

Introductory Python Course - Session 1

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What is python?

- Interpreted programming language.
- Variety of usages: web, statistics and AI, research, scripting .
- Relatively easy to learn due to its somewhat similarity with the English language.
- Two major versions used nowadays: Python 2 & Python 3, we will focus on Python 3.

Tools we are going to use

- For simple python we just need Visual Studio Code:
<https://code.visualstudio.com/>
- Latest version of python interpreter.

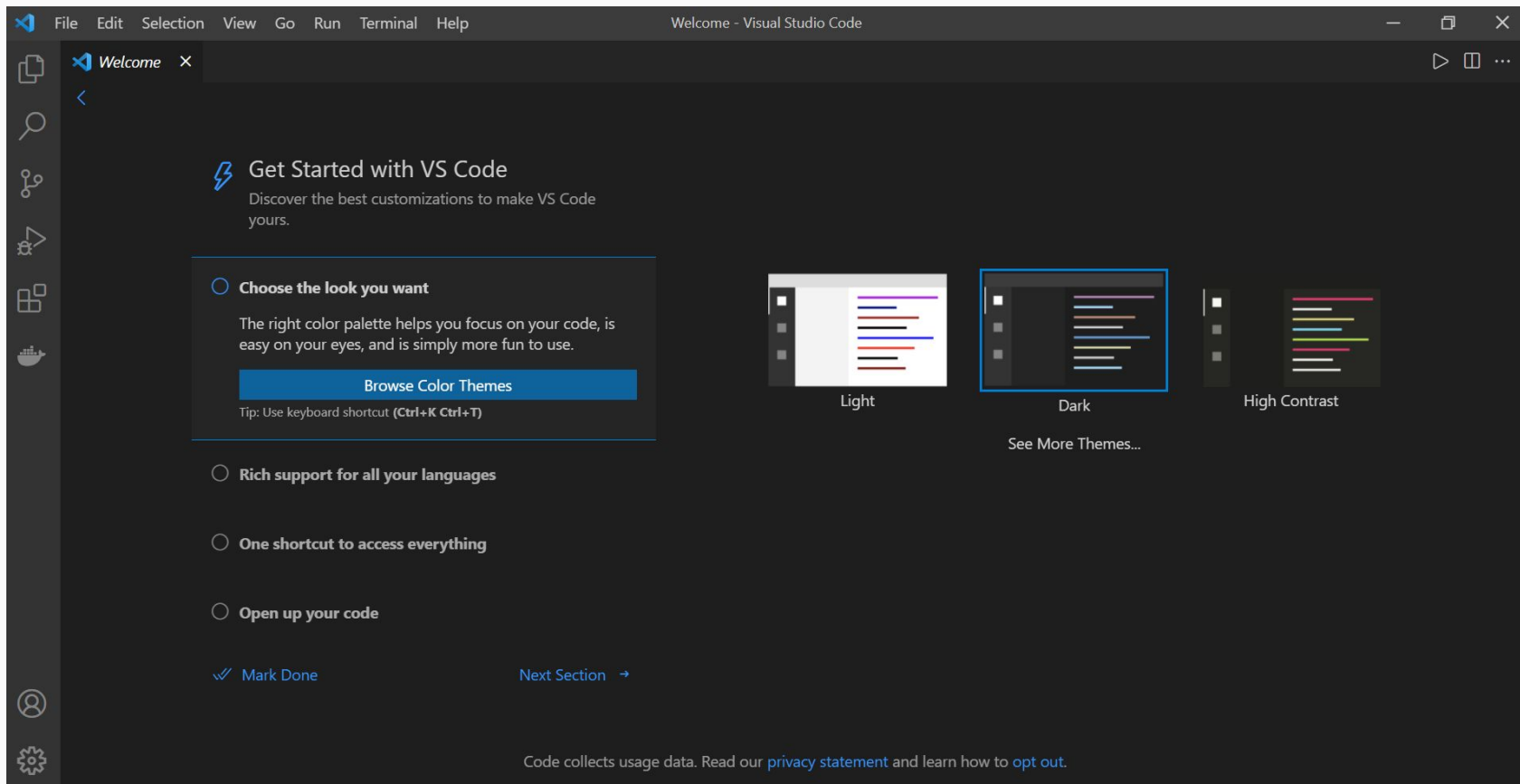
Step 1: Download and install Visual Studio Code <https://code.visualstudio.com/>

The image shows the Visual Studio Code website with a dark theme. The main heading is "Code editing. Redefined." followed by the text "Free. Built on open source. Runs everywhere." Below this, a blue button labeled "Download for Windows" with "Stable Build" underneath is circled in red. To the right of the button is a small downward arrow icon. Below the button is a link that says "Other platforms and Insiders Edition". At the bottom, there is a small disclaimer: "By using VS Code, you agree to its license and privacy statement."

