

Basics in Python

Understanding Python structure

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Outline

Big Picture

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Function

Built-in Functions

Style Notes

Summary

Exercise

Big Picture I

Basic understanding of how a program gets executed on a computer:

- ▶ A computer itself is assembled from pieces of hardware including a processor, main memory, monitor, network and so on.
- ▶ Every computer runs some kind of operating system, such as Microsoft Windows, Linux, or Mac OS X.

Big Picture II

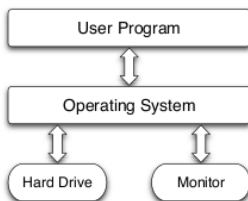


Figure: Talking to the operating system

Basic understanding of how a program gets executed on a computer:

- ▶ Only the people writing the OS have to worry about the differences among hardware parts.

Big Picture III

- ▶ We only need to learn our way around the OS, and our programs can run on thousands of different kinds of hardware.

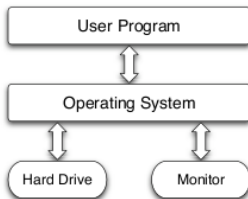
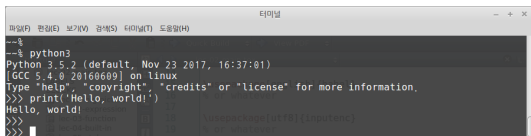


Figure: Talking to the operating system

Big Picture IV

How to communicate with OS

- ▶ Another layer between the programmer and the computer hardware.
 - ▶ use a programming language such as Python, C, Java etc.
 - ▶ use an interpreter or virtual machine
 - ▶ run a text-oriented program, called a shell
 - ▶ use an integrated development environment(IDE)



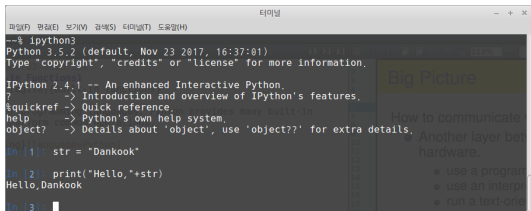
```
터미널
파일(F) 편집(E) 보기(V) 검색(S) 터미널(T) 도움말(H)
--%
--% python3
Python 3.5.2 (default, Nov 23 2017, 16:37:01)
[GCC 5.4.0 20160609] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> print('Hello, world!')
Hello, world!
>>>
>>>
```

Figure: Python shell

Big Picture V

How to communicate with OS:

- ▶ Another layer between the programmer and the computer hardware.
 - ▶ use a programming language such as Python, C, Java etc.
 - ▶ use an interpreter or virtual machine
 - ▶ run a text-oriented program, called a shell
 - ▶ use an integrated development environment(IDE)



```
터미널
파일(F) 편집(E) 보기(V) 검색(S) 터미널(T) 도움말(H)

--$ ipython3
Python 3.5.2 (default, Nov 23 2017, 16:37:01)
Type "copyright", "credits" or "license" for more information.

IPython 2.4.1 -- An enhanced Interactive Python.
?                -> Introduction and overview of IPython's features.
?quickref        -> Quick reference.
help             -> Python's own help system.
object?         -> Details about 'object', use 'object??' for extra details.

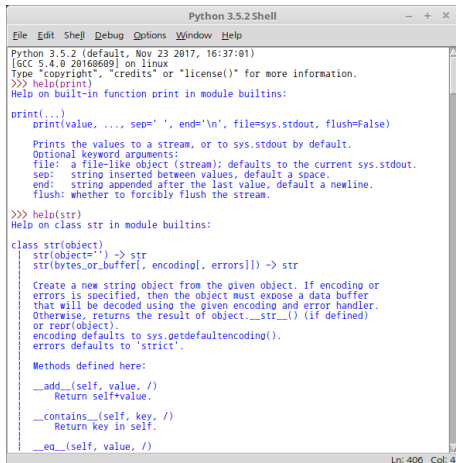
In [1]: str = "Dankook"

In [2]: print("Hello,"+str)
Hello,Dankook

In [3]:
```

