

**CS115**

*INTRODUCTION TO PROGRAMMING IN  
PYTHON*

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# CS 115 – Finding Information

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3. Weekly Course Outline
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# Lab sessions

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You will have 10 lab assignments which you are required to solve individually.

There is 1 4-hour, online lab session per week, a TA and tutors will be present for the entire lab session.

You must attend the lab hours to complete your labs.

The teaching assistants will check and grade the assignment. They may ask questions about your code.

# Python Language and Modules

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In class the exercises and examples will use the most recent version of Python from the Anaconda distribution (currently 3.8).

We will cover additional packages not included with standard Python, which are:

- numpy: package for scientific computing in Python.
- matplotlib: comprehensive library for creating static, animated, and interactive visualizations in Python.

# Recommended Software

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For the course, we recommend the [Anaconda Individual](#) Python 3.8 distribution.

Anaconda contains:

- **Python:** a *programming language* in which we write computer programs.
- **Python packages:** For scientific computing and computational modelling, we need additional libraries (*packages*) that are not part of the Python standard library. These allow us to create plots, operate on matrices, and use specialized numerical methods. Eg. numpy, pyplot, etc.
- **Spyder:** The name SPyDER derives from "Scientific Python Development EnviRonment" (SPYDER). It is an integrated development environment (IDE) for the Python language with advanced editing, interactive testing, debugging features.
- **Jupyter Notebook:** an alternative tool to develop open-source software, open-standards, and services for interactive computing across many programming languages.

# Note about Software for CS115

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We recommend the Anaconda distribution for ease of use.

It comes bundled with the Jupyter and Spyder development environments as well as the additional modules we will use in the course.

You are free to use a development environment of your choice on your own computer, as there are many good (possibly better) development environments.

***If you choose a different development environment, you still should be familiar with Spyder and Jupyter for use in the labs.***

# Outline

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## **Problem Solving**

**Program Development and Programming Languages**

**The Python Programming Language**

# Problem Solving

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The purpose of writing a program is to solve a problem

Solving a problem consists of multiple activities:

- Understand the problem
- Design a solution
- Consider alternatives and refine the solution
- Implement the solution
- Test the solution

These activities are not purely linear – they overlap and interact

# Algorithms

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Steps used to solve a problem.

The steps in an algorithm should be precisely defined and the ordering of the steps is very important.

An algorithm defines:

- sequence of simple steps.
- flow of control process that specifies when each step is executed.
- a means of determining when to stop.

Algorithms are language independent; one solution can be implemented in any programming language.

Techniques used to develop algorithms (flowcharts, pseudocode).

# Flowcharts and Pseudocode

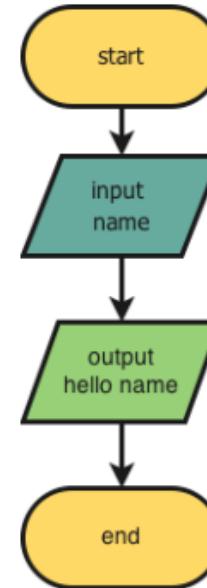
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**Example:** A program that asks the user their name then says ‘Hello [Name]’:

**Pseudo code:** an ordered version of your code written for human understanding rather than machine understanding.

1. Input name
2. Output ‘hello [name]’

**Flowchart:** a diagrammatic representation of a solution



# Outline

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**Problem Solving**

 **Program Development and Programming Languages**

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# Computer Programs

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The mechanics of developing a program include several activities:

- writing the program in a specific programming language (such as Python)
- translating the program into a form that the computer can execute
- investigating and fixing various types of errors that can occur

Software tools can be used to help with all parts of this process.

Spyder/Jupyter provide tools for all steps in program development.

# Programming Languages

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There are hundreds of programming languages, no best or worst language.

Some languages are better or worse for different applications.

Each programming language has:

- Set of primitive constructs('words'): numbers, strings, operators(+/-)
- A syntax (describes the order of the words)
- Semantics (defines the meaning of the sentences)

# Syntax and Semantics

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The *syntax rules* of a language define how we can put together symbols, reserved words, and identifiers to make a valid program

The *semantics* of a program statement define what that statement means (its purpose or role in a program)

A program that is syntactically correct is not necessarily logically (semantically) correct

A program will always do what we tell it to do, not what we meant to tell it to do

# Errors in Programs

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## Syntactic errors

- common and easily caught

## Semantic errors

- can cause unpredictable behavior
- some languages like Java check for these before running program, some such as Python do less checking.
- code has different meaning than what programmer intended
- program crashes, stops running
- program runs forever
- program gives an answer but different than expected

# Outline

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**Problem Solving**

**Program Development and Programming Languages**



**The Python Programming Language**

# Introduction to Python

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General purpose programming language.

