Introductory Python Course - Session 1

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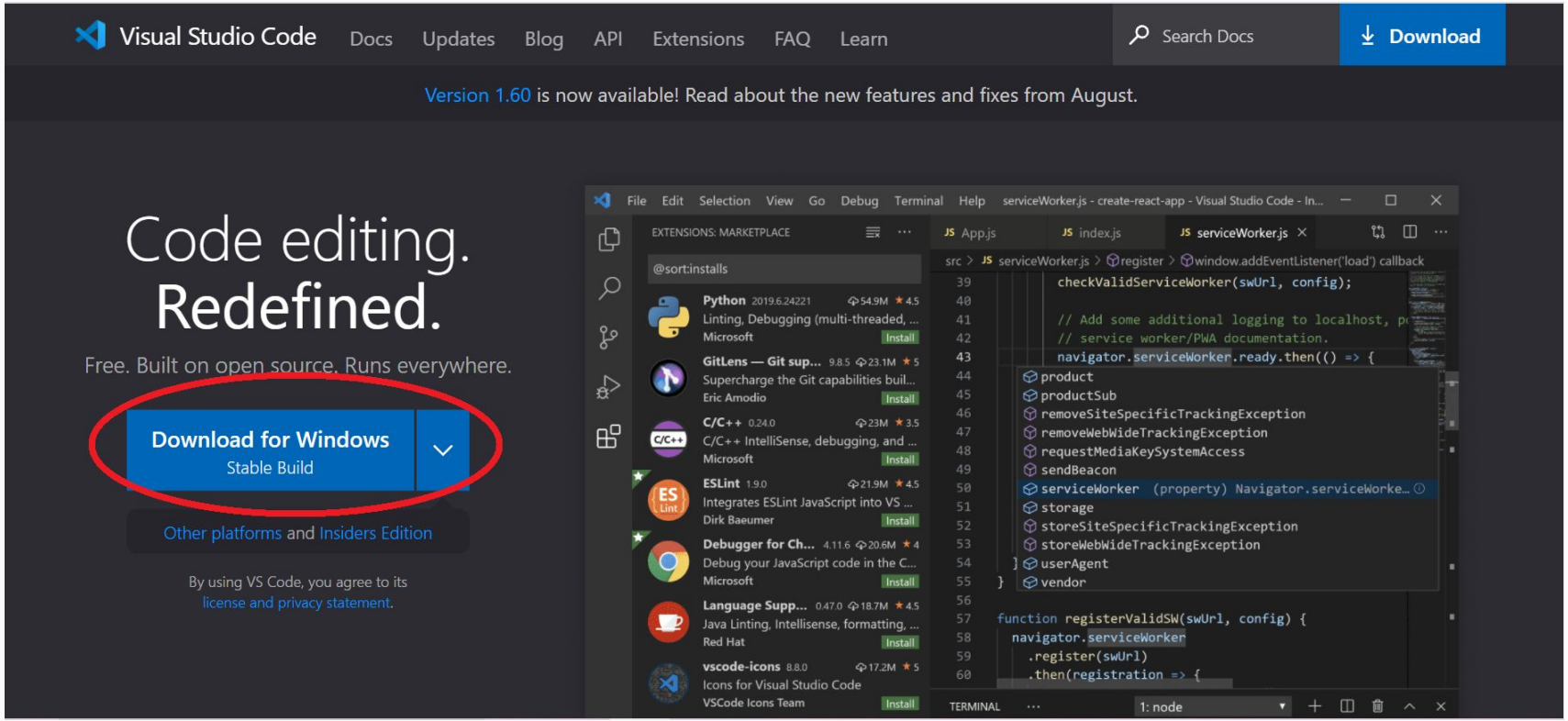
What is python?

- 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.