Figure: IPython shell

Big Picture VI



```
Python 3.5.2 Shell
File Edit Shell Debug Options Window Help
Python 3.5.2 (default, Nov 23 2017, 16:37:01)
[GCC 5.4.0 20160809] on linux
Type "copyright", "credits" or "license()" for more information.
>>> help(print)
Help on built-in function print in module builtins:

print(...)
    print(value, ..., sep=' ', end='\n', file=sys.stdout, flush=False)

    Prints the values to a stream, or to sys.stdout by default.
    Optional keyword arguments:
    file: a file-like object (stream): defaults to the current sys.stdout.
    sep: string inserted between values, default a space.
    end: string appended after the last value, default a newline.
    flush: whether to forcibly flush the stream.

>>> help(str)
Help on class str in module builtins:

class str(object)
|   str(object='') -> str
|   str(bytes_or_buffer[, encoding[, errors]]) -> str
|
|   Create a new string object from the given object. If encoding or
|   errors is specified, then the object must expose a data buffer
|   that will be decoded using the given encoding and error handler.
|   Otherwise, returns the result of object.__str__() (if defined)
|   or repr(object).
|   encoding defaults to sys.getdefaultencoding().
|   errors defaults to 'strict'.
|
|   Methods defined here:
|
|   __add__(self, value, /)
|       Return self+value.
|
|   __contains__(self, key, /)
|       Return key in self.
|
|   __eq__(self, value, /)
```

Figure: IDLE

Big Picture VII

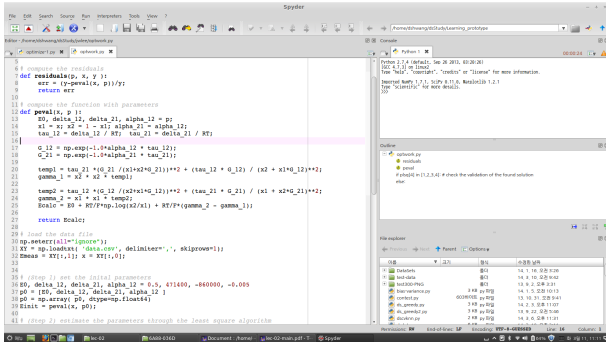


Figure: Spyder

Expressions

Python commands are statements.

- ▶ expression statement, or expression
 - ▶ operator
 - ▶ operand
- ▶ variable

```
1 >>> 4 + 13
2 17
3 >>> import math
4 >>> pi = math.sqrt(math.pi)+2.2
5 >>> print pi
6 3.97245385091
7 >>>
```

Expressions

Type `int`

- ▶ Every value in Python has a particular type.
- ▶ An expression involving values of a certain type produces a value of that same type.
- ▶ Python doesn't round integer expressions

Type `float`

- ▶ represents numbers with fractional parts
- ▶ We can omit the zero after the decimal point when writing a floating-point number

```
1 >>> 17 / 10
2 1.7
3 >>> 17 // 10
4 1
5 >>> 17 % 10
6 7
```

Expressions

Finite precision

- Real computers have a finite amount of memory, which limits how much information they can store about any single number.

```
1 In [3]: 1.0 / 3.0  
2 Out[3]: 0.3333333333333333
```

Operator precedence

1. exponentiation, `**`
2. negation, `-`
3. multiplication, division, remainder, and quotient `*`, `/`, `%`, `//`
4. addition and subtraction, `+`, `-`

```
1 In [4]: (212 - 32.0) * 5.0 / 9.0 # Fahrenheit to Celsius  
2 Out[4]: 100.0
```

Expressions

Variable

- ▶ can be used later.
- ▶ Their names can use letters, digits, and the underscore symbol, but can not start with digits.

Assignment statement

- ▶ make a variable by giving it a value
- ▶ *degrees_celsius* = 26.0's evaluation
 1. Evaluate the expression on the right of the = sign.
 2. Store that value with the variable on the left of the = sign.
- ▶ memory model of a variable and its associated value

degrees_celsius → 26.0

Expressions

```
1 >>> number = 10
2 >>> number *= number
3 >>> number
4 100
```

Combined operator

1. Evaluate the expression to the right of the = sign.
2. Apply the operator attached to the = sign to the variable and the result of the expression.
3. Assign the result to the variable to the left of the = sign.

Expressions

```
1 >>> number = 10
2 >>> number *= number
3 >>> number
4 100
```

Combined operator

1. Evaluate the expression to the right of the = sign.
2. Apply the operator attached to the = sign to the variable and the result of the expression.
3. Assign the result to the variable to the left of the = sign.

