**Python Notes**

*Constants*

* Numeric constants are numbers
* print(123)
* String constants use single (‘) or double (“) quotes
* print(‘Hello World’)

*Reserved Words*

* False
* None
* True
* and
* as
* assert
* break
* class
* if
* def
* del
* elif
* else
* except
* return
* for
* from
* global
* try
* import
* in
* is
* lambda
* while
* not
* or
* pass
* raise
* finally
* continue
* nonlocal
* with
* yield

*Variables*

* A named place in the memory where a programmer can store data and later retrieve the data using the variable ‘name’.
* Programmers choose the names of the variables.
* You can change the contents of a variable in a later statement.
* Variable names must start with a letter or underscore \_
* Variable names must consist of letters, numbers and underscores.
* Variable names are case sensitive.
* x = 12.2
* y = 14

*Assignment Statements*

* We assign a value to a variable using the assignment statement (=)
* x = 1

*Numeric Expressions (Operators)*

* + addition
* - subtraction
* \* multiplication
* / division
* \*\* power
* % remainder

*Operator Precedence Rules*

1. Parenthesis
2. Exponentiation
3. Multiplication, Division and Remainder
4. Addition and Subtraction.
5. Left to right.

*String Conversions*

* Python will print values that have been multiplied or divided with a decimal point.
* Type() tells you the type of value (string, integer etc.)
* Float()
* Int()
* You can use int() and float() to convert between strings and integers (numbers)

*User Input*

* We can instruct Python to pause and read data from the user using the input() function.
* The input() function returns a string.

*Comments in Python*

* Anything after a # is ignored by Python.

*Conditional Execution*

*Conditional Steps*

x = 5

if x < 10:

print(‘Smaller’)

if x > 10:

print(‘Bigger’)

print(‘Finis’)

*Comparison Operators*

* Boolean expressions ask a question and produce a Yes or No result which we use to control program flow.
* Comparison operators look at variables but do not change the variables.
* < less than
* <= less than or equal to
* == equal
* >= greater than or equal to
* > greater than
* != not equal

*Indentation*

* Increase indent after an if statement or for statement (after : )
* Maintain indent to indicate the scope of the block (which lines are affected by the if/for).
* Reduce indent back to the level of the if statement or for statement to indicate the end of the block.
* Blank lines are ignored – they do not affect indentation.
* Comments on a line by themselves are ignored with regard to indentation.
* Don’t use tabs, use four spaces for indentation.
* Increase/maintain after if or for.
* Decrease to indicate end of block.

*The try / except Structure*

* You surround dangerous section of code with try and except.
* If the code in the try works – the except is skipped.
* If the code in the try fails – it jumps to the except section.

*Functions*

* def = define function.
* def stores/remembers the code.
* def thing() :

print (‘Hello’)

print (‘Fun’)

* Two kinds of functions in Python.
* Built in functions – provided as part of Python – print(), input(), type(), float()
* Functions that we define ourselves and then use.
* We treat the built in function names as “new” reserved words (we avoid them as variable names).

*Function Definition*

* A function is some reusable code that takes arguments as input, does some computation and then returns a result or results.
* We define a function using the def reserved word.
* We call/invoke the function by using the function name, parenthesis and arguments in an expression.
* A function is some stored code that we use.
* A function takes an input and produced an output.

*Building our Own Functions*

* We create a new function using the def keyword followed by optional parameters in parentheses.
* We indent the body of the function.
* This defines the function but does not execute the function.

*Definitions and Uses*

* Once we have defined a function we can call or invoke it as many times as we like.
* This is the store and reuse pattern.

*Arguments*

* An argument is a value we pass into the function as its input when we call the function.
* We use arguments so we can direct the function to do different kinds of work when we call it at different times.
* We put the arguments in parentheses after the name of the function.
* big = max(‘Hello world’)

*Parameters*

* A parameter is a variable which we use in the function definition.
* It is a ‘handle’ that allows the code in the function to access the arguments for a particular function invocation.

*Return Values*

* Often a function will take its arguments, do some computation, and return a value to be used as the value of the function call in the calling expression.
* The return keyword is used for this.
* A fruitful function is one that produces a result (or return value).
* The return statement ends the function execution and ‘sends back’ the result of the function.

*Multiple Parameters / Arguments*

* We can define more than one parameter in the function definition
* E.g. def addtwo (a, b) :
* We simply add more arguments when we call the function.
* We match the number and order of arguments and parameters.
* Parameters are the names listed in the function’s definition.
* Arguments are the real values passed to the function.
* When a function does not return a value we call it a ‘void’ function.
* Functions that return values are fruitful functions.

