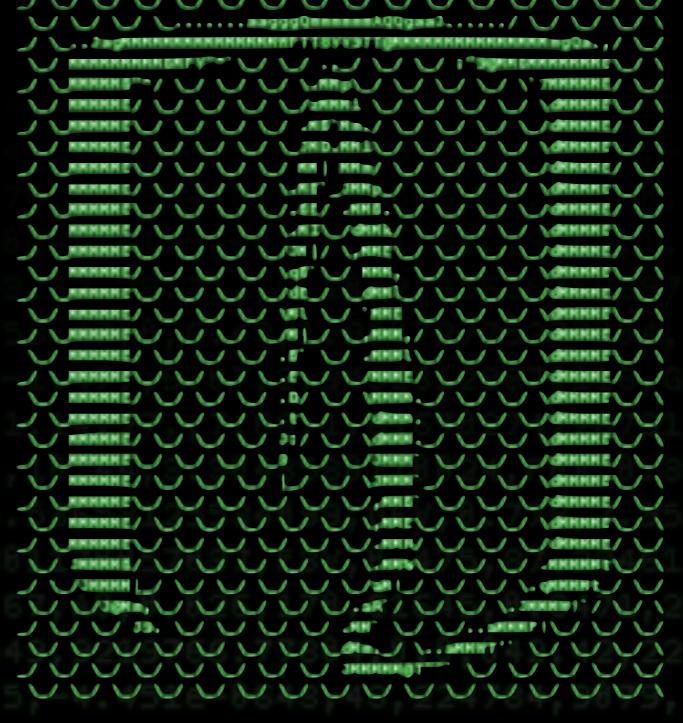




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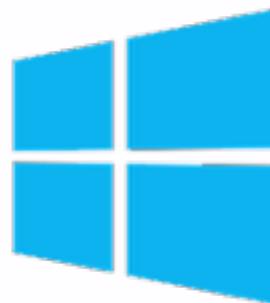
===== Python =====

Python

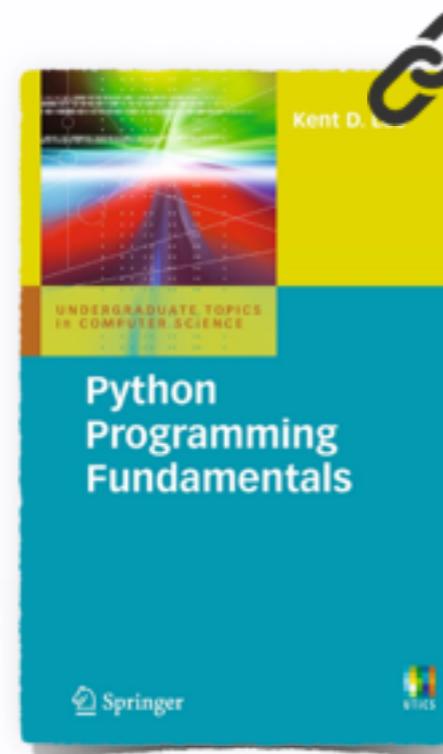
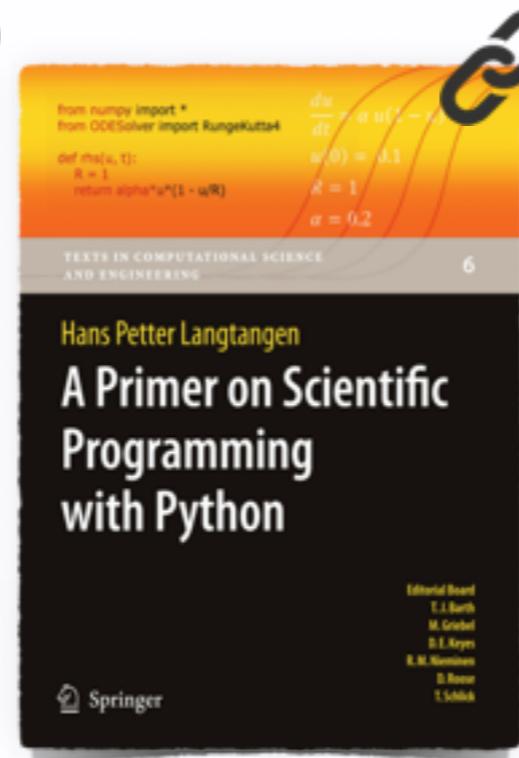