Expressions

```
1 >>> etc
2 Traceback (most recent call last):
3   File "<pyshell#7>", line 1, in <module>
4     etc
5 NameError: name 'etc' is not defined
6 >>> 2*math.pi*
7 SyntaxError: invalid syntax
8 What things go wrong!
```

- ▶ Error messages are one of its few weaknesses from the point of view of novice programmers.
- ▶ The last line is the one that tells us what went wrong: the name something wasn't recognized.
- ▶ The second case is caused by illegal syntax.

Function

Convert t degrees Fahrenheit to Celsius:

$$f(t) = \frac{5}{9}(t - 32)$$

```
1 >>> def to_celsius(t):  
2 ...     return (t - 32.0) * 5.0 / 9.0  
3 ...
```

Python Function vs. Math Function

Differences of (Python) function

- ▶ A function definition is another kind of Python statement; it defines a new name whose value can be rather complicated but is still just a value.
- ▶ The keyword `def` is used to tell Python that we're defining a new function.
- ▶ We use a readable name like `to_celsius` for the function rather than something like f whose meaning will be hard to remember an hour later.
- ▶ There is a colon instead of an equals sign.
- ▶ The actual formula for the function is defined on the next line. The line is indented four spaces and marked with the keyword `return`.

Triple-dot Prompt

- ▶ Python displays a triple-dot prompt automatically when defining a new function.
- ▶ Python automatically indents the body of the function by the required amount.

```
1 >>> def to_celsius(t):  
2 ...     return (t - 32.0) * 5.0 / 9.0  
3 ...  
4 >>> to_celsius(80)  
5 26.666666666666668  
6 >>> to_celsius(78.8)  
7 26.0  
8 >>> to_celsius(10.4)  
9 -12.0
```

Function

General form:

```
def function_name(parameters):  
    block
```

- ▶ The `def` keyword tells Python that we're defining a new function.
- ▶ The name of the function comes next, followed by zero or more parameters in parentheses and a colon.
- ▶ A parameter is a variable that is given a value when the function is called.
- ▶ What the function does is specified by the block of statements inside it.

Function

```
1 def to_celsius(t):  
2     return (t - 32.0) * 5.0 / 9.0  
3  
4 to_celsius(80)
```

- ▶ The `def` keyword tells Python that we're defining a new function `to_celsius()`.
- ▶ A parameter is `t` that is given a value when the function is called.
- ▶ What the function does is specified by the block of statements inside it.

Function I

lambda function

```
var = lambda arg1, arg2, ... : expr
```

- ▶ Support a simple way to create small anonymous functions, i.e. functions without a name
- ▶ `lambda` functions are used in combination with the functions such as `filter()`, `map()`, and `reduce()`

```
1 >>> f = lambda x, y: x*y+2
2 >>> f(10,33)
3 332
```

Function II

lambda function

`map(fun, seq)`

- Apply `func` to all the elements of `seq`

```
1 >>> celsius = [ 38.7, 36.5, 37.1, 36.2, 34.7]
2 >>> fahrenheit = map(lambda x: (9.0/5)*x+32, celsius)
3 >>> fahrenheit = list(map(lambda x: (9.0/5)*x+32, celsius))
4 >>> print(fahrenheit)
5 [101.66000000000001, 97.7, 98.78, 97.16000000000001, 94.46000000000001]
```

Function III

lambda function

```
filter(fun, seq)
```

- Filter out all the elements of `seq` by using `fun` and return the element which is true

```
1 >>> fib=[0,1,1,2,3,5,8,13,21,34,55,89]
2 >>> rst=filter(lambda x: x % 2, fib)
3 >>> rst=list(rst)
4 >>> rst
5 [1, 1, 3, 5, 13, 21, 55, 89]
```


Function IV

lambda function

```
reduce(fun, seq)
```

- Apply `fun` to `seq` each by each

```
1 >>> import functools
2 >>> max_f = lambda a, b: a if a > b else b
3 >>> functools.reduce(max_f, range(100))
4 99
```

Local Variables

Polynomial function:

$$f(x) = ax^2 + bx + c, a \neq 0$$

```
1 >>> def polynomial(a, b, c, x):  
2 ...     first = a * x * x  
3 ...     second = b * x  
4 ...     third = c  
5 ...     return (first + second + third)  
6 ...
```

- ▶ Local variables exist only during function execution.
- ▶ A parameter is τ that is given a value when the function is called.
- ▶ When the function finishes executing, the local variables no longer exist.
- ▶ Trying to access a local variable from outside the function causes an error.

