

>>> Python

a crash course on Grasshopper Python components



>>> Day 1: intro to Python



>>> What is Python?



>>> What is Python?

open source; interpreted; object-oriented; high-level; dynamically syntax; programming language



>>> What is IronPython?

Simplified answer:

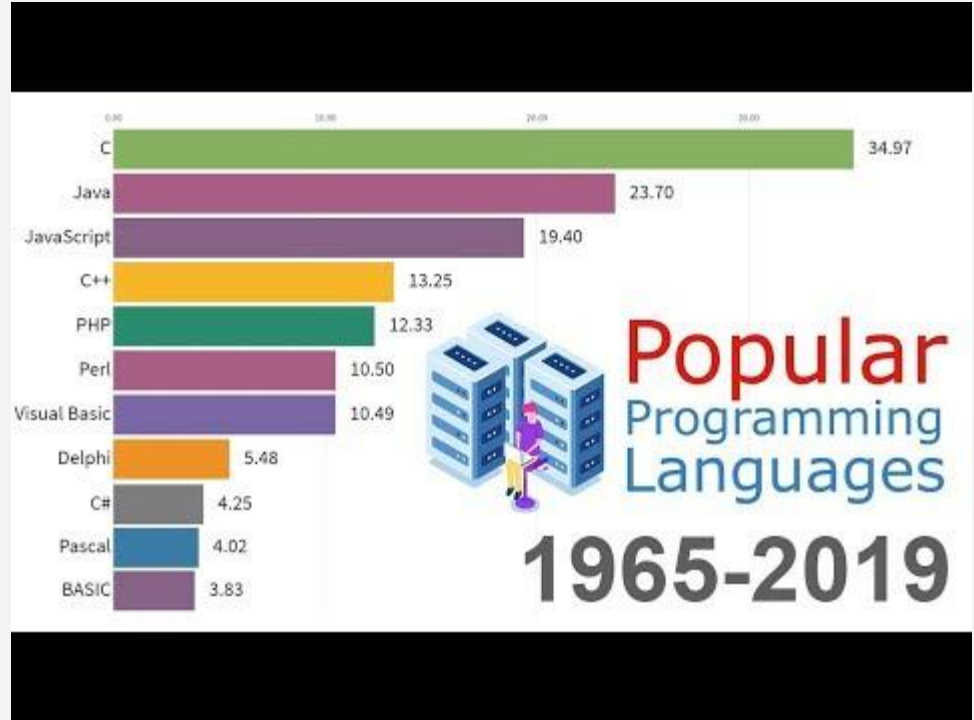
- An open-source implementation of Python designed for the .NET and Mono platforms, developed by Microsoft.
- The implementation allows Python to use the Common Language Runtime (clr) to talk directly to other .NET applications (e.g. C#, F#, VB.Net) and libraries.
- There is discrepancy between IronPython and Python (CPython).

>>> What is IronPython?

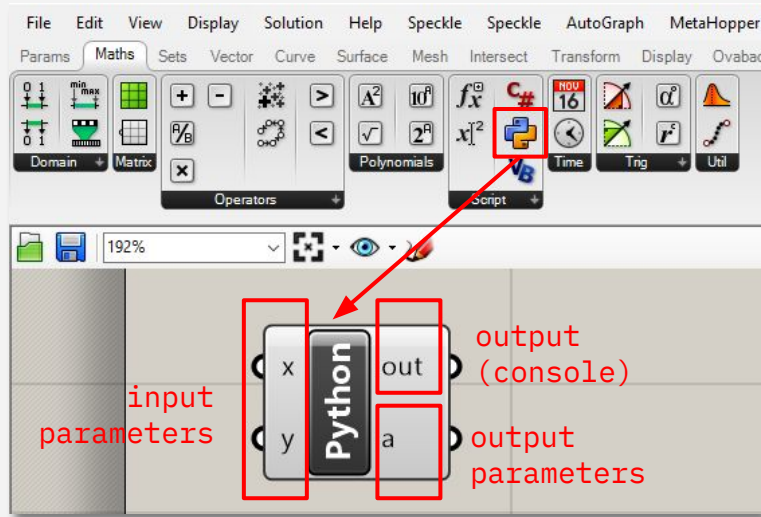
>>> Why Python?