*Loops and Iterations*

* Loops (repeated steps) have iteration variables that change each time through a loop.
* Often these iteration variables go through a sequence of numbers.

*Breaking Out of a Loop*

* The break statement ends the current loop and jumps to the statement immediately following the loop.
* It is like a loop test that can happen anywhere in the body of the loop.

*Finishing an Iteration with continue*

* The continue statement ends the current iteration and jumps to the top of the loop and starts the next iteration.

*Indefinite Loops*

* While loops are called ‘indefinite loops’ because they keep going until a logical condition becomes False.
* The loops we have seen so far are pretty easy to examine to see if they will terminate or if they will be ‘infinite loops’.
* Sometimes it is a little harder to be sure if a loop will terminate.

*Definite Loops*

* Quite often we have a list of items of the lines in a file – effectively a finite set of things.
* We can write a loop to run the loop once for each of the items in a set using the Python ‘for’ construct.
* These loops are called ‘definite loops’ because they execute an exact number of times.
* We say that definite loops iterate through the members of a set.
* Definite loops (for loops) have explicit iteration variables that change each time through a loop.
* These iteration variables move through the sequence or set.

*Looking at In*

* The iteration variable iterates through the sequence (ordered set).
* The block (body) of code is executed once for each value in the sequence.
* The iteration variable moves through all of the values in the sequence.

*Counting in a Loop*

* To count how many times we execute a loop, we introduce a counter variable that starts at 0 and we add one to it each time through the loop.

*Summing in a Loop*

* To add up a value we encounter in a loop, we introduce a sum variable that starts at 0 and we add the value to the sum each time through the loop.

*Finding the Average in a Loop*

* An average just combines the counting and sum patterns and divides when the loop is done.

*Filtering in a Loop*

* We use an if statement in the loop to catch / filter the values we are looking for.

*Search Using a Boolean Variable*

* If we just want to search and know if a value was found, we use a variable that starts at False and is set to True as soon as we find what we are looking for.

*Finding the Smallest Value*

* The first time through the loop, the smallest is None, so we take the first value to be the smallest.

*The ‘is’ and ‘is not’ Operators*

* Python has an is operator that can be used in logical expressions.
* Implies ‘is the same as’.
* Similar to but stronger than ==
* Is not also is a logical operator.
* Use is sparingly.

*Strings*

* A string is a sequence of characters.
* A string uses quotes.
* For strings + means concatenate.
* When a string contains numbers, it is still a string.
* We can convert numbers in a string into a number using int()

*Reading and Converting*

* We prefer to read data in using strings and then parse and convert the data as we need.
* This gives us more control over error situations and or bad user input.
* Raw input numbers must be converted from strings.

*Looking Inside Strings*

* We can get at any single character in a string using an index specified in square brackets.
* The index value must be an integer and starts at zero.
* The index value can be an expression that is computed.

*Strings Have Length*

* The built in function len() gives us the length of a string.

*Looping Through Strings*

* Using a while statement and an iteration variable and the len() function we can construct a loop to look at each of the letters in a string individually.
* A definite loop using a for statement is much more elegant.
* The iteration variable is completely taken care of by the for loop.

*Looking Deeper into in*

* The iteration variable iterates through the sequence.
* The block of code is executed once for each value in the sequence.
* The iteration variable moves through all of the values in the sequence.
* The iteration variable iterates through the string and the body of code is executed once for each value in the sequence.

*Intermediate Strings*

*Slicing Strings*

* We can look at any continues section of a string using a colon operator.
* The second number is one beyond the end of the slice – up to but not including.
* If the second number is beyond the end of the string it stops at the end.
* If we leave off the first number or the last number of the slice, it is assumed to be the beginning or end of the string respectively.
* s = ‘Monty Python’

print(s[0:4])

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*String Concatenation*

* When the + operator is applied to strings it means concatenation.
* a = ‘Hello’

b = ‘There

c = a + ‘ ‘ + b

print(c)

Hello There

*Using in as a logical Operator*

* The in keyword can also be used to check to see if one string is ‘in’ another string.
* The in expression is a logical expression that returns True or False and can be used in an if statement.
* fruit = ‘banana’

‘nan’ in fruit

True

* if ‘a’ in fruit :

print(‘Found it!’)