Local Variables

```
1 >>> polynomial(2, 3, 4, 1.3)
2 11.280000000000001
3 >>> first
4 Traceback (most recent call last):
5   File "<stdin>", line 1, in <module>
6 NameError: name 'first' is not defined
```

- ▶ Trying to access a local variable from outside the function causes an error.
- ▶ The **scope of a variable** is the area of the program that can access it.

Built-in functions

- Like other programming languages, Python provides many built-in functions that perform common operations.

```
1 >>> abs(-9)
2 9
3 >>> round(3.3)
4 3.0
5 >>> pow(2, 4)
6 16
7 >>> int(34.6)
8 34
9 >>> float(21)
10 21.0
```

Good Programming

- ▶ It is important that you choose names for your variables that will help you remember what they are for.
- ▶ Keep up with the programming style guide.

Summary

- ▶ An operating system is a program that manages your computer's hardware on behalf of other programs.
- ▶ Programs are made up of statements.
- ▶ Every value in Python has a specific type.
- ▶ Expressions are evaluated in a particular order.
- ▶ Variables must be given values before they are used.
- ▶ When a function is called, the values of its arguments are assigned to its parameters, the statements inside the function are executed, and a value is returned.
- ▶ Python comes with predefined functions called `built-ins`.

Problem 1

What are the values of the following expressions, assuming that $n = 17$ and $m = 18$?

1. $n // 10 + n \% 10$
2. $n \% 2 + m \% 2$
3. $(m+n)//2$
4. $(m+n)/2.0$
5. $\text{int}(0.5*(m+n))$
6. $\text{int}(\text{round}(0.5*(m+n)))$

Problem 2

What are the values of the following expressions, assuming that $s = \text{"Hello"}$ and $t = \text{"World"}$?

1. $\text{len}(s) + \text{len}(t)$
2. $s[1] + s[2]$
3. $s[\text{len}(s)//2]$
4. $s + t$
5. $t + s$
6. $s * 2$

Problem 3 I

What is a projectile?

- ▶ A projectile is an object that is given some energy to cause it to go up, reach a maximum height, and then fall down to the ground.
- ▶ The projectile can be a soccer ball, rock, bullet, baseball, or cannon ball.
- ▶ These objects all take on the same characteristic arc as they fly through the air.
- ▶ Soccer balls get kicked, rocks and baseballs get tossed, and bullets and cannon balls all fly through the air with a characteristic **upside-down u-shape**.

Problem 3 II

Design a program to compute the height of a ball in vertical motion.

$$h(t) = v_0 \times -\frac{1}{2} \times g \times t^2$$

- g Earth's gravity is different than the gravity on other planets. That force is 32 feet/sec every second.
- v_0 The starting upward velocity will differ for each problem.
- d The initial height of the projectile is important. If the projectile starts up high, it can get even higher after it is launched.

Problem 3 III

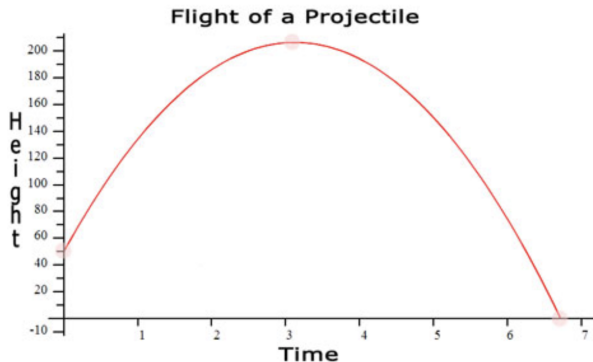


Figure: Plot of a projectile

Problem 3 IV

```
1 # Program for computing the height of a ball in vertical motion
2
3 v0 = 100    # Initial velocity
4 g = 32      # Acceleration of gravity(32 feet/sec)
5 t = 3.2     # Time
6 d = 50      # initial vertical position
7
8 # compute the vertical position
9 h = - 0.5*g*t**2 + v0*t + d
10
11 print(h, ' feet')
```