- Simple syntax and easy to learn
- Versatility (endless opportunities)
- Open source community and resources
- Value and demand

>>> Why Python?

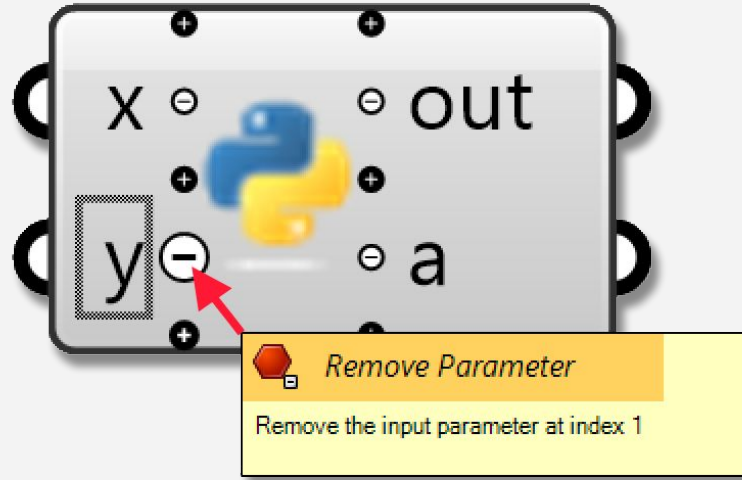


>>> Writing IronPython code
on Grasshopper environment



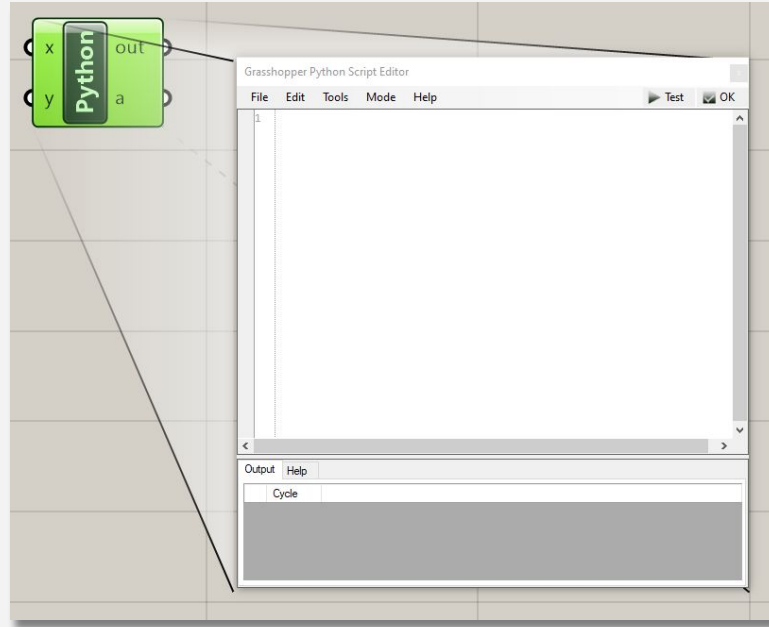
>>> Grasshopper Python

GH Python components anatomy



>>> Input and output parameters

It's customizable; by zooming in the component you can add, edit, and remove



>>> script editor

To edit the Python script in the component, simply double-click the component.

>>> Executing Python code

hands on experience

```
print ("Hello World")  
print (4+5)
```

>>> Printing

Python is case sensitive

```
# anything after '#' will be ignored  
# use this feature to annotate/comment your code
```

"While poorly written code is often manageable, a poorly organized ~~gh~~ document code can be absolute hell."
Alexander, Grasshopper forum

>>> Commenting

Use comments to add helpful note about your code to yourself and others.

```
>>> Basic data types  
type()
```


#use '=' to store a variable.

```
single_quote = 'Single quote allow you to embed "double" quotes in your string.'
```

```
double_quote = "Double quote allow you to embed 'single' quotes in your string."
```

```
triple_quote = """Triple quotes allows to embed "double quotes" as well as  
'single quotes' in your string.
```

```
And can also span across multiple lines."""
```

```
print (single_quote)
```

```
print (double_quote)
```

```
print (triple_quote)
```