Found it

*String Library*

* Python has a number of string functions which are in the string library.
* These functions are already built into every string – we invoke them by appending the function to the string variable.
* These functions do not modify the original string, instead they return a new string that has been altered.
* greet = ‘Hello Bob’

zap = greet.lower()

print(zap)

hello bob

*Searching a String*

* We use the find() function to search for a substring within another string.
* find() finds the first occurrence of the substring.
* If the substring is not found, find() returns -1.
* Remember that string position starts at zero.
* fruit = ‘banana’

pos = fruit.find(‘na’)

print(pos)

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*Changing Upper and Lower Case*

* You can make a copy of a string in lower case or upper case.
* Often when we are searching for a string using find() we first convert the string to lower case so we can search a string regardless of case.
* greet = ‘Hello Bob’

nnn = greet.upper()

print(nnn)

HELLO BOB

* www = greet.lower()

print(www)

hello bob

*Search and Replace*

* The replace() function is like a search and replace operation.
* It replaces all occurrence of the search string with the replacement string.
* greet = ‘Hello Bob’

nstr = greet.replace(‘Bob’, ‘Jane’)

print(nstr)

Hello Jane

*Stripping Whitespace*

* Sometimes we want to take a string and remove whitespace at the beginning and or end.
* lstrip() and rstrip() remove whitespace at the left or right.
* strip() removes both beginning and ending whitespace.

*Prefixes*

* line = ‘Please have a nice day’

line.startswith(‘Please’)

True

* line.startswith(‘p’)

False

*Reading Files*

*File Processing*

* A text file can be thought of as a sequence of lines.

*Opening a File*

* Before we can read the contents of the file, we must tell Python which file we are going to work with and what we will be doing with the file.
* This is done with the open() function.
* open() returns a ‘file handle’ – a variable used to perform operations on the file.

*Using open()*

* handle = open(filename, mode)
* Returns a handle use to manipulate the file.
* Filename is a string.
* Mode is optional and should be ‘r’ if we are planning to read the file and ‘w’ if we are going to write to the file.
* fhand = open(‘mbox.txt’, ‘r’)

*The newline Character*

* We use a special character called the ‘newline’ to indicate when a line ends.
* We represent it as \n in strings.
* Newline is still one character not two.
* A text file has newlines at the end of each line.
* stuff = ‘Hello\nWorld!’

print(stuff)

Hello

World!

*Files as a Sequence*

*File Handle as a Sequence*

* A file handle open for read can be treated as a sequence of strings where each line in the file is a string in the sequence.
* We can use the for statement to iterate through a sequence.
* xfile = open(‘mbox.txt’)

for cheese in xfile :

print(cheese)

*Counting Lines in a File*

* Open a file read only.
* Use a for loop to read each line.
* Count the lines and print out the number of lines.
* fhand = open(‘mbox.txt’)

count = 0

for line in fhand :

count = count + 1

print(‘Line Count: ’, count)

*Reading the Whole File*

* We can read the whole file (newlines and all) into a single string.
* fhand = open(‘mbox.txt’)

inp = fhand.read()

print(len(inp))

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*Searching Through a File*

* We can put an if statement in our for loop to only print lines that meet some criteria.
* fhand = open(‘mbox.txt’)

for line in fhand :

if line startswith(‘From:’) :

print(line)

*Blank Lines*

* Each line from the file has a newline at the end.
* The print statement adds a newline to each line.

*Searching Through a File (fixed)*

* We can strip the whitespace from the right hand side of the string using rstrip() from the string library.
* The newline is considered white space and is stripped.
* fhand = open(‘mbox-short.txt’)

for line in fhand :

line = line.rstrip()

if line.startswith(‘From’) “

print(line)

*Skipping with continue*

* We can conveniently skip a line by using the continue statement.
* fhand = open(‘mbox-short.txt’)

for line in fhand :

line = line.rstrip()

if not line.startswith(‘From:’) :

continue

print(line)

*Using in to select lines*

* We can look for a string anywhere in a line as our selection criteria.

*Programming*

*Algorithms*

* A set of rules or steps used to solve a problem.

*Data Structures*

* A particular way of organising data in a computer.

*Not a Collection*

* Most of our variables have one value in them.
* When we put a new value in the variable the old value is overwritten.

*Collection (Lists)*

* A collection allows us to put many values in a single variable.
* A collection is nice because we can carry all many values around in one convenient package.
* friends = [‘Joseph’, ‘Glenn’, ‘Sally’]

*List Constants*

* List constants are surrounded by square brackets and the elements in the list are separated by commas.
* A list element can be any Python object, even another list.
* A list can be empty.
* For loops.

*Looking Inside Lists*

* Just like strings, we can get at any single element in a list using an index specified in square brackets.
* Starts at 0.

*Lists are Mutable*

* Strings are immutable. We cannot change the contents of a string, we must make a new string to make any change.
* Lists are mutable. We can change an element of a list using the index operator.