Universidad de los Andes
Departamento de Fisica

Referencias



<http://continuum.io/downloads>



Anaconda

Mac Ports

IDE



PyCharm

4 Python Vessels

A screenshot of the PyCharm IDE interface. The main window shows a Python script named 'example.py' with the following code:

```
# This is a set of Examples in Python
for i in range(10):
    print("%s %s" % (i, str(i) * i))
    i += 1
```

The bottom panel shows the terminal output of running the script, which prints a series of numbers and their squares.

A screenshot of an IPython Notebook window. The title bar says 'IP[y]: Notebook' and the URL is 'http://localhost:8888/notebooks/LearningPython.ipynb#'. The notebook displays a slide with the title 'Python Programming Fundamentals' and 'Chapter 4: Using Objects'. The slide contains a section on 'Object-Oriented Programming' with a quote from Tim Peters: 'The Zen of Python, by Tim Peters'. The quote includes the following principles:

- Brevity is better than depth.
- Explicit is better than implicit.
- Simple is better than complex.
- Complex is better than complicated.
- Flat is better than nested.
- Sparse is better than dense.
- Readability counts.
- Special cases aren't special enough to break the rules.

A terminal window titled '4.Python' showing the execution of a Python script. The script generates a list of prime numbers from 2 to 999. The output is a large list of prime numbers, with a watermark 'Python in' overlaid on the text.

```
j-lizara@compufi8:~> python
Python 2.7.6 (default, Nov 21 2013, 15:55:38) [GCC] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>> primelist=[2]
>>> for i in range(3,999):
...     if i in primelist:
...         for j in range(0, len(primelist)):
...             if (i%primelist[j]==0):
...                 isprime = False
...                 if isprime:
...                     primelist.append(i)
...
>>> print primelist
[2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97, 101, 103,
107, 109, 113, 127, 131, 137, 139, 149, 151, 157, 163, 167, 173, 179, 181, 191, 193, 197, 199, 211, 223,
227, 229, 233, 239, 241, 251, 257, 263, 269, 271, 277, 281, 283, 293, 307, 311, 313, 317, 331, 337, 347,
49, 353, 359, 367, 371, 379, 383, 389, 397, 401, 409, 419, 421, 431, 433, 439, 443, 449, 457, 461, 463, 473,
479, 487, 491, 493, 503, 509, 521, 523, 541, 547, 557, 563, 569, 571, 577, 587, 593, 599, 601, 607, 613,
617, 619, 631, 641, 643, 647, 653, 659, 661, 673, 677, 683, 691, 701, 709, 713, 733, 739, 743, 751,
757, 761, 769, 773, 787, 797, 809, 811, 821, 823, 831, 829, 833, 837, 853, 863, 877, 881, 883, 887,
907, 911, 919, 929, 937, 941, 947, 953, 967, 971, 973, 983, 991, 997]
```

A terminal window titled '4.Python' showing the execution of a Python script. The script prompts the user for a list of numbers, calculates their total and average, and handles non-integer inputs.