>>> string

aka. text

#Escape characters" you can't use single/double quote in the middle of text

```
txt = "We are the so-called \"Geek\" from the east."
```

```
"""
```

```
other escape characters
```

```
\'    Single Quote
```

```
\\    Backslash
```

```
\n    New Line
```

```
"""
```

```
escape_txt = "Hello\nWorld!"
```

```
print (escape_txt)
```

>>> string

Escape characters

#Text Format

```
txt_1 = "My name is {fname}, I'am {age} y.o.".format(fname = "Bahar", age = 21)
```

```
txt_2 = "My name is {0}, I'am {1} y.o.".format("Bahar",21)
```

```
print (txt_1)
```

```
print (txt_2)
```

>>> string

Text format

```
#integer number
```

```
a = 5
```

```
b = 6
```

```
c = a + b #python can do mathematical operations!
```

```
print (c) #print result
```

```
#float and integer number
```

```
a = 5.0
```

```
c = a * 3
```

```
#be careful with the dynamic-typed and different data types
```

```
print ('c='+ str(c))
```

>>> integer & floats

aka. number

```
#try to answer this result  
#you can assign multiple variables in one line  
var_1, var_2 = 15, 6  
task_1 = ((var_1*4)/var_2)-10  
  
#print your result
```

>>> integer & floats
aka. number

```
#boolean values are only 'True' and 'False'
```

```
print (2 == 2)
```

```
print (2 >= 5)
```

```
print ('t' in 'Python')
```

>>> booleans

True or False

```
#indentation is important in Python
```

```
x = 5
```

```
if (x>6):
```

```
    print('x is larger than 6')
```

```
elif (x==3):
```

```
    print('x is 6')
```

```
else:
```

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

White space

>>> statements

Conditional statements (white space/indentation matters)

```
#x is the input param in grasshopper.  
if x:  
    my_str = "Hello World!"  
else:  
    my_str = "Nothing to say."
```

>>> statements

Conditional statements (white space/indentation matters)


```
#you can create an empty list
numbers = []
#put your data inside square brackets[]
numbers = [1,2,3]
friends = ['Ahmad', 'Hartono', 'Ratna', 'Dewi']
#get first name from the list (index 0)
print (friends[0])
#get last name from the list (index 3)
print (friends[3])
```

>>> list = []

is a collection data (e.g. numbers, strings, boolean, etc) which is ordered and changeable. List is defined using square brackets []

```
#list can have multiple data types
my_list = ['apel',150,'pisang',77,'jeruk',23]
#you can add more data to list
my_list.append(7)
#use extend method to add more elements
my_list.extend([1000, 'anggur'])
print (my_list)
```

```
>>> list = []
```

is a collection data (e.g. numbers, strings, boolean, etc) which is ordered and changeable. List is defined using square brackets []

```
#define variable
a = "Hello"
b = "World"
c = a + " " + b

#call method to change the string into lower case
print(c.lower())

#call method to change the string into upper case
print(c.upper())

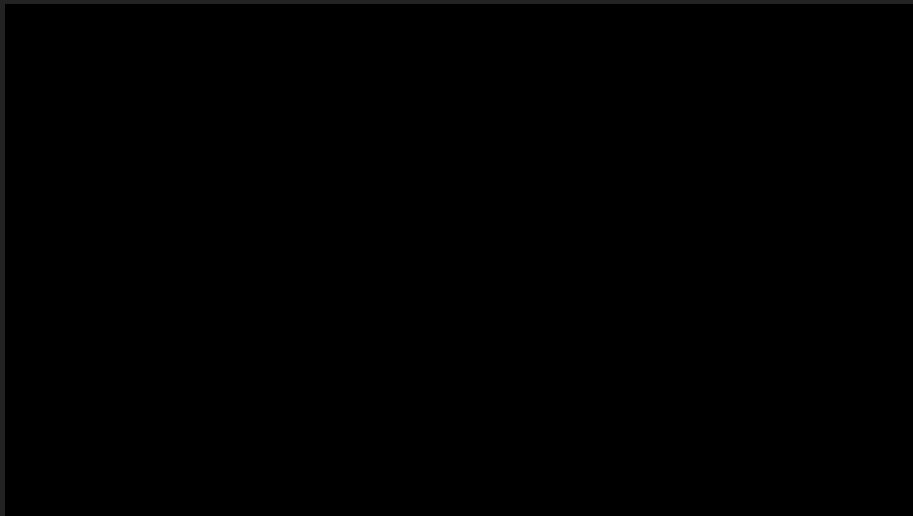
#get the length of characters
print("jumlah karakter variabel c adalah " + str(len(c)))
```