Can be used effectively to build almost any type of program.

## **Advantages:**

- Relatively simple language.
- Easy to learn.
- Large number of freely available libraries.
- Easy to download and install.
- Runs under all operating systems.

## **Disadvantages:**

- Because of minimal static semantic checking, not optimal for:
  - programs that have high reliability constraints (air traffic control systems, medical device).
  - large team projects, or extended length projects. (“too many cooks spoil the soup”)

# Introduction to Python

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Python is an interpreted language versus a compiled language.

In interpreted languages, the sequence of instructions (source code) is executed directly whereas in compiled languages the source code is first converted into a sequence of machine code.

Both have advantages and disadvantages.

# Python Programs

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A program (script) is a sequence of definitions and commands

- definitions evaluated
- commands executed by Python interpreter

Commands (statements) instruct interpreter to do something.

Commands can be typed directly in a shell or stored in a file that is read and evaluated by the interpreter.

A new shell is created whenever execution of a program begins.

Usually a window is associated with the shell.

# Shell vs. Script

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We can print 'Hello World' in two different ways, using the shell (command line) or using a script(python file).

The `print()` command prints text to the screen, so the command `print('Hello World')` will print the given text to the console.

# Built-In Functions

The Python interpreter has a number of functions and types built into it that are always available.

Built-in Functions				
<code>abs()</code>	<code>dict()</code>	<code>help()</code>	<code>min()</code>	<code>setattr()</code>
<code>all()</code>	<code>dir()</code>	<code>hex()</code>	<code>next()</code>	<code>slice()</code>
<code>any()</code>	<code>divmod()</code>	<code>id()</code>	<code>object()</code>	<code>sorted()</code>
<code>ascii()</code>	<code>enumerate()</code>	<code>input()</code>	<code>oct()</code>	<code>staticmethod()</code>
<code>bin()</code>	<code>eval()</code>	<code>int()</code>	<code>open()</code>	<code>str()</code>
<code>bool()</code>	<code>exec()</code>	<code>isinstance()</code>	<code>ord()</code>	<code>sum()</code>
<code>bytearray()</code>	<code>filter()</code>	<code>issubclass()</code>	<code>pow()</code>	<code>super()</code>
<code>bytes()</code>	<code>float()</code>	<code>iter()</code>	<code>print()</code>	<code>tuple()</code>
<code>callable()</code>	<code>format()</code>	<code>len()</code>	<code>property()</code>	<code>type()</code>
<code>chr()</code>	<code>frozenset()</code>	<code>list()</code>	<code>range()</code>	<code>vars()</code>
<code>classmethod()</code>	<code>getattr()</code>	<code>locals()</code>	<code>repr()</code>	<code>zip()</code>
<code>compile()</code>	<code>globals()</code>	<code>map()</code>	<code>reversed()</code>	<code>__import__()</code>
<code>complex()</code>	<code>hasattr()</code>	<code>max()</code>	<code>round()</code>	
<code>delattr()</code>	<code>hash()</code>	<code>memoryview()</code>	<code>set()</code>	

[Complete list of built-in functions.](#)

# Objects

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Programs manipulate data objects.

Objects have a type that defines the kinds of things programs can do to them.

- The value 5 can be multiplied, added, etc.
- ‘Hello world’ is a string that can be searched, sliced.
- Ana is a Student so she can register for courses, calculate her GPA, etc.
- Milo is an Employee, so he can get promoted, resign from his job, etc.

Objects are:

- scalar (cannot be subdivided)
- non-scalar (have internal structure that can be accessed)

# Scalar Objects

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`int` – represent integers, ex. 5

`float` – represent real numbers, ex. 3.27

`bool` – represent Boolean values `True` and `False`

`NoneType` – special and has one value, `None`

Can use `type()` to see the type of an object:

- `type("hello world")`  
    `str`
- `type(5)`  
    `int`
- `type(3.5)`  
    `float`
- `type( True )`  
    `bool`

# Type Conversion

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Sometimes we need to convert data from one type to another. For example, we may want to find the integer value of 3.2.

