



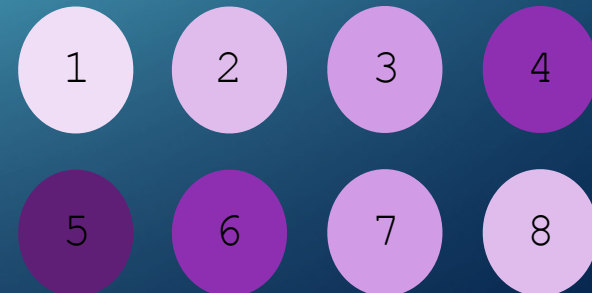
BEGINNERS' PYTHON - WEEK1

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4TH YEAR MATHEMATICS

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COURSE OUTLINE

- Installation & setup
- Introduction to data types
- Introduction to if statements and loops
- Using built-in functions, defining new functions and using them
- Using libraries – time, maths, GUI
- Introduction to classes
- Creating and using your own classes
- Steps to make a game

CHARACTERISTICS OF PYTHON

- One of the most widely used languages
- Duck Typing – “If it walks like a duck and quacks like a duck, then it must be a duck.”
- Object Oriented
- High-level language (easier to use than languages like C)
- Large and comprehensive standard library
- Not particularly fast compared to other languages (often not a problem)

INSTALLATION

- python.org/downloads
- Click 'Download Python 3.6.x'
- Check you have it installed correctly: open a command line...
- (Command Prompt on Windows/Terminal on a Mac/Shell on Linux), type in `python` and hit enter

WHICH TEXT EDITOR?

- Python IDLE
- Sublime Text
- Notepad++
- **Not TextEdit (Mac)**

SOME PYTHON DATA TYPES

- **int** – integer e.g. 5, -67, 0
- **float** – floating point number (like a decimal) e.g. 1.3, -700.0, 0.03141
- **str** – string/text e.g. "hello", "5 ducks?!"
- **boolean** – Only examples are True and False
- **list** – e.g. [1, 2, 3], ["hi", "hello"], [] (empty list)
- **tuple** – more rigid list e.g. (1.0, 0.1, -2.0), ("hi", "hello")
- **dict** – dictionary/map containing key-value pairs e.g. {1:"hi", 2:"hello"}

BASIC OPERATIONS

Printing:

```
print(x)
print("hello")
print("value is: ", value)
```

- Assignment operator is "=" e.g. `variable = 3 + 5`,
`my_string = "yay Python!"`
- What happens if you add two strings or two lists?
- Integer division: `9 // 4` (returns 2)
- Modulo (remainder after dividing): `x = 5 % 3`
- Shorthand adding/subtracting etc.: `x += 3`
- Powers: `x = 3**(-2 + 5)`

CHALLENGE 1

- Go to github.com/LewisGaul/python-tutorial, download challenge1.py
- Work out how the code works (try adding in some print statements)
- Write comments with '#' to explain how it works
- Can you think of any other (better?) ways to write it?
- When you understand it all, try modifying the code to achieve the challenge
- Try to use sensible variable names