>>> method

functions(blocks of code to perform an action) that are defined and stored within an object or data type. Check <https://docs.python.org/> for full documentation

>>> Break and QnA

Feel free to ask



>>> Python in Rhino (.NET plugins)

RhinoCommon and rhinoscriptsyntax

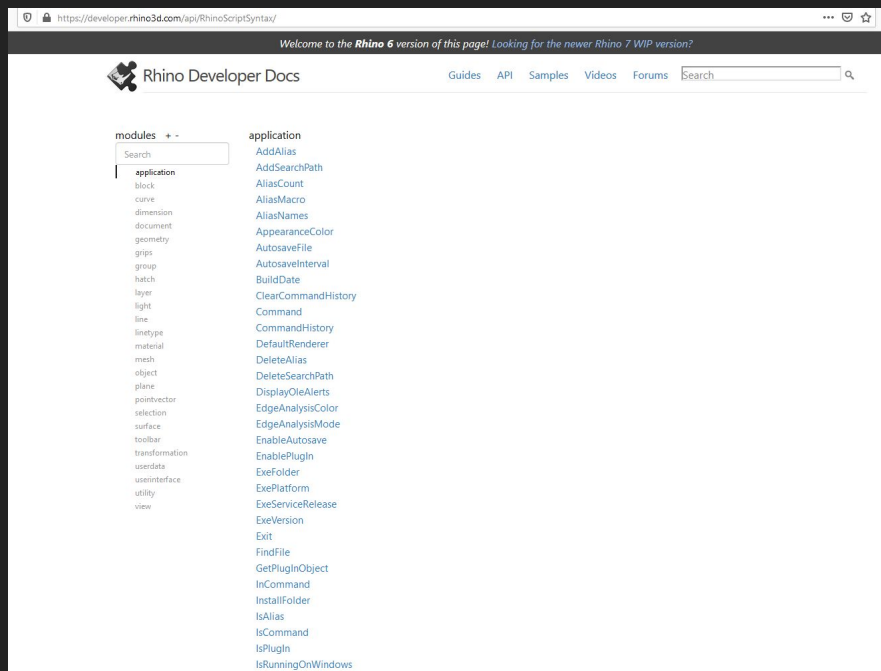
The `rhinoscriptsyntax` module contains hundreds of easy-to-use functions that perform a variety of operations on Rhino.

The library allows Python to be aware of Rhino's:

- Geometry
- Commands
- Document objects
- Application methods

If you look at the source for the `rhinoscriptsyntax functions`, they are just python scripts that use `RhinoCommon`.

>>> Rhinoscriptsyntax



>>> Rhinoscriptsyntax doc

<https://developer.rhino3d.com/api/RhinoScriptSyntax/>

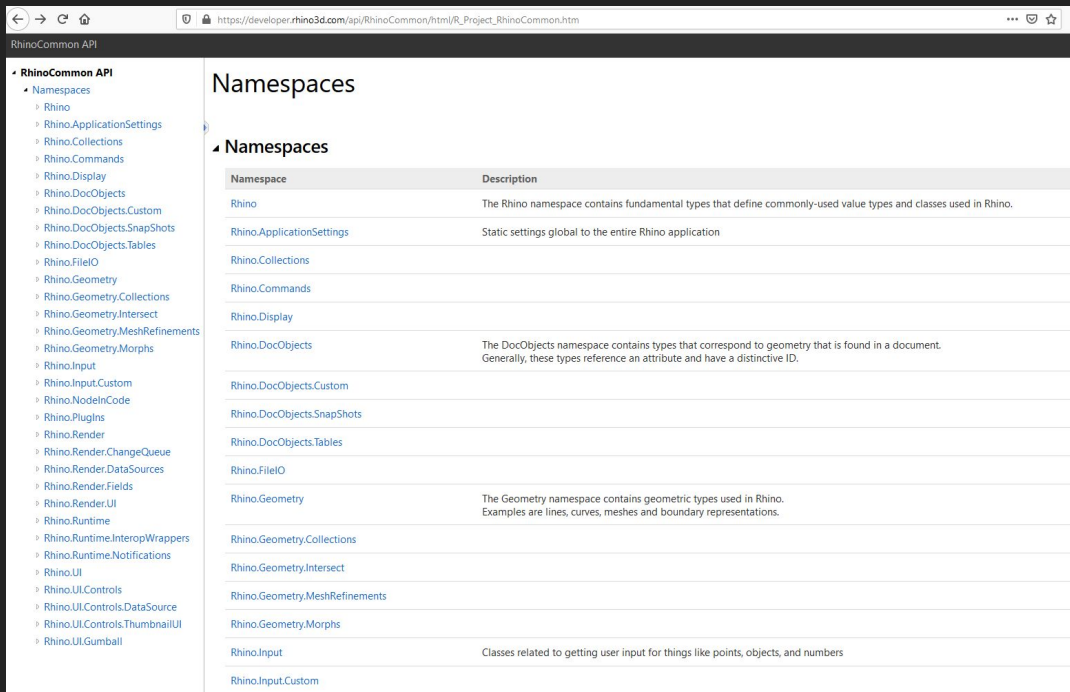
`RhinoCommon` is the cross-platform .NET plugin [SDK \(Software Development Kit\)](#) available for:

- Rhino for Windows
- Rhino for Mac
- Rhino.Python scripting
- Grasshopper

It allows Python to use all of the classes in the .NET Framework, including the classes available in `RhinoCommon`.

>>> RhinoCommon

Load additional library into your code.



RhinoCommon API

- Namespaces
 - Rhino
 - Rhino.ApplicationSettings
 - Rhino.Collections
 - Rhino.Commands
 - Rhino.Display
 - Rhino.DocObjects
 - Rhino.DocObjects.Custom
 - Rhino.DocObjects.SnapShots
 - Rhino.DocObjects.Tables
 - Rhino.FileIO
 - Rhino.Geometry
 - Rhino.Geometry.Collections
 - Rhino.Geometry.Intersect
 - Rhino.Geometry.MeshRefinements
 - Rhino.Geometry.Morphs
 - Rhino.Input
 - Rhino.Input.Custom
 - Rhino.ModelInCode
 - Rhino.Plugins
 - Rhino.Render
 - Rhino.Render.ChangeQueue
 - Rhino.Render.DataSources
 - Rhino.Render.Fields
 - Rhino.Render.UI
 - Rhino.Runtime
 - Rhino.Runtime.InteropWrappers
 - Rhino.Runtime.Notifications
 - Rhino.UI
 - Rhino.UI.Controls
 - Rhino.UI.Controls.DataSource
 - Rhino.UI.Controls.ThumbnailUI
 - Rhino.UI.Gumball

Namespaces

Namespace	Description
Rhino	The Rhino namespace contains fundamental types that define commonly-used value types and classes used in Rhino.
Rhino.ApplicationSettings	Static settings global to the entire Rhino application
Rhino.Collections	
Rhino.Commands	
Rhino.Display	
Rhino.DocObjects	The DocObjects namespace contains types that correspond to geometry that is found in a document. Generally, these types reference an attribute and have a distinctive ID.
Rhino.DocObjects.Custom	
Rhino.DocObjects.SnapShots	
Rhino.DocObjects.Tables	
Rhino.FileIO	
Rhino.Geometry	The Geometry namespace contains geometric types used in Rhino. Examples are lines, curves, meshes and boundary representations.
Rhino.Geometry.Collections	
Rhino.Geometry.Intersect	
Rhino.Geometry.MeshRefinements	
Rhino.Geometry.Morphs	
Rhino.Input	Classes related to getting user input for things like points, objects, and numbers
Rhino.Input.Custom	

>>> RhinoCommon

<https://developer.rhino3d.com/api/RhinoCommon/>

Rhinoscriptsyntax library

```
#create a line with rhinoscriptsyntax
import rhinoscriptsyntax as rs
a = rs.AddLine(x,y)
```

RhinoCommon library

```
#create a line with RhinoCommon and rhinoscriptsyntax
import Rhino.Geometry as rg
import rhinoscriptsyntax as rs
a = rg.Line(rs.coerce3dpoint(x),rs.coerce3dpoint(y))
```

```
#create a line with RhinoCommon with type hint
import Rhino.Geometry as rg
a = rg.Line(x,y)
```

>>> imports

Load additional library into your code.