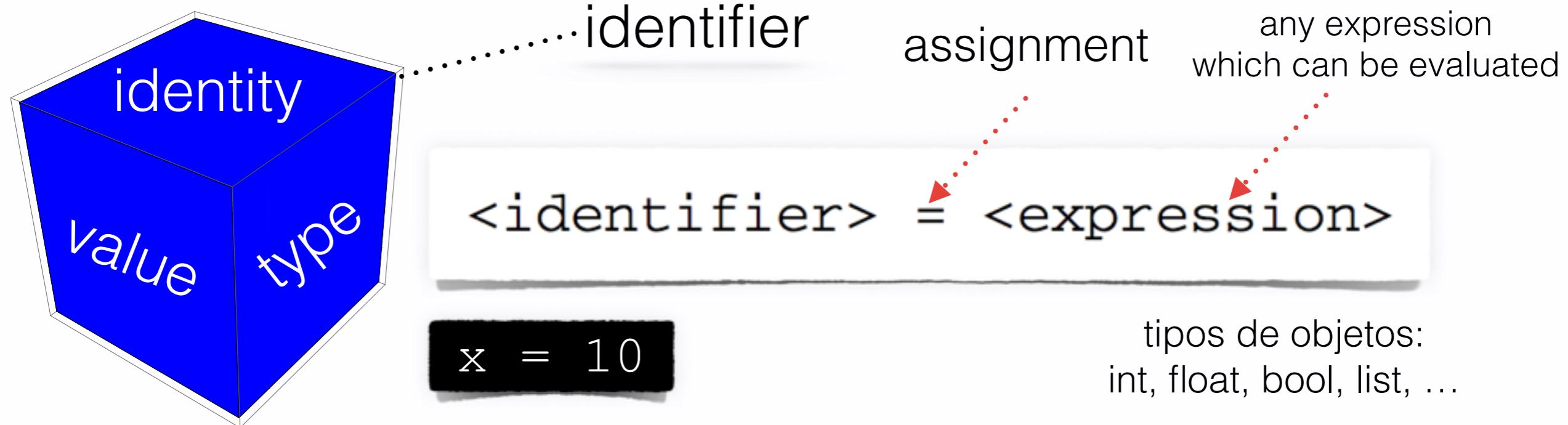
```
j-lizara@compufi8:~> python
#!/usr/bin/python
# Author: Joan David Lizara
# Description: This script receives a list of numbers from the user, counts how many were given, and gives
#              >>> their average.
theNums=raw_input("Please enter a list of numbers")
numList=theNums.split()
size=0
total=0
for i in numList:
    total = total + float(numList[size-1])
    size = size + 1
print "Your list has " + str(size) + " numbers."
print "The total is " + str(total) + ", and their average is " + str(total/size) + "."
print "Please enter another number: "
num=raw_input()
if num=="exit" or num=="quit":
    exit()
```

```
j-lizara@compufi8:~> python
Python 2.7.6 (default, Nov 21 2013, 15:55:38) [GCC] on linux2
Type "help", "copyright", "credits" or "license" for more info.
>>>
```

#!/bin/bash
bash script

#!/usr/bin/python
Python script

Todo es un objeto



Objects are Python's abstraction for data. All data in a Python program is represented by objects or by relations between objects. (In a sense, and in conformance to Von Neumann's model of a "stored program computer," code is also represented by objects.)

Every object has an identity, a type and a value.

[...] An object's type determines the operations that the object supports (e.g., "does it have a length?") and also defines the possible values for objects of that type.

Taken from the Python [data model reference](#)

Operaciones Aritméticas

Operación	Operador	Comentarios
Addition	<code>x + y</code>	<code>x</code> and <code>y</code> may be floats or ints
Subtraction	<code>x - y</code>	<code>x</code> and <code>y</code> may be floats or ints
Multiplication	<code>x * y</code>	<code>x</code> and <code>y</code> may be floats or ints
Division	<code>x / y</code>	If at least one of <code>x</code> and <code>y</code> is a float, then the result is also a float, be cautious when dividing integers.
Floor Division	<code>x // y</code>	<code>x</code> and <code>y</code> may be floats or ints. The result is the first integer less than or equal to the quotient
Remainder or Modulo	<code>x % y</code>	<code>x</code> and <code>y</code> must be ints. This is the remainder of diving <code>x</code> by <code>y</code> .
Exponentiation	<code>x ** y</code>	<code>x</code> and <code>y</code> can be floats or ints. This is the result of raising <code>x</code> to <code>ty</code> <code>y</code> th power.
Float conversion	<code>float(x)</code>	Convert the numeric value of <code>x</code> to a float.
Integer Conversion	<code>int(x)</code>	Convert the numeric value of <code>x</code> to an int. The decimal portion is truncated not rounded.
Absolute Value	<code>abs(x)</code>	Gives the absolute value of <code>x</code> .
Round	<code>round(x)</code>	Rounds the float, <code>x</code> , to the nearest whole number. The result is always an int.

