

LAB 3 PYTHON CONCEPTS

Lab3 Python Concepts

1. New Type of Variable
2. Boolean Expressions
3. Conditionals (IF Statements)
4. User-Defined Functions

Open the Python interpreter to get the prompt:

```
>>>
```

We will also use PythonTutor: pythontutor.com

Python Types

Def: An **integer** (int) is a number that displays with no decimal points.

Def: A **float** is a number that displays with decimal points.

Def: A **string** is a sequence of characters surrounded by single quotes.

Def: A **list** is an ordered collection of items.

Def: A **boolean** can be one of two values: True or False.



Note the capitalization

Boolean Expressions

Numerical Operators
(input numbers, output number)

Operator	Example	Result
Sum	1 + 2	3
Difference	1 - 2	-1
Multiply	1 * 2	2
Divide	1 / 2 1.0 / 2.0	0 0.5
Power	1 ** 2	1

Numerical Operators
(input numbers, output Boolean)

Operator	Example	Result (True or False)
Equality	1 == 2	False
Inequality	1 != 2	True
Less Than	1 < 2	True
Less Than or Equal To	1 <= 2	True
Greater Than	1 > 2	False
Greater Than or Equal To	1 >= 2	False

Boolean Expressions

String Operators (input strings)

Operator	Example	Result
Sum	<code>'a' + 'b'</code>	<code>'ab'</code>
Equality	<code>'a' == 'b'</code>	<code>False</code>
Inequality	<code>'a' != 'b'</code>	<code>True</code>

output string

output
boolean

Boolean Operators (input booleans, output boolean)

Operator	Example	Result
And	True and False (4<5) and (6>=6)	False True
Or	True or False (4<5) or 'a' != 'b'	True True
Not	not True not (4<5)	False False

The IN Function

Boolean Operators (input booleans, output boolean)

Operator	Example	Result
And	True and False (4<5) and (6>=6)	False True
Or	True or False (4<5) or 'a' != 'b'	True True
Not	not True not (4<5)	False False
In	'a' in ['a','b','c'] 1 in ['a','b','c']	True False



Python IF Statements

*"If some value is true,
do something."*

```
x = 4
y = 10
if x < y:
    print 'x is less than y.'
```

```
if <boolean expression>:
    statement 1
    statement 2
    ...
```

Indentation matters!

*"If some value is true, do something,
otherwise do something else."*

```
x = 4
y = 10
if x < y:
    print 'x is less than y.'
else:
    print 'x >= y.'
```

```
if <boolean expression>:
    statement 1
    ...
else:
    statement 2
    ...
```

Python ELIF Statements

*“If some value is true, do something.
Otherwise...”*

*“If some OTHER value is true, do something.
Otherwise...”*

*“If some OTHER value is true, do something.
Otherwise...”*

“...”

```
x = 4
y = 10
if x < y:
    print 'x is less than y.'
elif x == y:
    print 'x and y are equal.'
else:
    print 'x > y.'
```

```
if <boolean expression>:
    statement 1
    ...
elif <boolean expression>:
    statement 2
    ...
else:
    statement 3
    ...
```


Built-in Functions

Def: A **function** is a reusable block of code

Function Name	Arguments (Inputs)	Returns (Outputs)	Examples
<code>quit()</code> or <code>exit()</code>	nothing	–	<code>quit()</code>
<code>type()</code>	expression	type	<code>type('string')</code> <code>type(1)</code>
<code>len()</code>	string or list	integer	<code>len([1,2,3])</code> <code>len('string')</code>

A function is specified by:

- a function name
- The arguments (inputs), comma-separated if multiple
- The returned variables (outputs), comma-separated if multiple

User-Defined Functions

function name

zero inputs

```
def sing():
    print('Happy birthday to you,')
    print('Happy birthday to you,')
    print('Happy birthday dear Frito,')
    print('Happy birthday to you!')
```

↔ return ← return nothing

Indentation matters!

```
sing()
```

Functions are like
small subprograms

Function Name	Arguments (Inputs)	Returns (Outputs)	Examples
<code>sing()</code>	nothing	nothing	<code>sing()</code>