>>> statements_2: looping

an instruction that repeats until a specified condition is reached.

```
#import RhinoCommon library
import Rhino as rh

#the number of points
x_size = 10

#define a new list
my_points = []

for i in range(x_size): #loop to repeat until max number.
    print(i)
    #use i as 'x' coordinate and store every process to a list
    my_points.append(rh.Geometry.Point3d(i, 0,0))
```

```
import math #mathematic library
import Rhino as rh #rhinocommon library

#define a new list
math_pts = []

for i in range(500):
    x = math.cos(i*0.1) * i*0.1 #coordinate of x
    y = math.sin(i*0.1) * i*0.08 #coordinate of y
    #conditiona logic of z coordinate
    if(i < 200):
        z = i*0.05
    else:
        z = 20-i*0.05
    #create point w/ x,y,z values
    p = rh.Geometry.Point3d(x,y,z)
    #store the point result into list
    math_pts.append(p)
```

>>> nested loop and nested list

```
#import libraries
import Rhino as rh
import math
import ghpythonlib as ghp

#define a new list
pts = []

for i in range(x):
    for j in range(y):
        #coordinate of z
        pt_z = math.sin(i*u) * math.sin(j*u) * z
        #create point geometry
        pt = rh.Geometry.Point3d(i,j, pt_z)
        #store the point to a list
        pts.append(pt)

#code continues to the next page...
```

```
#define more new list
nested_pts, my_polylines = [], []

i = 0
#this is will loop until reach the length of pts
while i < len(pts):
    nested_pts.append(pts[i:i+y]) #list slicing
    i += y

for i in nested_pts:
    #create a polyline from list of nested points
    my_polyline = rh.Geometry.Polyline(i)
    #convert polyline to a curve, check RhinoCommon doc for detail
    my_polylines.append(my_polyline.ToPolylineCurve())

#convert python nested list into Grasshopper tree structures
nested_pts = ghp.treehelpers.list_to_tree(nested_pts)
```


>>> **function**

Named blocks of code that perform an action. Has ability to receive arguments and return values.

```
import Rhino as rh
import math

def spiral(n):
    """use this to describe your function
    including the input parameters,
    and output parameters"""
    #define a new list
    math_pts = []
    for i in range(n):
        x = math.cos(i*0.1) * i*0.1 #x coordinate
        y = math.sin(i*0.1) * i*0.08 #y coordinate
        z = i*0.05 if i<200 else 20-i*0.05 #list comprehension for z coord.
        p = rh.Geometry.Point3d(x,y,z) #create point geometry
        math_pts.append(p) #add point to list
    return math_pts #function results

#this is where Grasshopper execute your function
a = spiral(500)
```

>>> closing & tips

things that you need to remember.

```
###Google Style###
```

```
"""Create spiral points based on mathematical equations
```

```
Args:
```

```
    n (int): number of points in spiral
```

```
Returns:
```

```
    math_pts (list): a list of spiral points
```

```
"""
```

>>> function documentation styles

Option 1: Google styles

(always annotate your code to help you/others to understand the code)

```
#####reSt Style#####
```

```
"""Create spiral points based on mathematical equations
```

```
:param n: number of points in spiral
```

```
:type n: int
```

```
:returns math_pts: a list of spiral points
```

```
:rtype math_pts: list
```

```
"""
```

>>> function documentation styles

Option 2: reSt styles

```
#####NumPy Style#####  
"""Create spiral points based on mathematical equations  
  
Parameters  
-----  
n: int  
    number of points in spiral  
  
Returns  
-----  
math_pts: list  
    a list of of spiral points  
"""
```

>>> function documentation styles

Option 3: NumPy styles

Resources:

- `docs.python.org`
- `ironpython.net`
- RhinoCommon api docs
- Rhino discourse forum
- Google search

>>> read & ask the internet

Skim through; revisit later.

>>> **leverage communities**

Stackoverflow, github, discourse.mcneel.com, etc

- Code frequently and write it out!
- Ask 'GOOD' questions:
 - Give context
 - Outline things you have tried to fix the issue,
 - Offer your best guess to the problem
 - Demo what is happening, include the code / screenshot, error message.
- Make something (trial and error is the best teachers)
- Take breaks

>>> make it stick

>>> thank you