(Tabla tomada del libro de Lee)

Operaciones con Cadenas

Operación	Operador	Comentarios
Indexing	<code>x[x]</code>	Yields the x th character of the string s . The index is zero based, so $s[0]$ is the first character.
Concatenation	<code>s + t</code>	Yield the juxtaposition of the strings s and t .
Length	<code>len(s)</code>	Yields the number of characters in s .
Ordinal Value	<code>ord(x)</code>	Yields the ordinal value of a character c . The ordinal value is the ASCII code of the character.
Character Value	<code>chr(x)</code>	Yields the character that corresponds to the ASCII value of x .
String Conversion	<code>str(x)</code>	Yields the string representation of the value of x . The value of x may be an int, float, or other type of value.
Integer Conversion	<code>int(s)</code>	Yields an integer value contained in the string s . If s does not contain an integer an error will occur.
Float Conversion	<code>float(s)</code>	Yields the float value contained in the string s . If s does not contain a float an error will occur.

(Tabla tomada del libro de Lee)

Augmenting Python

SQLALchemy - SQLAlchemyObject - CTypes - Cython - PyGame -
M2Crypto - googlemaps - geopy - PyGtk - PyQt - TkInter -
Mutagen - ID3Reader - pytagger - Python Imaging Library (PIL) -
audiooop - aifc - sunau - wave - chunk - sndhdr - pyAudio - Snack -
Pydub - Pyro - Celery - PyInstaller - py2app - PyObjC -
Chaco - gnuplot - VPython - Form -
GnuPlot - SciPy - NumPy -
GnuDuke - GnuDuke - GnuDuke - GnuDuke - GnuDuke - GnuDuke -



¿Cómo solicitar información al usuario?

```
>>> x=raw_input("Please enter x=")
Please enter x = 
```

raw_input recibe strings, si se espera un número y quieren hacerse operaciones aritméticas, debe entonces convertirse en un objeto de tipo numérico.

```
>>> x=float(raw_input("x="))
x=10.2
>>> print x + 2
12.2
```

Si se espera que el usuario entregue una lista (con elementos separados por espacios en blanco) usar raw_input seguido the el método split aplicado sobre la cadena recibida, lo cual produce una lista que contiene sus elementos.

```
>>> theList=raw_input("Please enter a list of things: ")
Please enter a list of things: gato 2 3 4
>>> theSlist = theList.split()
>>> print theSlist
['gato', '2', '3', '4']
```

Expresiones lógicas, if & while

```
a == b #evalúa si a es igual a b  
a != b #evalúa si a es distinto de b  
a < b #evalúa si a es menor que b  
a <= b #evalúa si a es menor o igual a b
```

and or

if

```
if condition:  
    thing_to_do1  
    thing_to_do2
```

if ... else

```
if condition:  
    thing_to_do1  
    thing_to_do2  
else:  
    other_thing1  
    other_thing2
```



¡La indentación es esencial!

while

```
while condition:  
    thing_to_do1  
    thing_to_do2
```

```
# This code prints all ordered pairs of  
# integers with the integers ranging  
# from 1 to 10. Look with caution at the  
# usage of indentation  
j = 1  
while j <= 10:  
    i = 1  
    while i <= 10:  
        print "{" + str(j) + ", " + \  
              str(i) + "}",  
        i += 1  
    j += 1
```

for

```
for i in range(1,10):
    thesquare = i**2
    print str(i)+"^2="+str(thesquare)
```

```
1^2=1
2^2=4
3^2=9
4^2=16
5^2=25
6^2=36
7^2=49
8^2=64
9^2=81
```

```
for x in range(10):
    y = 2*x
    if x == 3:
        break
    print y
```

```
0
2
4
```

Use **break** to break out
of *for* or *while* loops

```
emptyS=""
for s in "Juan David Lizarazo":
    emptyS = s + emptyS
print emptyS
ozaraziL divaD nauJ
```

It is possible to iterate
over strings

```
for i in iterableObj:
    todo1
    todo2
    todo3
    todo4
```

Iterable Objects

strings,
lists, arrays

range(n) gives a
list of integers
from 0 to n-1

range(a,b) gives a
list of integers
from a to b-1

Listas

```
>>> lista = ["uno", "dos", "tres", 2]
```

Los elementos de una lista se dan entre corchetes cuadrados y sus elementos pueden ser de diferente tipo.

```
>>> print lista[0]
uno
>>> lista[-1] += 1
print lista
['uno', 'dos', 'tres', 3]
>>> lista.append(4)
print lista
['uno', 'dos', 'tres', 3, 4]
```

El n-ésimo elemento de la lista se invoca ingresando `lista[n-1]`.

