lists

```
>>> myletters
```

```
>>> type(myletters)
```

# List

- Collection of any type objects – even lists

```
>>> myletters
```

```
>>> type(myletters)
```

- Lists can be changed, and include multiple object types

# List

- Collection of any type objects – even lists

```
>>> myletters  
>>> type(myletters)
```

- Lists can be changed, and include multiple object types

```
>>> myletters.append(5)  
>>> myletters[-1]  
>>> type(myletters[-1])  
>>> myletters[0]='Orange'
```

# List

- Collection of any type objects – even lists

```
>>> myletters  
>>> type(myletters)
```

- Lists can be changed, and include multiple object types

```
>>> myletters.append(5)  
>>> myletters[-1]  
>>> type(myletters[-1])  
>>> myletters[0]='Orange'
```

- Indexing starts at 0!



# List

- Collection of any type objects – even lists

```
>>> myletters  
>>> type(myletters)
```

- Lists can be changed, and include multiple object types

```
>>> myletters.append(5)  
>>> myletters[-1]  
>>> type(myletters[-1])  
>>> myletters[0]='Orange'
```

- Indexing starts at 0!

```
>>> myletters[len(myletters)]
```

# List

- Collection of any type objects – even lists

```
>>> myletters  
>>> type(myletters)
```

- Lists can be changed, and include multiple object types

```
>>> myletters.append(5)  
>>> myletters[-1]  
>>> type(myletters[-1])  
>>> myletters[0]='Orange'
```

- Indexing starts at 0!

```
>>> myletters[len(myletters)]
```

- You can insert into any position

```
>>> myletters.insert(2, '!')
```

# List

- Collection of any type objects – even lists

```
>>> myletters  
>>> type(myletters)
```

- Lists can be changed, and include multiple object types

```
>>> myletters.append(5)  
>>> myletters[-1]  
>>> type(myletters[-1])  
>>> myletters[0]='Orange'
```

- Indexing starts at 0!

```
>>> myletters[len(myletters)]
```

- You can insert into any position

```
>>> myletters.insert(2, '!')
```

- And remove from any position

# List

- Collection of any type objects – even lists

```
>>> myletters  
>>> type(myletters)
```

- Lists can be changed, and include multiple object types

```
>>> myletters.append(5)  
>>> myletters[-1]  
>>> type(myletters[-1])  
>>> myletters[0]='Orange'
```

- Indexing starts at 0!

```
>>> myletters[len(myletters)]
```

- You can insert into any position

```
>>> myletters.insert(2, '!')
```

- And remove from any position

```
>>> myletters.pop(1)
```

# Tuples

- Tuples are like lists – combination of any objects

# Tuples

- Tuples are like lists – combination of any objects
- But are immutable

# Tuples

- Tuples are like lists – combination of any objects
- But are immutable
- Not very common, but very useful sometimes

# Tuples

- Tuples are like lists – combination of any objects
- But are immutable
- Not very common, but very useful sometimes

```
>>> tup=(1,6,5,'Apple')
```

```
>>> tup[1]
```

```
>>> tup[1]=9
```

```
>>> tup.append(9)
```



# Dictionary

- It is what it sounds like.

# Dictionary

- It is what it sounds like.
- Here is how you create one.

# Dictionary

- It is what it sounds like.
- Here is how you create one.

```
>>> myDict={'name':'David',  
... 'last_name':'Carlson', 'age':34}
```
- Unlike lists, there is no order to elements.

# Dictionary

- It is what it sounds like.
- Here is how you create one.

```
>>> myDict={'name':'David',  
... 'last_name':'Carlson', 'age':34}
```
- Unlike lists, there is no order to elements.
- You call elements using keys.

# Dictionary

- It is what it sounds like.
- Here is how you create one.

```
>>> myDict={'name':'David',  
... 'last_name':'Carlson', 'age':34}
```
- Unlike lists, there is no order to elements.
- You call elements using keys.

```
>>> myDict  
>>> myDict.keys()  
>>> myDict.values()  
>>> myDict['last_name']  
>>> myDict['middle_name']='George'
```

# Dictionary

- It is what it sounds like.
- Here is how you create one.

```
>>> myDict={'name':'David',  
... 'last_name':'Carlson', 'age':34}
```

- Unlike lists, there is no order to elements.
- You call elements using keys.

```
>>> myDict  
>>> myDict.keys()  
>>> myDict.values()  
>>> myDict['last_name']  
>>> myDict['middle_name']='George'
```

- These are particularly useful when we start defining classes (next class)

# Conditionals

- Perform an operation (or several) if condition is met (or not)

# Conditionals

- Perform an operation (or several) if condition is met (or not)

```
>>> x=2
>>> if x==1:
...     print('x is one')
... elif x==2:
...     print('x is two')
... else:
...     print('x is neither one nor two')
```



# Conditionals

- Perform an operation (or several) if condition is met (or not)

```
>>> x=2
>>> if x==1:
...     print('x is one')
... elif x==2:
...     print('x is two')
... else:
...     print('x is neither one nor two')
```

- Can be conditions (<, >, <=, >=, ==, !=) or boolean (True or False)

# Conditionals

- Perform an operation (or several) if condition is met (or not)

```
>>> x=2
>>> if x==1:
...     print('x is one')
... elif x==2:
...     print('x is two')
... else:
...     print('x is neither one nor two')
```

- Can be conditions (<, >, <=, >=, ==, !=) or boolean (True or False)
- Multiple lines of code:

# Conditionals

- Perform an operation (or several) if condition is met (or not)

```
>>> x=2
>>> if x==1:
...     print('x is one')
... elif x==2:
...     print('x is two')
... else:
...     print('x is neither one nor two')
```

- Can be conditions (<, >, <=, >=, ==, !=) or boolean (True or False)
- Multiple lines of code:
  - ▶ Indentation matters!

