Flow Control, Functions, and Scientific Computing Data Structures

CCT490H5F - Social Data Analytics

Professor Alex Hanna

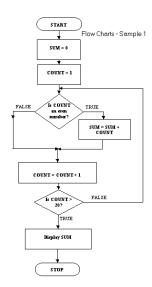
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Flow control refers which parts of the program are executed, in what order.

Types of flow control

- Loops
- Conditional statements
- Functions

Flow Control

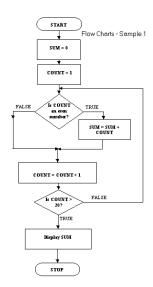


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Types of flow control

- Loops
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- Functions

Flow Control



Loops

```
for loop
```

```
for i in range(100):
    print(i)
```

Loops

while loop

```
i = 0
while i < 100:
    print(i)
    i = i + 1</pre>
```

Conditional statements

if it is raining then
the sky is cloudy
else if it is snowing then
the sky is cloudy
else
the sky is clear

```
sky = None
is_raining = True
is_snowing = False
if is_raining:
    sky = "cloudy"
elif is_snowing:
    sky = "cloudy"
else:
```

Conditional statements

if it is raining then
the sky is cloudy
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the sky is clear

```
sky = None
is_raining = True
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if is_raining:
    sky = "cloudy"
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else:
    sky = "clear"
```

Conditional statements

if it is raining then
the sky is cloudy
else if it is snowing then
the sky is cloudy
else
the sky is clear

is_raining and
is snowing are booleans

```
sky = None
is_raining = True
is_snowing = False
if is_raining == True:
    sky = "cloudy"
elif is_snowing == True:
    sky = "cloudy"
else:
    sky = "clear"
```

Numerical operators

- ==
- !=
- >=
- <
- <=

Examples

```
3 == 4 # False
```

3 != 4 # True

3 > 4 # False

Numerical operators

- ==
- !=
- >=
- <
- <=

Examples

```
3 == 4 # False
```

Numerical operators

- ==
- !=
- >
- >=
- <
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Examples

```
3 == 4 # False
```

Numerical operators

- ==
- ! =
- >
- >=
- <
- <=

Examples

```
3 == 4 # False
```

3 != 4 # True

3 > 4 # False

Numerical operators

- ==
- !=
- >
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- <=

Examples

```
3 == 4 # False
```

3 != 4 # True

3 > 4 # False

Numerical operators

- ==
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Examples

```
3 == 4 # False
```

3 != 4 # True

3 > 4 # False

Numerical operators

- ==
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Examples

```
3 == 4 \# False
```

Logical operators tie various logical statements together

- and
- or

True and True
True and False
False and False
True or True
True or False
False or False

Logical operators tie various logical statements together

- and
- or

```
True and True # True
True and False # False
False and False # False
True or True # True
True or False # True
False or False # False
```

You can combine logical operations with operators

```
(4 > 3) and (8 > 5) # True
True or (0.2 < -2) # True
(-3 == 2) and (3 == 3) # False
("hello" == "kitty") and True # False
```

You can also assign them to variables

```
is_4gt3 = 4 > 3
is_8gt5 = 8 > 5
is_4gt3 and is_8gt5 # True
```

You can combine logical operations with operators

```
(4 > 3) and (8 > 5)
                                # True
True or (0.2 < -2)
                                # True
(-3 == 2) and (3 == 3)
                              # False
("hello" == "kitty") and True # False
```

You can also assign them to variables

```
is 4qt3 = 4 > 3
is 8qt5 = 8 > 5
is_4gt3 and is_8gt5 # True
```

Using Conditional Statements

if, elif, and while all work with a conditional statement

```
import random
count = random.randint(-10, 10)
if count < 0:
    print("count is negative.")
elif count == 0:
    print("count is zero.")
else:
    print("count is positive.")</pre>
```

```
count = -10
while count < 0:
    print("count is negative")
    print(count)
    count = random.randint(-10, 10)</pre>
```

Using Conditional Statements

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count = -10
while count < 0:
    print("count is negative")
    print(count)
    count = random.randint(-10, 10)</pre>
```

Exercises

- 1 Write code which goes through each number from 0 to 20 and prints the number if it is divisible by 5.
- Write code which begins with a number equal to 1000. Print the number, then subtract 1 from the variable until the number equals zero.

- A function is a piece of code which can be written once and run many times
- Examples of built-in functions: range, print, randint
- Two most important parts of a function
 - arguments what goes between the parentheses
 - return value what comes back
 - Both are optional

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 - Both are optional

List functions

- len length of list
- sorted sorts a list
- list converts to list