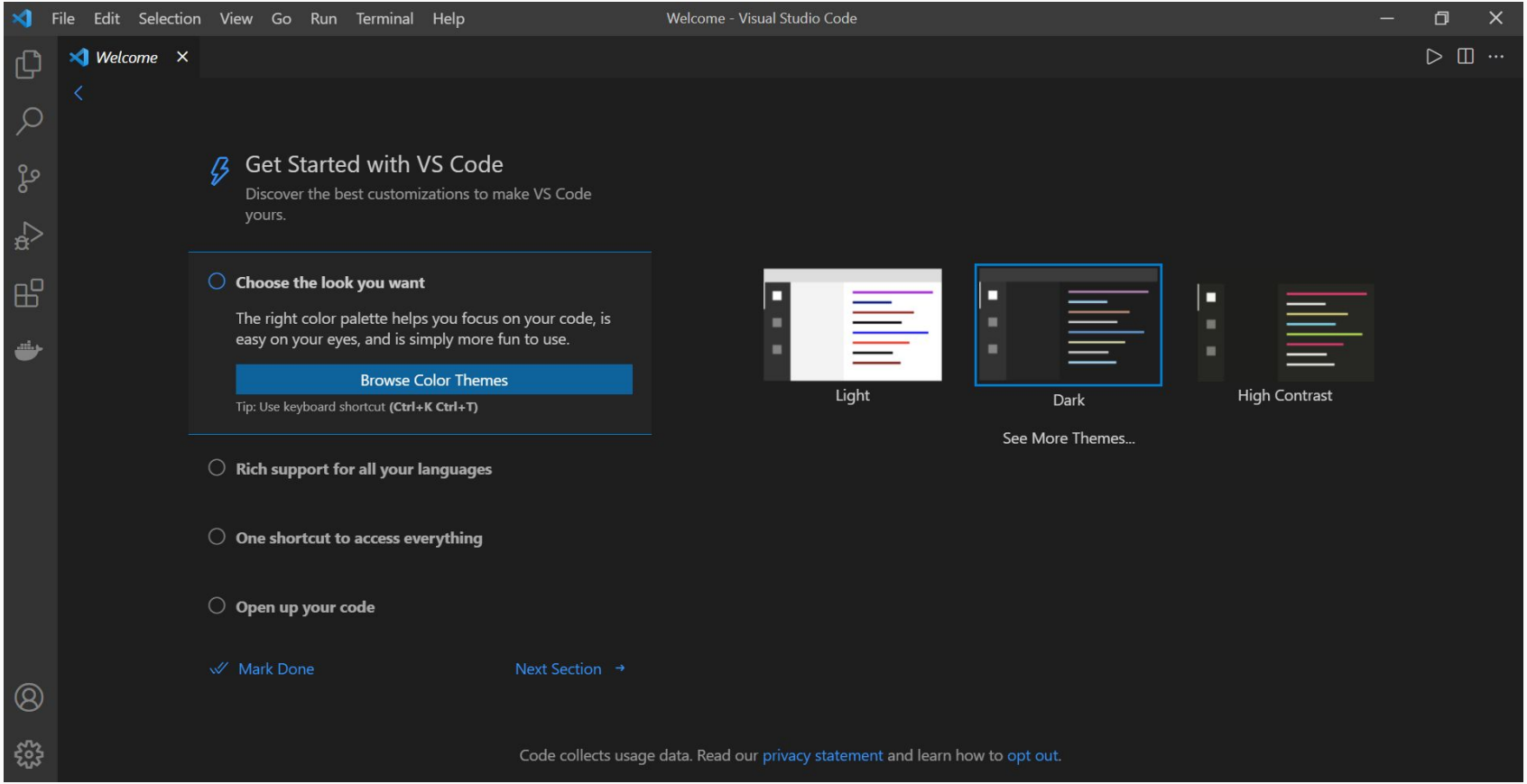
Tools we are going to use

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