*How Long is a List*

* The len() function takes a list as a parameter and returns the number of elements in the list.
* Actually len() tells us the number of elements in any set or sequence (such as a string).

*Using the Range function*

* The range function returns a list of numbers that range from zero to one less than the parameter.
* We can construct and index loop using for an integer iterator.

*Concatenating lists using +*

* We can create a new list by adding two existing lists together.

*Lists can be sliced using :*

* Just like in strings, the second number is 'up to but not including’.
* t = [9, 41, 12, 3 74, 15]

t[1:3]

[41, 12]

*Building a List from Scratch*

* We can create an empty list and then add elements using the append() method.
* The list stays in order and new elements are added at the end of the list.
* stuff = list()

stuff append(‘book’)

stuff append(99)

print(stuff)

[‘book’, 99]

*Is Something in a List*

* Python provides two operators that let you check if an item is in a list.
* In and not in.
* These are logical operators that return True or False.
* They do not modify the list.

*Lists are in Order*

* A list can hold many items and keeps those items in the order until we do something to change the order.
* A list can be sorted.
* The sort() method means ‘sort yourself’.

*Built in Functions and Lists*

* There are a number of functions built into Python that take lists as parameters.
* Len()
* Max()
* Min()
* Sum()

*Strings and Lists*

* Split() breaks a string into parts and produces a list of strings.
* We think of these as words.
* We can access a particular word or loop through all the words.
* You can specify what delimiter character to use in the spacing.
* line = ‘first;second;third’

thing = line.split(‘;’)

print(thing)

[‘first’, ‘second’, ‘third’]

print(len(thing))

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*The Double Split Pattern*

* Sometimes we split a line on way and then grab one of the pieces of the line and split that piece again.

*Python Dictionaries*

*What is a Collection?*

* A collection is nice because we can put more than one value in it and carry them all around in one convenient package.
* We have a bunch of values in a single variable.
* We do this by having more than once place ‘in’ the variable.
* We have ways of finding the different places in the variable.

*What is not a Collection?*

* Most of our variables have one value in them.
* When we put a new value in the variable the old value is overwritten.

*A List*

* A linear collection of values that stay in order.
* Lists index their entries based on the position in the list.

*A Dictionary*

* A bag of values each with its own label.
* Dictionaries are like bags – no order.
* So we index the things we put in the dictionary with a ‘lookup tag’.
* Dictionaries are python’s most powerful data collection.
* They allow us to do fast database like operations in python.
* Dictionaries are like lists except that they use keys instead of numbers to look up values.
* They have different names in different languages.
* Associative arrays – perl / php
* Properties or Map or HashMap – Java
* Property Bag – C# / .Net
* purse = dict()

purse[‘money’] = 12

purse[‘candy’] = 3

purse[‘tissue’] = 75

print(purse)

[‘money’ : 12, ‘tissues’: 75, ‘candy’ : 3)

*Dictionary Literals (Constants)*

* Dictionary literals use curly brackets and have a list of key : value pairs.
* You can make an empty dictionary using empty curly brackets.
* jjj = {‘chuck’ : 1 , ‘fred’ : 42, ‘jan’ : 100}

print(jjj)

{‘jan’ : 100, ‘chuck’ : 1, ‘fred’ : 42}

* ooo = { }

print{ooo}

{ }

*Dictionaries – Common Applications*

* One common use of dictionaries is counting how often we ‘see’ something.
* It is an error to reference a key which is not in the dictionary.
* We can use the in operator to see if a key is in the dictionary.
* When we encounter a new name, we need to add a new entry in the dictionary and if this the second or later time we have seen the name, we simply add one to the count in the dictionary under that name.
* counts = dict()

names = [‘john’, ‘paul’, ‘john’, ‘david’, ‘paul’]

for name in names :

if name not in counts :

counts[name] = 1

else :

counts[name] = counts[name] + 1

print(counts)

{‘john’: 2, ‘david’: 1, ‘paul’:2}

*The get() method for dictionaries*

* The pattern of checking to see if a key is already in a dictionary and assuming a default value if the key is not there is so common that there is a method called get() that does this for us.
* if name in counts :

x = counts[name]

else :

x = 0

x = counts get(name, 0)

* We can use get() and provide a default value of zero when the key is not yet in the dictionary and then just add one.
* counts = dict()

names = [‘john’, ‘paul’, ‘john’, ‘david’, ‘paul’]

for name in names :

counts[name] = counts.get(name, 0) + 1

print(counts)

{‘john’: 2, ‘david’: 1, ‘paul’: 2}