We can use built in functions to convert object of one type to another (type casting)

- `float(3)` converts integer 3 to float 3.0
- `int(3.9)` truncates float 3.9 to integer 3
- `bool(5)` converts non zero values to boolean True
- `bool(0)` converts zero value to boolean False

# Variables

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A *variable* is a name for a location in memory that references an object and allows us to associate labels with objects.

A variable has three things:

- a label : that is how we refer to it
- a type : what kind of a thing is stored in the box
- a value : what is in the box



# Naming Variables

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Variable names in Python must conform to the following rules:

- variable names must start with a letter or underscore
- variable names can only contain letters, numbers, and the underscore character \_
- variable names can not contain spaces
- variable names can not include punctuation
- variable names are not enclosed in quotes or brackets
- The following names are valid variable names: constant, new\_variable, my2rules , SQUARES
- The following are invalid variable names: a constant, 3newVariables, &sum

# Reserved Words

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Reserved words are the keywords that have built-in meanings and cannot be used as variable names.

Each version of Python may have a different keyword list.

To see the list of reserved words in Python you can type the commands:

```
import keyword  
keyword.kwlist
```

Example list:

False	class	finally	is	return
None	continue	for	lambda	try
True	def	from	nonlocal	while
and	del	global	not	with
as	elif	if	or	yield
assert	else	import	pass	
break	except	in	raise	

# Binding Variables and Values (Assignment)

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An assignment statement changes the value of a variable

The assignment operator is the = symbol.

Syntax of assignment statement:

```
variableName = {  
    value  
    variableName  
    expression}
```

Example:

```
total = 55
```



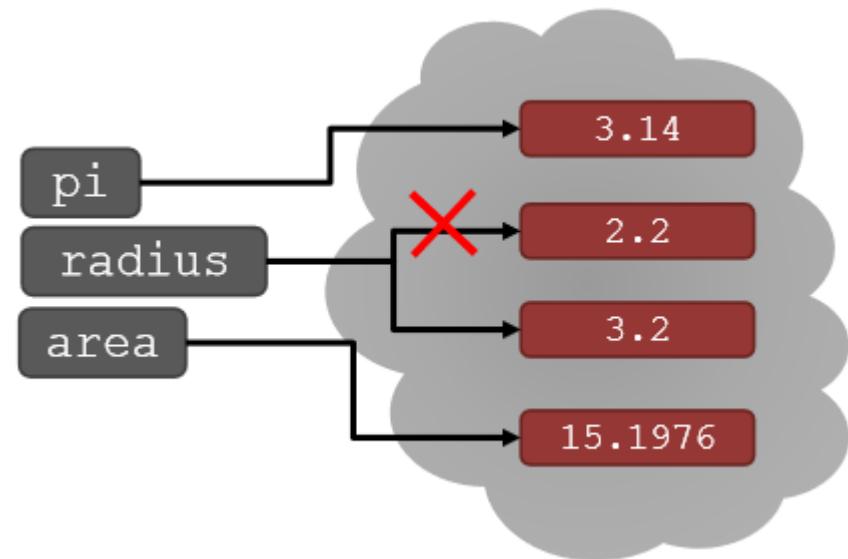
# CHANGING BINDINGS

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In python you can re-bind variable names using new assignment statements. The previous value may still be stored in memory but the reference to the value no longer exists.  
Value for area does not change until you tell the computer to do the calculation again.

## Example:

```
pi = 3.14  
radius = 2.2  
area = pi*(radius**2)  
radius = radius+1
```



# Multiple Assignment

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The expressions on the right side of an assignment are evaluated before any bindings are changed.

Example:

```
x, y = 2, 3  
x, y = y, x  
print('x=', x)  
print('y=', y)
```

will print:

```
x = 3  
y = 2
```

# Expressions

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Combine objects and operators to form expressions.

Expression has a value, which has a type.

Syntax for a simple expression:

<object> <operator> <object>

# OPERATORS ON ints and floats

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$i+j$  -> the sum

$i-j$  -> the difference

$i*j$  -> the product

$i/j$  -> floating point division

$i//j$  -> integer division (value is truncated)

$i \% j$  -> the remainder when  $i$  is divided by  $j$

$i**j$  ->  $i$  to the power of  $j$

# Python Arithmetic Operator Precedence

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The order of evaluation can be changed by using parentheses to group sub-expressions.

For example:  $(x + y) * 2$ , first adds  $x$  and  $y$  then multiplies the product by 2.

The table below shows the arithmetic operator precedence.