Se pueden usar índices negativos para elegir elementos contando desde el último elemento, por ejemplo `lista[-1]` hace referencia al último elemento.

Para añadir elementos a una lista se invoca el método `append` sobre la misma, por ejemplo **lista.append(4)** toma una lista y le añade al final el número 4.

Otros métodos que pueden invocarse sobre una lista: **pop** (quitar el último elemento), **reverse** (invertir el orden), **extend** (como append pero con listas).

lista[start:stop:step] toma los elementos de la lista comenzando en el índice *start* terminando en el índice *stop-1* en incrementos *step*, por ejemplo `range(100)[10:51:2]` produce una lista con todos los números pares entre 10 y 50.

list comprehension & dictionaries

```
# List comprehension
x = []
for i in range(10):
    x.append(i**2)
# Is equivalent to
x = [i**2 for i in range(10)]
```

Los diccionarios son una especie de lista con índices (keys) arbitrarios.

```
# Build a dictionary
sol={}
sol["masa"] = 1.9891E30
sol["radio"] = 6.955E8
for key in sol.keys():
    print(key, sol[key])
```

iPython

IP[y]: Notebook The Show of Python 2 (autosaved)

File Edit View Insert Cell Kernel Help

Cell Toolbar: None

The Show of Python 2

List Comprehension

```
In [ ]: theMagicNum = int(raw_input("¿Cuál es su número mágico? "))
theMagicNums = [i * theMagicNum for i in range(1,1000/theMagicNum + 1)]
print "Los múltiplos de " + str(theMagicNum) + " menores o iguales a 1000 son"
print theMagicNums
print ", y su suma es " + str(sum(theMagicNums)) + ".."
```

Funciones

Simplest example

```
In [4]: def duplicator(x):
    y = x*2
    return y
```

```
In [5]: [duplicator(i) for i in range(10)]
```

arrays

4.2.2 Basics of Numerical Python Arrays

An *array* object can be viewed as a variant of a list, but with the following assumptions and features:

- All elements must be of the same type, preferably integer, real, or complex numbers, for efficient numerical computing and storage.
- The number of elements must be known⁵ when the array is created.
- Arrays are not part of standard Python⁶ – one needs an additional package called *Numerical Python*, often abbreviated as NumPy. The Python name of the package, to be used in import statements, is `numpy`.
- With `numpy`, a wide range of mathematical operations can be done directly on complete arrays, thereby removing the need for loops over array elements. This is commonly called *vectorization* and may cause a dramatic speed-up of Python programs. Vectorization makes use of the vector computing concepts from Chapter 4.1.3.
- Arrays with one index are often called vectors. Arrays with two indices are used as an efficient data structure for tables, instead of lists of lists. Arrays can also have three or more indices.

The fundamental import statement to get access to Numerical Python array functionality reads

```
from numpy import *
```

```
: from numpy import *
```

convert a list to an array

```
arr=array(list)
```

create an array with n zeroes

```
arr=zeros(n)
```

create an array with n floats

```
from p to q
```

```
arr=linspace(p,q,n)
```

if $f(x)$ is a scalar function,
 $f(array)$ is an array with the
function applied to each
element, this is called
vectorization

```
: import numpy as np  
arr = np.array([1,1,1])
```

```
from module import *  
merges names
```

```
import module as alias  
makes creates a namespace of  
the sort alias.object
```

```
def duplicator(x):  
    y = 2*x  
    return y  
[duplicator(i) for i in range(10)]  
[0, 2, 4, 6, 8, 10, 12, 14, 16, 18]
```

```
def thetotal(*items):  
    tot=0  
    for i in items:  
        tot+=i  
    return tot  
print thetotal(1,2,10,-1)  
print thetotal(*[1,2,10,-1])  
12  
12
```

funciones

```
def funcname(arg1,arg2,...):  
    statement1  
    ...  
    statementN  
    return something
```