# Conditionals

- Perform an operation (or several) if condition is met (or not)

```
>>> x=2
>>> if x==1:
...     print('x is one')
... elif x==2:
...     print('x is two')
... else:
...     print('x is neither one nor two')
```

- Can be conditions (<, >, <=, >=, ==, !=) or boolean (True or False)
- Multiple lines of code:
  - ▶ Indentation matters!
  - ▶ Consistency is important, but exactly 4 spaces is 'Pythonic'

# Conditionals

- Perform an operation (or several) if condition is met (or not)

```
>>> x=2
>>> if x==1:
...     print('x is one')
... elif x==2:
...     print('x is two')
... else:
...     print('x is neither one nor two')
```

- Can be conditions (<, >, <=, >=, ==, !=) or boolean (True or False)
- Multiple lines of code:
  - ▶ Indentation matters!
  - ▶ Consistency is important, but exactly 4 spaces is 'Pythonic'
  - ▶ Will cause errors

# Conditionals

- Perform an operation (or several) if condition is met (or not)

```
>>> x=2
>>> if x==1:
...     print('x is one')
... elif x==2:
...     print('x is two')
... else:
...     print('x is neither one nor two')
```

- Can be conditions (<, >, <=, >=, ==, !=) or boolean (True or False)
- Multiple lines of code:
  - ▶ Indentation matters!
  - ▶ Consistency is important, but exactly 4 spaces is 'Pythonic'
  - ▶ Will cause errors
  - ▶ Even an empty line with spaces can cause errors

# Conditionals

- Perform an operation (or several) if condition is met (or not)

```
>>> x=2
>>> if x==1:
...     print('x is one')
... elif x==2:
...     print('x is two')
... else:
...     print('x is neither one nor two')
```

- Can be conditions (<, >, <=, >=, ==, !=) or boolean (True or False)
- Multiple lines of code:
  - ▶ Indentation matters!
  - ▶ Consistency is important, but exactly 4 spaces is 'Pythonic'
  - ▶ Will cause errors
  - ▶ Even an empty line with spaces can cause errors

# Loops

- Two types of loops: for and while



# Loops

- Two types of loops: for and while
- for loop: loops over some list

# Loops

- Two types of loops: for and while
- for loop: loops over some list
- while loop: loops while condition is true

# Loops

- Two types of loops: for and while
- for loop: loops over some list
- while loop: loops while condition is true
- Can nest loops (and conditionals, etc.)

# Loops

- Two types of loops: for and while
- for loop: loops over some list
- while loop: loops while condition is true
- Can nest loops (and conditionals, etc.)

```
>>> even_numbers=[]
>>> for i in range(1,10):
...     if i%2==0:
...         even_numbers.append(i)
...
>>> for letter in 'word': print(letter)
...
>>> sum([.05**i for i in range(1,10)])
>>> while len(myletters)>1:
...     myletters.pop()
...
```

## Quick exercise

- Write code that saves the first ten numbers of the Fibonacci sequence to a list:

## Quick exercise

- Write code that saves the first ten numbers of the Fibonacci sequence to a list:
  - ▶ With a for loop

## Quick exercise

- Write code that saves the first ten numbers of the Fibonacci sequence to a list:
  - ▶ With a for loop
  - ▶ With a while loop

## Quick exercise

- Write code that saves the first ten numbers of the Fibonacci sequence to a list:
  - ▶ With a for loop
  - ▶ With a while loop
- A while loop can always do what a for loop does, but syntax is simpler



# Functions

- They help write cleaner code.

# Functions

- They help write cleaner code.
- Keep them simple.

# Functions

- They help write cleaner code.
- Keep them simple.
- You can return any type of object.

# Functions

- They help write cleaner code.
- Keep them simple.
- You can return any type of object.
- Don't forget to add `return` for output.

# Functions

- They help write cleaner code.
- Keep them simple.
- You can return any type of object.
- Don't forget to add return for output.

```
>>> def addSquares(x,y):  
...     return x**2+y**2  
...  
>>> addSquares(3,4)
```

# Functions

- They help write cleaner code.
- Keep them simple.
- You can return any type of object.
- Don't forget to add return for output.

```
>>> def addSquares(x,y):  
...     return x**2+y**2  
...  
>>> addSquares(3,4)
```

- Change the Fibonacci code to find first  $n$  numbers of sequence