

COMPUTER PROGRAMMING WITH PYTHON MASTER PRE-COURSE SERIES 2021/2022

**FACULTY** DIEGO PAJARITO

# Scripts

The building blocks of Python programs



## **Natural language:**

Karl has 5 apples and Anne has 7 bananas. Show how many fruits they have.

| Java   | Python   |
|--|--|
| <pre>int karl_apple = 5; int anne_bananas = 7; Int fruits = karl_apple + anne_bananas; System.out.println(total_fruits);</pre> | <pre>karl_apple = 5 anne_bananas = 7 fruits = karl_apple + anne_bananas print (fruits)</pre> |



### Why?

Headers, and in general metadata, are key elements of source code documentation. It is a recommended good development practice.

| Main features  | Comments                                   |
|--|--|
| <pre># Encoding # Summary  Author, Copyright, Credits, License, Version, Maintainer, Email, Status, etc.</pre> | # Shorter pieces of text across the script |



### Why?

Libraries are references to third-party sources and allows to use (or re-use) functions and other features developed beforehand.

Now you can write down your own code...

\* Most likely, you will can start copy/paste-ing \*

# Variables

The use of computer's temporary memory



```
integer var = 1
float var = 1.23
char var = 'c'
string var = 'more than one
character'
bolean var = True
date var ??
```

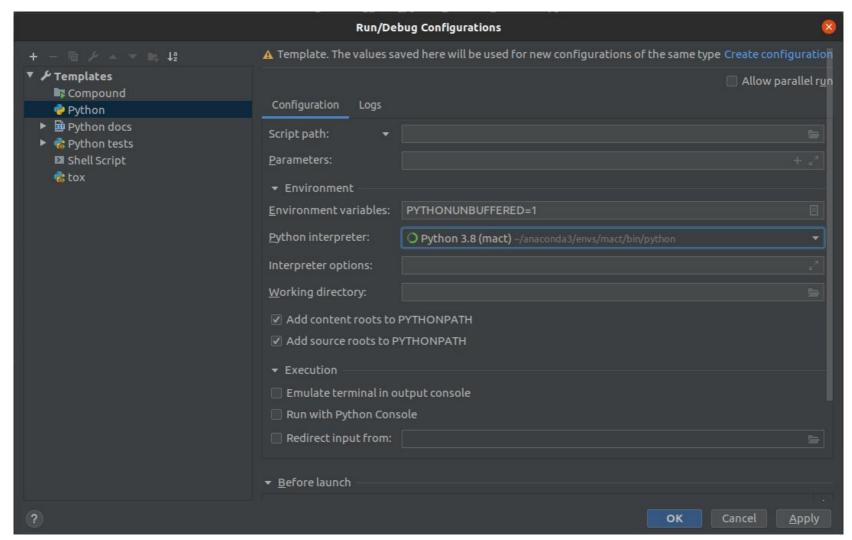
Variables allow to store a broad sort of values, structures and objects to use it after in the script.

| Global  | Local  |
|---|--|
| <pre>local_variable = 1 def my_function(parameter):</pre> | <pre>def my_function(parameter):    local_variable = 1</pre> |



### **Variable = value**

Variable\_1 += value Variable\_2 -= value Variable\_1 \*= value Variable\_1 /= value + - " / %0 // "" == != < <= > >=



#### Menu: Run / Run...

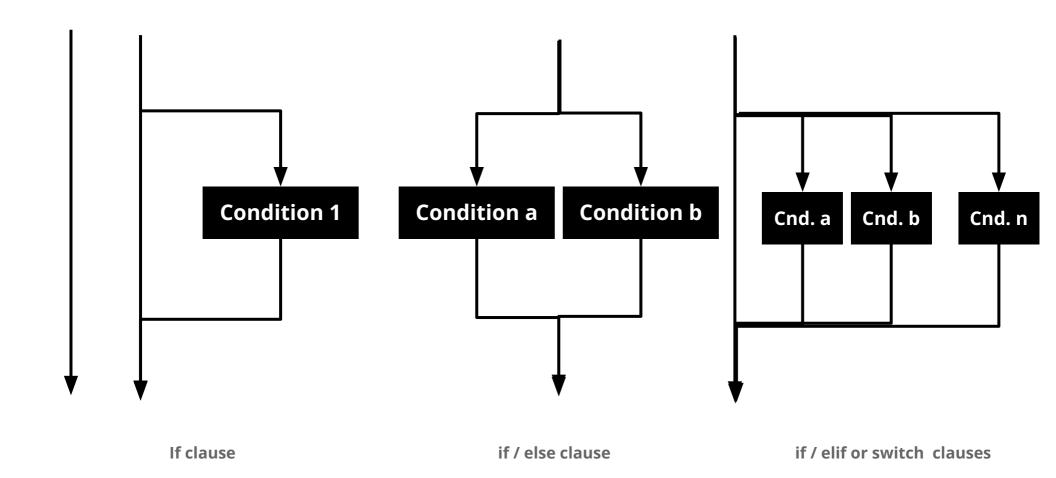
```
&c own code.py
                                                                          c own code
🚜 README.md 🗡 👸 a header.py 🗡 👸 b libraries.py 🗡 📸 c own code.py
                                                                       🐞 a data types.py
      # Maintainer: Diego Pajarito
      # Email: diego.pajarito@iaac.net
      # Status: development
      # End of header section
       import sys
       # depending on the complexity of your script you will have a longer list of libraries
       ys.stdout.write("This is an script with three sections \n\n")
       ys.stdout.write("Header section using '#' characters\n")
       sys.stdout.write("library section using import/from ... import commands\n")
       sys.stdout.write("Code section calling the 'sys' library to show you this text\n")
```

