

Topic Outline: Python Fundamentals 1

Revised: January 30, 2016

Materials

- Today's handouts: this outline, book chapter, code practice, red/green stickers
- All posted on *Topic list & links* page of website (except the stickers).

Our approach

- One step at a time
- Ask for help if you need it
- Newbies: skip things labelled challenging until you're up to it

Preliminaries

- Tools and buzzwords
 - Google fu, Spyder, syntax, calculations, assignments, strings, lists, built-in functions, methods, tab completion, object inspector
- **Exercise**
 - Put red sticker on your laptop
 - Start Spyder
 - Point out the editor and IPython console
 - Open new (empty) file, save as `bootcamp_class_pyfun1.py` in `Data_Bootcamp` directory/folder
 - Replace red sticker with green when you're set
- Python programs
 - Syntax: the rules of Python are less flexible than (say) English
 - Not like Excel: they run line by line, like a book
 - Ours will include: data input, data management, graphics
 - Examples: Maddison data, OECD healthcare indicators

Python fundamentals 1

We'll follow the book chapter.

- Calculations
- Assignments
- The `print()` function
- Strings
- Spyder
- Help
- Code cells
- Comments
- Quotes
- Lists
- Tuples
- Built-in functions: `len()`, `type()`, conversions
- Objects and methods, tab completion
- Python 2 and 3
- Review
 - Put red sticker on, replace with green when done
 - Exercises marked challenging are optional

After class

- Required
 - Code Practice #1 due next week (should take about an hour) (we count best 2 of 3)
- Recommended
 - **Write:** Right after class, write down everything you remember without using your notes
 - **Review:** Reread the chapter and fill in anything you missed.