User-Defined Functions

one input

```
def sing(person):  
    print('Happy birthday to you,')  
    print('Happy birthday to you,')  
    print('Happy birthday dear ' + person + ',')  
    print('Happy birthday to you!')  
    return
```


return nothing

```
sing('Anna')
```

Function Name	Arguments (Inputs)	Returns (Outputs)	Examples
<code>sing()</code>	string	nothing	<code>sing('Anna')</code>

User-Defined Functions: Scope

```
def sing(person):  
    print('Happy birthday  
    print('Happy birthday to you,')  
    print('Happy birthday dear ' + person + ',')  
    print('Happy birthday to you!')  
    return
```



```
name = 'Anna'  
sing(name)
```

Memory in sing() function

Variable Name	Value
person	'Anna'
+ Global Memory...	

GLOBAL Memory

Variable Name	Value
sing()	<function>
name	'Anna'

User-Defined Functions: Scope

```
def sing(person):  
    song = ''  
    song = song + 'Happy k  
    song = song + 'Happy k  
    song = song+'Happy bir  
    song = song + 'Happy b  
    return song  
  
name = 'Anna'  
annasong = sing(name)  
print(annasong)
```

Memory in sing() function

Variable Name	Value
person	'Anna'
song	'Happy Birth...' + Global Memory...

GLOBAL Memory

Variable Name	Value
sing()	<function>
name	'Anna'

one input

return a string

User-Defined Functions: Scope

```
def sing(person):  
    song = ''  
    song = song + 'Happy birthday to you,\n'  
    song = song + 'Happy birthday to you,\n'  
    song = song + 'Happy birthday dear '+person+',\n'  
    song = song + 'Happy birthday to you!\n'  
    return song
```

```
name = 'Anna'  
annasong = sing(name)  
print(annasong)
```

GLOBAL Memory	
Variable Name	Value
sing()	<function>
name	'Anna'
annasong	'Happy Birth..'

User-Defined Functions: Scope

```
def sing(person):  
    song = ''  
    song = song + happy()  
    song = song + happy()  
    song = song+'Happy birthday  
    song = song + happy()  
    return song
```

```
def happy():  
    return 'Happy birthday'
```

```
name = 'Anna'  
annasong = sing(name)  
print(annasong)
```

Memory in sing() function	
Variable Name	Value
person	'Anna'
song	''
+ Global Memory...	

Memory in happy() function	
Variable Name	Value
+ Global Memory...	

GLOBAL Memory	
Variable Name	Value
sing()	<function>
happy()	<function>
name	'Anna'

User-Defined Functions: Scope

```
def sing(person):  
    song = ''  
    song = song + happy()  
    song = song + happy()  
    song = song+'Happy birth  
    song = song + happy()  
    return song
```

```
def happy():  
    return 'Happy birth
```

```
name = 'Anna'  
annasong = sing(name)  
print(annasong)
```

Memory in SING() function	
Variable Name	Value
person	'Anna'
song	'Happy Birth.. + Global Memory...'

Memory in happy() function	
Variable Name	Value
	+ Global Memory...

GLOBAL Memory	
Variable Name	Value
sing()	<function>
happy()	<function>
name	'Anna'

Good Practice: Global Memory contains functions

```
def sing(person):  
    song = ''  
    song = song + happy()  
    song = song + happy()  
    song = song+'Happy birthday  
    song = song + happy()  
    return song
```

Memory in sing() function	
Variable Name	Value
person	'Anna'
song	'Happy Birth...'

```
def happy():  
    return 'Happy birt
```

Memory in happy() function	
Variable Name	

```
def main():  
    name = 'Anna'  
    annasong = sing(n  
    print(annasong)  
    return
```

Memory in main() function	
Variable Name	Value
name	'Anna'
annasong	'Happy Birth..'

GLOBAL Memory	
Variable Name	Value
sing()	<function>
happy()	<function>
main()	<functions>

```
if __name__ == '__main__':  
    main()
```

the bottom of the file.
"If running from a Terminal,
call the main() function."