# Flow control

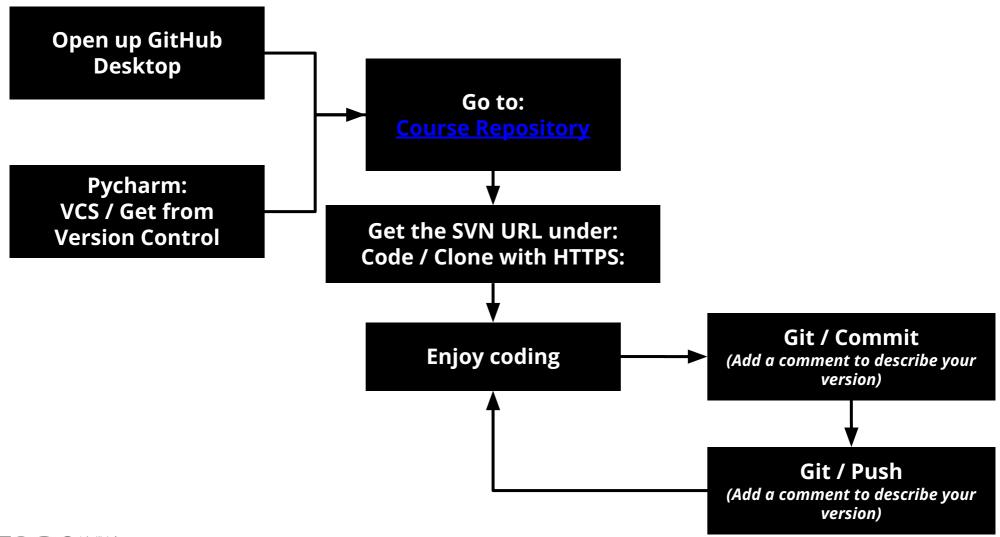
**Conditionals and loops** 

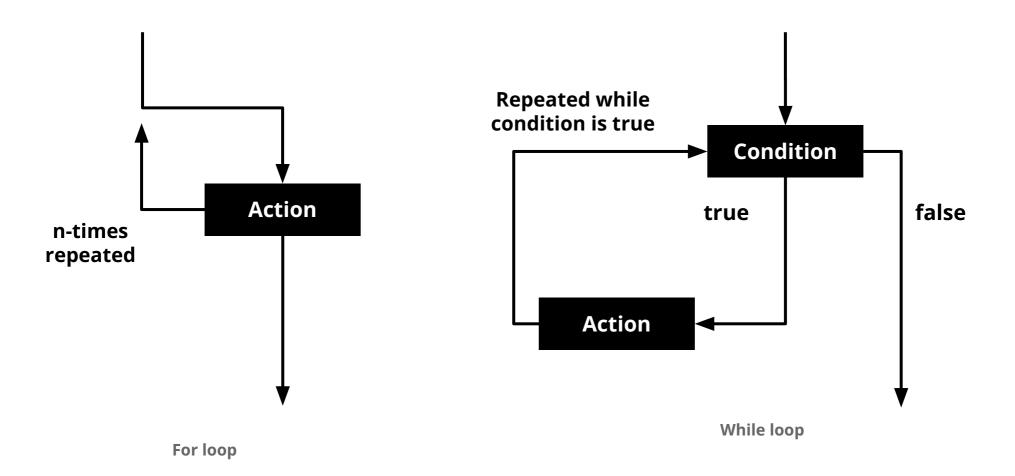


#### if / else switch **if** a == b: var = 'something happens' switch (variable) { case 'value 1': **if** a == b: var = 'something happens"; var = 'something happens' break; else: case 'value 2: var = 'now happens here' var = 'or here"; break; if a == b: var = 'something happens' elif b != c: default: var = 'there are more options' var = 'or if none of the above' **elif** d < e: Var = 'there are more options' else: var = 'now happens here'





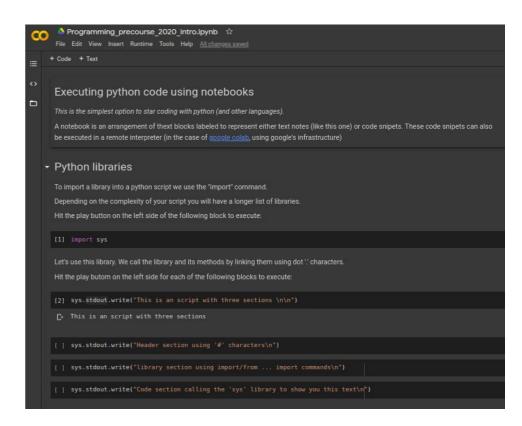




A web-based development environment.

No need to install or setup any additional software

You can try this notebook to start



Source: <a href="https://colab.research.google.com/">https://colab.research.google.com/</a>





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