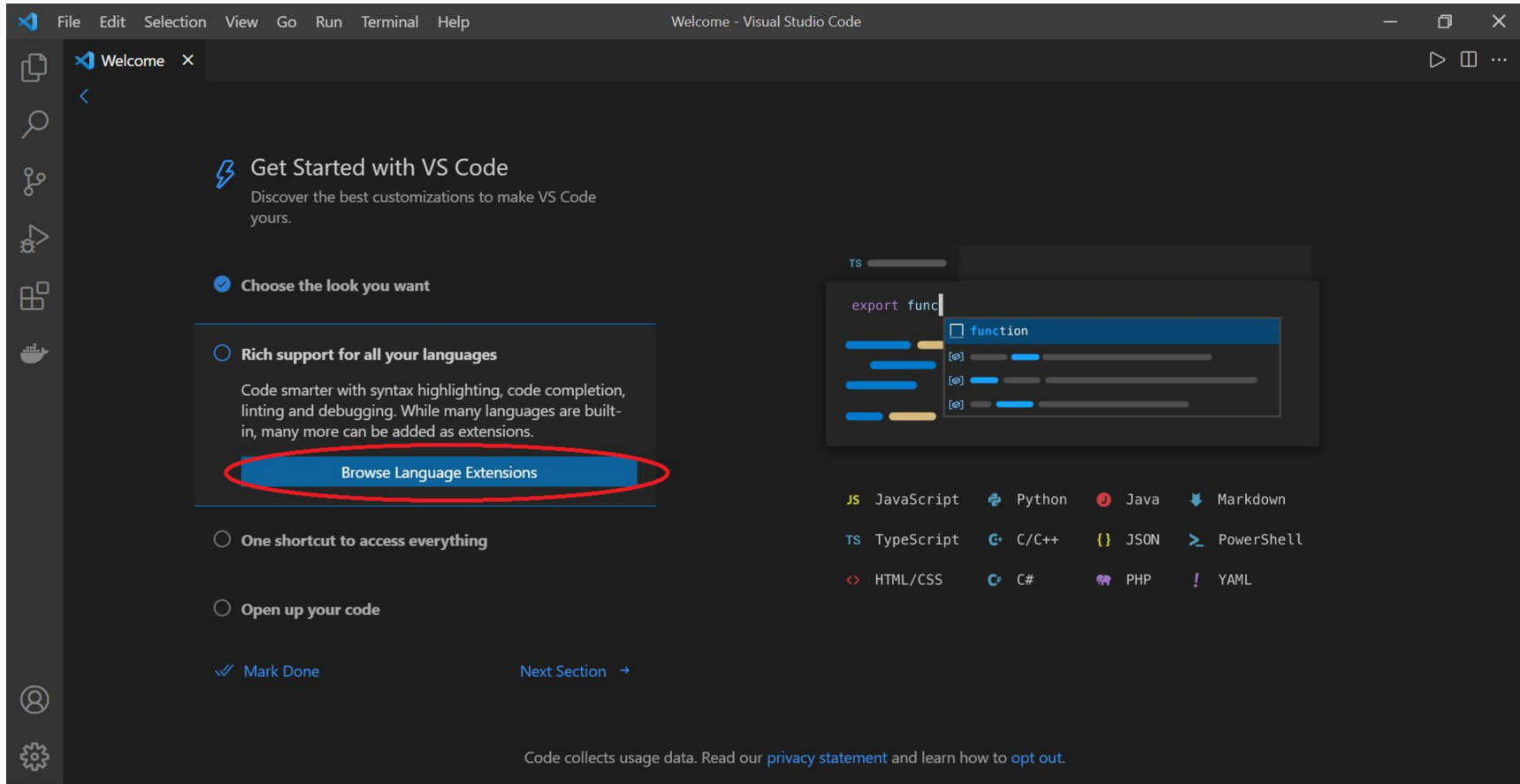
The right side of the image shows a preview of the Visual Studio Code application interface. The top bar includes the Visual Studio Code logo and navigation links: Visual Studio Code, Docs, Updates, Blog, API, Extensions, FAQ, Learn. A search bar labeled "Search Docs" and a blue "Download" button are on the right. Below the navigation bar, a message states: "Version 1.60 is now available! Read about the new features and fixes from August."

The application interface shows the "EXTENSIONS: MARKETPLACE" sidebar on the left with a list of extensions including Python, GitLens, C/C++, ESLint, Debugger for Chrome, Language Support for Java, and vscode-icons. The main editor area displays a JavaScript file named "serviceWorker.js" with a code editor showing a function `registerValidSW` and a dropdown menu for `navigator.serviceWorker` properties like `product`, `productSub`, `removeSiteSpecificTrackingException`, etc. The bottom status bar shows "1: node".