Operator	Description
$**$	Exponentiation
$+, -$	Positive/negative sign
$*, /, //, %$	Multiplication, division, floor division, modulo/remainder
$+, -$	Addition/subtraction

# Quick Check

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What are the results of the following expressions?

12 / 5

12 // 5

10 / 4.0

10 // 4.0

4 / 10

4 // 10

12 % 3

10 % 3

3 % 10

# Quick Check

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What are the results of the following expressions?

$$12 / 5 = 2.4$$

$$12 // 5 = 2$$

$$10 / 4.0 = 2.5$$

$$10 // 4.0 = 2.0$$

$$4 / 10 = 0.4$$

$$4 // 10 = 0$$

$$12 \% 3 = 0$$

$$10 \% 3 = 1$$

$$3 \% 10 = 3$$

# Assignment Operators

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Operator	Example	Equivalent to
=	x = 5	x = 5
+=	x += 5	x = x + 5
-=	x -= 5	x = x - 5
*=	x *= 5	x = x * 5
/=	x /= 5	x = x / 5
%=	x %= 5	x = x % 5
//=	x //= 5	x = x // 5
**=	x **= 5	x = x ** 5

- See: `01_assignment.py`

# Quick Check

---

In what order are the operators evaluated in the following expressions?

a + b + c + d + e

a + b \* c - d / e

a / (b + c) - d % e

a / (b \* (c + (d - e)))

# Quick Check

---

In what order are the operators evaluated in the following expressions?

$a + b + c + d + e$

- 1
- 2
- 3
- 4

$a + b * c - d / e$

- 3
- 1
- 4
- 2

$a / (b + c) - d \% e$

- 2
- 1
- 4
- 3

$a / (b * (c + (d - e)))$

- 4
- 3
- 2
- 1

# Writing Good Code

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Coding conventions are used to improve the readability of code and make it consistent across the wide spectrum of Python versions.

Provide guidelines about the code layout and style.

In this course, we will follow the [PEP8](#) coding conventions.

Examples of conventions:

- Use blank lines to indicate logical sections.

- Use a single space before and after operators (exceptions exist)

See the PEP8 documentation for the complete list of rules.

Zen of Python: `import this`

# Comments

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Comments explain the purpose and process.

Comments are not interpreted and do not affect program execution.

Python comments can take two forms:

```
#single line comment  
"""  
    multi-line comment, continues to end  
    symbol, across line breaks  
"""
```

Comments should describe ‘why’ rather than how.

Multi-line comments are also called docstrings.

Docstrings provide documentation for functions, modules and classes which we will discuss later.

# Formatting Strings: f-string

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To format numeric or string values, use **f-strings**

Syntax:

**f' string to be formatted'**

' string to be formatted' includes format fields, enclosed in curly braces {...}

The format fields are used to embed formatted values in the format string and include special characters that indicate how the values should be formatted (type of data and how it will be displayed).

# Formatting Strings

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```
salary = 7512.32165  
print(f'Your salary is {salary}')
```

**Output:**

Your salary is 7512.32165

**VS**

```
salary = 7512.32165  
print( f'Your salary is {salary:.2f}')
```

**Output:**

Your salary is 7512.32

# Format Field:

{variable\_index:format\_type}

---

```
print(f'Your salary is {salary:m.nf}')
```

m: places reserved for value, including decimal point.  
n: number of decimal places  
f: format specifier for float values

```
print(f'Your age is {age:md}')
```

m: places reserved for value  
d: format specifier for int values

```
print(f'Your name is {name:ms}')
```

m: places reserved for value  
s: format specifier for string values

# Formatting Example

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```
salary = 7510.2685
age = 32
name = 'Jane'

print(f'Name: {name:10s} Age: {age:05d} Salary: {salary:.2f}')
```

**Output:**

```
Name: Jane          Age: 00032 Salary: 7510.27
```

```
print(f'Salary and age of {name:s} are {salary:12.3f} {age:5d} ')
```

**Output:**

```
Salary and age of Jane are      7510.269      32
```

# Exercises

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1. Write a program that converts  $400^{\circ}\text{K}$  to Celsius and displays the formatted result.
2. Write a program that finds the area and perimeter of a circle with the radius 1.5 cm and display the result. You can assume `pi` is the constant value 3.14.
3. Write a program that finds the sum of the first and last digit of some 4-digit number.
4. Write a program to calculate the number of hours and minutes needed for a car to travel 500 kilometers at the velocity 110 km/h.

See: `01_exercises.py` or `01_exercises.ipynb`

# Terms of Use

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