```
len([1, 2, 3])
# 3
```

```
sorted([3, 2, 1])
# [1, 2, 3]
```

```
list((1, 2, 3))
# [1, 2, 3]
```

List functions

- len length of list
- sorted sorts a list
- list converts to list

```
len([1, 2, 3]) # 3
```

```
sorted([3, 2, 1])
# [1, 2, 3]
```

```
list((1, 2, 3))
# [1, 2, 3]
```

len([1, 2, 3])

List functions

- len length of list
- sorted sorts a list
- list converts to list

```
# 3
sorted([3, 2, 1])
# [1, 2, 3]
```

```
list((1, 2, 3))
# [1, 2, 3]
```

- type get type of object
- int convert to integer
- float convert to float
- str convert to string

```
type([1, 2, 3])
# list
type (1.3)
# float
```

- type get type of object
- int convert to integer
- float convert to float
- str convert to string

```
type([1, 2, 3])
# list
type (1.3)
# float
int("10")
# 10
float (1000)
# 1000.0
```

- type get type of object
- int convert to integer
- float convert to float
- str convert to string

```
type([1, 2, 3])
# list
type (1.3)
# float
int("10")
# 10
float (1000)
# 1000.0
```

- type get type of object
- int convert to integer
- float convert to float
- str convert to string

```
type([1, 2, 3])
# list
type (1.3)
# float
int("10")
# 10
float (1000)
# 1000.0
str(100)
Out[]: '100'
```

Define your own functions if you plan using the same piece of code over and over.

```
def my_mean(my_list):
    sum = 0
    for i in my_list:
        sum += i
    return sum / len(my_list)

my_mean([1, 2, 4, 8, 10])
# 5.0
```

def says that this will be a user-defined function.

```
def my_mean(my_list):
    sum = 0
    for i in my_list:
        sum += i
    return sum / len(my_list)

my_mean([1, 2, 4, 8, 10])
# 5.0
```

What comes after def is the function name.

```
def my_mean(my_list):
    sum = 0
    for i in my_list:
        sum += i
    return sum / len(my_list)

my_mean([1, 2, 4, 8, 10])
# 5.0
```

In between the parentheses are the arguments. You use them as variables within the function.

```
def my_mean(my_list):
    sum = 0
    for i in my_list:
        sum += i
    return sum / len(my_list)

my_mean([1, 2, 4, 8, 10])
# 5.0
```

return is a special function which gives a value back from the function.

```
def my_mean(my_list):
    sum = 0
    for i in my_list:
        sum += i
    return sum / len(my_list)

my_mean([1, 2, 4, 8, 10])
5.0
```

Methods

A *method* is a function which is associated with an object. The big difference is the syntax, which is

object.method(args)

```
my_list = [1, 2, 3]
my_list.append(4)
```

```
my_list = [1, 2, 3]
my_list.append(4)
# [1, 2, 3, 4]
```

```
my_list = [1, 2, 3]
my_list.append(4)
# [1, 2, 3, 4]
my_list.extend([1, 2, 4])
```

```
my_list = [1, 2, 3]
my_list.append(4)
# [1, 2, 3, 4]

my_list.extend([1, 2, 4])
# [1, 2, 3, 4, 1, 2, 4]
```

```
my_list = [1, 2, 3]
my_list.append(4)
# [1, 2, 3, 4]

my_list.extend([1, 2, 4])
# [1, 2, 3, 4, 1, 2, 4]

my_list.count(4)
```

```
my_list = [1, 2, 3]
my_list.append(4)
# [1, 2, 3, 4]

my_list.extend([1, 2, 4])
# [1, 2, 3, 4, 1, 2, 4]

my_list.count(4)
# 2
```

```
my_list = [1, 2, 3]
my_list.append(4)
# [1, 2, 3, 4]
my_list.extend([1, 2, 4])
# [1, 2, 3, 4, 1, 2, 4]
my list.count (4)
# 2
my_list.remove(1)
```

```
my_list = [1, 2, 3]
my_list.append(4)
# [1, 2, 3, 4]
my_list.extend([1, 2, 4])
# [1, 2, 3, 4, 1, 2, 4]
my list.count (4)
# 2
my list.remove(1)
# [2, 3, 4, 1, 2, 4]
```