Step 2: Choose color scheme



Step 3: Enable support for Python



Step 3: Enable support for Python -

EXTENSIONS

Search Extensions in Marketplace

INSTALLED 7

- Code Runner** 382ms
Run C, C++, Java, JS, PHP, P...
Jun Han
- Docker**
Makes it easy to create, man...
Microsoft
- DotENV**
Support for dotenv file syntax
mikestead
- Jupyter** 23.2M ★ 2.5
Jupyter notebook support, i...
Micros... ✓ Uninstalled **Install**
- Jupyter Keymap** 6.3M
Jupyter keymaps for notebo...
Micros... ✓ Uninstalled **Install**
- Pylance** 15.8M ★ 3.5
A performant, feature-rich la...
Micros... ✓ Uninstalled **Install**

RECOMMENDED 5

- Remote - Co...** 5.5M ★ 4.5
Open any folder or reposito...
Microsoft **Install**
- Notepad++ ...** 691K ★ 4.5
Popular Notepad++ keybin...
Microsoft **Install**

Python v2021.9.1246542782
Microsoft 43,211,659 ★★★★★ (438)
IntelliSense (pylance), linting, Debugging (multi-threaded, remote), Jupyter Notebooks, code formatting, refactoring, unit test...
✓ Uninstalled **Install** ⚙️

Details Feature Contributions Changelog Extension Pack Runtime Status

Extensions installed through the marketplace are subject to the [Marketplace Terms of Use](#).

Quick start

- **Step 1.** Install a supported version of Python on your system (note: that the system install of Python on macOS is not supported).
- **Step 2.** Install the Python extension for Visual Studio Code.
- **Step 3.** Open or create a Python file and start coding!

Set up your environment

- Select your Python interpreter by clicking on the status bar

Python 3.9.0 64-bit 0 0

Categories

- Programming Languages
- Debuggers
- Linters
- Formatters
- Other
- Data Science
- Machine Learning
- Notebooks

Resources

- [Marketplace](#)
- [Repository](#)
- [License](#)

More Info

- Released on 1/19/2016, 15:03:11
- Last updated 9/20/2021, 20:23:39
- Identifier ms-python.python

Step 4: Running python

- Create a directory where we will put the source files
- Open the directory in Visual Studio Code
- Add a python file to it
- Copy code from:
<https://gist.github.com/cppavel/f8a7cd755e58504d956ea5c06fa5986e>
- Let's do these steps together first go to
https://code.visualstudio.com/docs/python/python-tutorial#_prerequisites

Structure of single file python program

- A number of import statements which add the necessary libraries (don't worry about it now, we will cover that in the next classes)
- Several functions
- The main entry point:
 - `if __name__ == "__main__":`
`main()`

Blocks of code in python

- Instead of using curly brackets like some of the other popular languages do (Java, C and etc.), python uses indentation for specifying that a particular set of statements (lines of code) belongs to this particular block of code

Defining variables

- We do not have to specify types for variables, however python will complain if we try to perform an operation with wrong types i.e trying to add a numeral (integer, float) to a piece of text (string).
- Variable names in Python can be any length and can consist of uppercase and lowercase letters (A-Z , a-z), digits (0-9), and the underscore character (_). An additional restriction is that, although a variable name can contain digits, the first character of a variable name cannot be a digit.

Basic operations with variables

- We can assign new values to the variables by doing:
 - `a = 1` - integer
 - `a = "abcdefg"` - string
 - `a = 1.9` - float
- We can use other variables to define the new ones:
 - suppose `a = 1` and `b = 2`, then `c = a + b` will make `c` be equal to 3
 - suppose `a = "abc"` and `b = "cba"` then `c = a + b` will make `c` be equal to `"abccba"`

Printing

- `print(a)` - will print the value of variable `a`
- `print("Hello")` - prints the string "Hello"
- `print(f"The value of variable a is {a}")` - so called "f-strings", should start with `f` and allow you to format strings easily, you can put variable name inside `{}`, for example `{age}`, where `age` is the variable

What if we want to make our program interactive (User input)?

- You can use `input()`, for example:
 - `a = input()`
- When the program reaches the input statement it will wait for you to enter something into this console (terminal).

Exercise - 1

- Create a program which asks for the length and width of a rectangle from the user and prints its area and perimeter.

Housekeeping

- Feedback form:
 - Should we run this workshop regularly? Weekly/Biweekly?
 - Developing a project in semester 2?
- Take home exercise:
 - Learn how to do division in Python and hence come up with a program that takes in 4 decimal values and prints their mean
 - For that you will have to search something about “integer division” and “floating point division” and understand the differences between the two.

Thank you!