LOCAL
GLOBAL
BUILT-IN

~Python identifier's order of precedence~

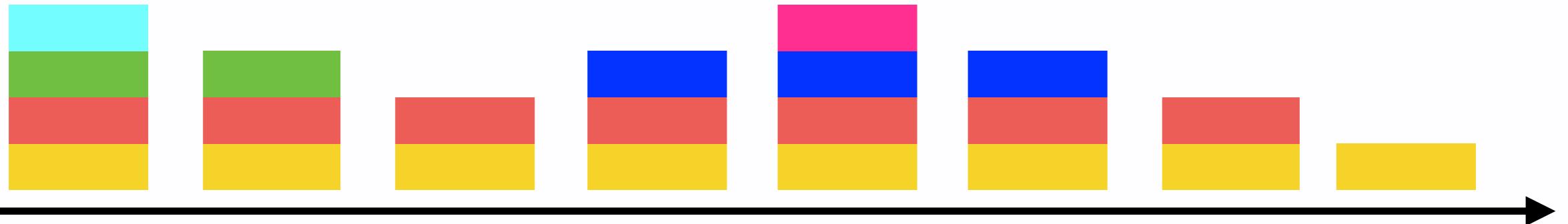


Usar **del** para eliminar la definición de una variable

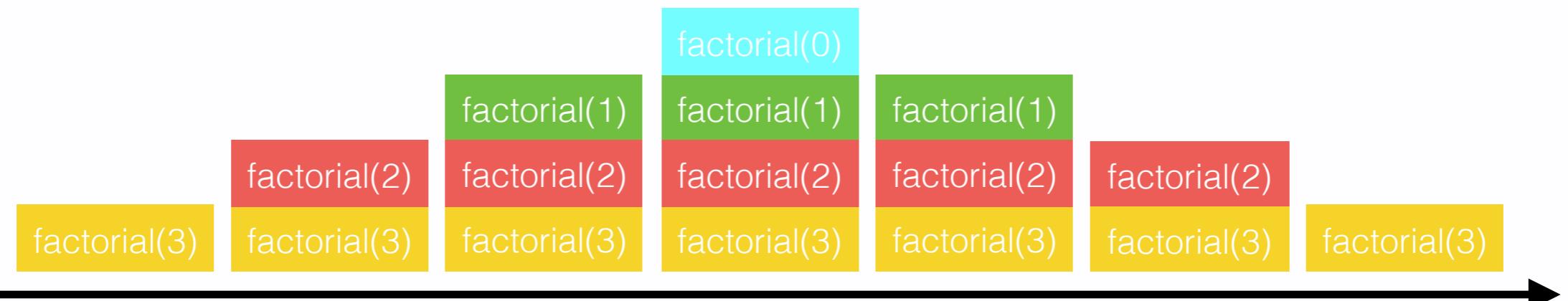
funciones predeterminadas

abs()	divmod()	input()	open()	staticmethod()
all()	enumerate()	int()	ord()	str()
any()	eval()	isinstance()	pow()	sum()
basestring()	execfile()	issubclass()	print()	super()
bin()	file()	iter()	property()	tuple()
bool()	filter()	len()	range()	type()
bytearray()	float()	list()	raw_input()	unichr()
callable()	format()	locals()	reduce()	unicode()
chr()	frozenset()	long()	reload()	vars()
classmethod()	getattr()	map()	repr()	xrange()
cmp()	globals()	max()	reversed()	zip()
compile()	hasattr()	memoryview()	round()	__import__()
complex()	hash()	min()	set()	apply()
delattr()	help()	next()	setattr()	buffer()
dict()	hex()	object()	slice()	coerce()
dir()	id()	oct()	sorted()	intern()

Funciones recursivas



```
def factorial(n):
    if n == 0:
        return 1
    return n * factorial(n-1)
print(factorial(3))
6
```



Attributions

~1~

Today's latte, Python again!

by Yuko Honda.

~modified~