```
my_list = [1, 2, 3]
my_list.append(4)
# [1, 2, 3, 4]
my_list.extend([1, 2, 4])
# [1, 2, 3, 4, 1, 2, 4]
my list.count (4)
# 2
my list.remove(1)
# [2, 3, 4, 1, 2, 4]
my_list.clear()
```

```
my_list = [1, 2, 3]
my_list.append(4)
# [1, 2, 3, 4]
my_list.extend([1, 2, 4])
# [1, 2, 3, 4, 1, 2, 4]
my list.count (4)
# 2
my list.remove(1)
# [2, 3, 4, 1, 2, 4]
my_list.clear()
# []
```

my_string = "this is a string. it is a good string"
my_string.capitalize()

```
my_string = "this is a string. it is a good string"
my_string.capitalize()
# 'This is a string'
```

```
my_string = "this is a string. it is a good string"
my_string.capitalize()
# 'This is a string'
my_string.find("it")
```

```
my_string = "this is a string. it is a good string"
my_string.capitalize()
# 'This is a string'
my_string.find("it")
# 18
```

```
my_string = "this is a string. it is a good string"
my_string.capitalize()
# 'This is a string'

my_string.find("it")
# 18

my_string.count("is")
```

```
my_string = "this is a string. it is a good string"
my_string.capitalize()
# 'This is a string'

my_string.find("it")
# 18

my_string.count("is")
# 2
```

```
my_string = "this is a string. it is a good string"
my_string.capitalize()
# 'This is a string'

my_string.find("it")
# 18

my_string.count("is")
# 2

my_string.replace("string", "bit of text")
```

```
my_string = "this is a string. it is a good string"
my string.capitalize()
# 'This is a string'
my_string.find("it")
# 18
mv string.count("is")
# 2
my string.replace("string", "bit of text")
# 'this is a bit of text. it is a good bit of text'
```

```
my_string = "this is a string. it is a good string"
my string.capitalize()
# 'This is a string'
my_string.find("it")
# 18
mv string.count("is")
# 2
my string.replace("string", "bit of text")
# 'this is a bit of text. it is a good bit of text'
my string.split()
```

```
my_string = "this is a string. it is a good string"
my string.capitalize()
# 'This is a string'
mv string.find("it")
# 18
mv string.count("is")
# 2
my string.replace("string", "bit of text")
# 'this is a bit of text. it is a good bit of text'
my_string.split()
# ['this', 'is', 'a', 'string.', 'it', 'is',
    'a', 'good', 'string']
```

Exercises

- 1 Write a function which checks if a string is in another string. If so, return True. If not, return False.
- 2 Write a function which takes two numbers x and y, raises x to the y power, and subtracts one, i.e. $f(x, y) = x^y 1$

Modules

Three ways of importing modules

Modules are prewritten libraries of objects and functions.

```
import random
random.randint(-1, 1)
```

Modules

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Modules are prewritten libraries of objects and functions.

```
import random
random.randint(-1, 1)
import random as ra
```

ra.randint(-1, 1)

Modules

Three ways of importing modules

Modules are prewritten libraries of objects and functions.

```
import random
random.randint(-1, 1)

import random as ra
ra.randint(-1, 1)

from random import randint
randint(-1, 1)
```

SciPy and pandas

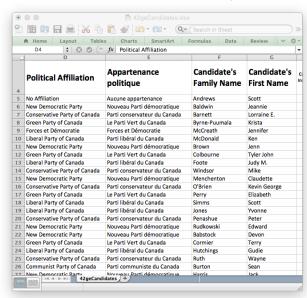
SciPy is a module for scientific and technical computing.

pandas is a module for data manipulation and analysis.

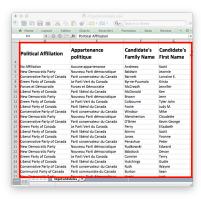
We will usually import these two modules like so:

import numpy as np
import pandas as pd

Data Analysis data format



DataFrame



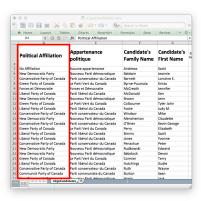
pd.DataFrame()

DataFrame: Row



```
df = pd.DataFrame(...)
df.ix[6]
```

DataFrame: Column



```
df = pd.DataFrame(...)
df['Political Affiliation']
```