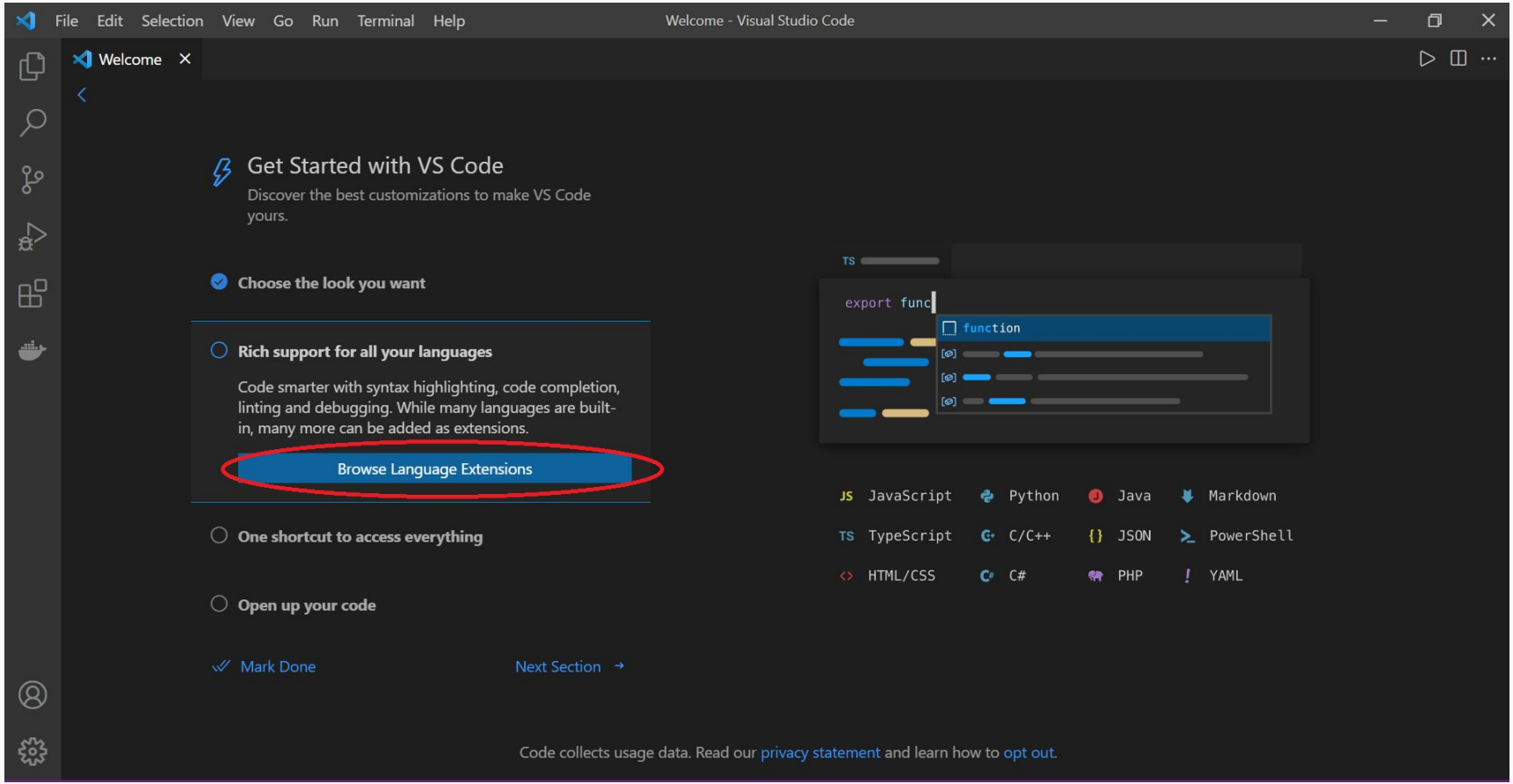
Step 1: Download and install Visual Studio Code https://code.visualstudio.com/



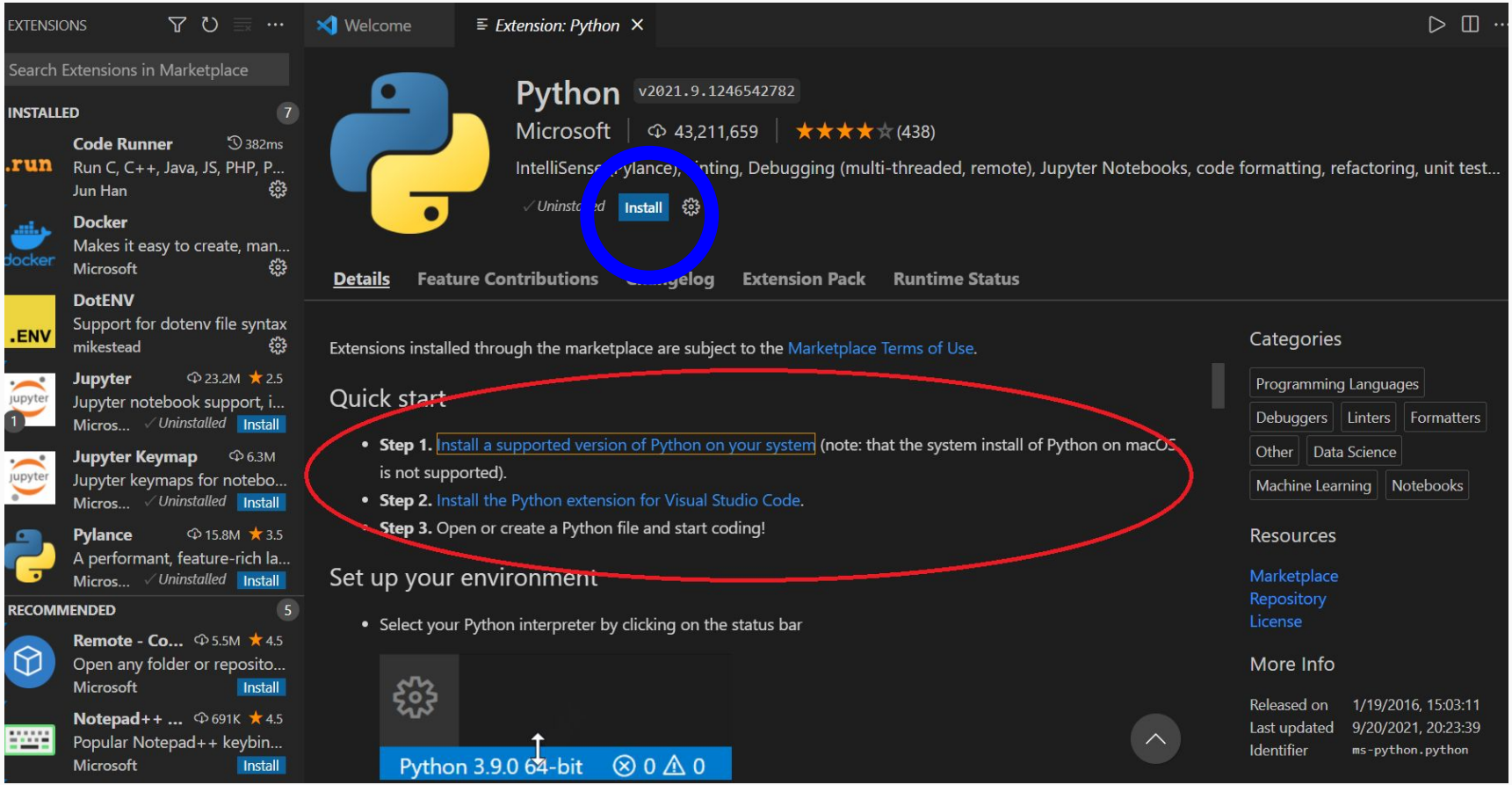
Step 2: Choose color scheme



Step 3: Enable support for Python



Step 3: Enable support for 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!