Introducción al lenguaje Python

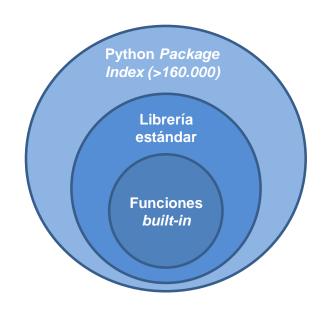
Los principios

- Algunas de las recomendaciones de PEP-20 (Python Enhancement Proposals):
 - Beautiful is better than ugly.
 - 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.

– ...

Las principales características

- Multiparadigma
- Tipado dinámico
- Uso de indentación
- Funciones built-in
- Extensa librería estándar (batteries included)
- Amplia comunidad de desarrolladores de "librerías de terceros"



Multiparadigma

- Imperativo
- Orientado a objetos
- Funcional

Tipado dinámico

- No se declaran los tipos de los atributos, parámetros o métodos
- Duck typing: "Cuando hay algo que camina como un pato, nada como un pato y suena como un pato, a eso se le llama pato"

```
class Pato:
    def parpar(self):
        print "Cuac!"
    def plumas(self):
        print "El pato tiene plumas blancas y grises."
class Persona:
    def parpar(self):
        print "La persona imita el sonido de un pato."
    def plumas(self):
        print "La persona toma una pluma del suelo y la muestra."
def en el bosque(pato):
    pato.parpar()
    pato.plumas()
def juego():
    donald = Pato()
    juan = Persona()
    en_el_bosque(donald)
    en el bosque(juan)
juego()
```



Instrucciones

```
if a==0:
    b = 1
else:
    b = 2
```

Bloques e indentación

Las más importantes son:

- The if statement, which conditionally executes a block of code, along with else and elif (a contraction of else-if).
- The for statement, which iterates over an iterable object, capturing each element to a local variable for use by the attached block.
- The while statement, which executes a block of code as long as its condition is true.
- The try statement, which allows exceptions raised in its attached code block to be caught and handled by except clauses; it also ensures that clean-up code in a finally block will always be run regardless of how the block exits.
- The class statement, which executes a block of code and attaches its local namespace to a class, for use in objectoriented programming.
- The def statement, which defines a function or method.
- The with statement (from Python 2.5), which encloses a code block within a context manager (for example, acquiring a lock before the block of code is run and releasing the lock afterwards, or opening a file and then closing it), allowing RAIIlike behavior.
- The pass statement, which serves as a NOP. It is syntactically needed to create an empty code block.
- The assert statement, used during debugging to check for conditions that ought to apply.
- The yield statement, which returns a value from a generator function. From Python 2.5, yield is also an operator. This form is used to implement coroutines.
- The import statement, which is used to import modules whose functions or variables can be used in the current program.
- The print statement was changed to the print() function in Python 3.^[51]

Comentarios

- De línea:
 - Iniciados con #
- De bloque:
 - Delimitados con "" ó con """

Definiciones por compresión

 Permiten definir colecciones de forma muy compacta, al estilo de ciertas descripciones matemáticas de conjuntos:

$$S = \{\underbrace{2 \cdot x}_{\text{output expression}} \mid \underbrace{x}_{\text{variable}} \in \underbrace{\mathbb{N}}_{\text{input set}}, \underbrace{x^2 > 3}_{\text{predicate}}\}$$

- Se pueden construir de esta forma:
 - Listas
 - Diccionarios
 - Conjuntos

```
def similitud_coseno(v1, v2):
    """Cálculo de la similitud del coseno entre dos vectores"""
    indice = range(0, len(v1))
    v1_v1 = [v1[i]*v1[i] for i in indice]
    v2_v2 = [v2[i]*v2[i] for i in indice]
    v1_v2 = [v1[i]*v2[i] for i in indice]
    return sum(v1_v2)/(sqrt(sum(v1_v1))*sqrt(sum(v2_v2)))
```

Librería estándar

- Incluye cuatro tipos de elementos:
 - Built-in functions
 - Built-in data types
 - Built-in exceptions

- Modules

El grueso de la librería. Accesible mediante import

Funciones predefinidas

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

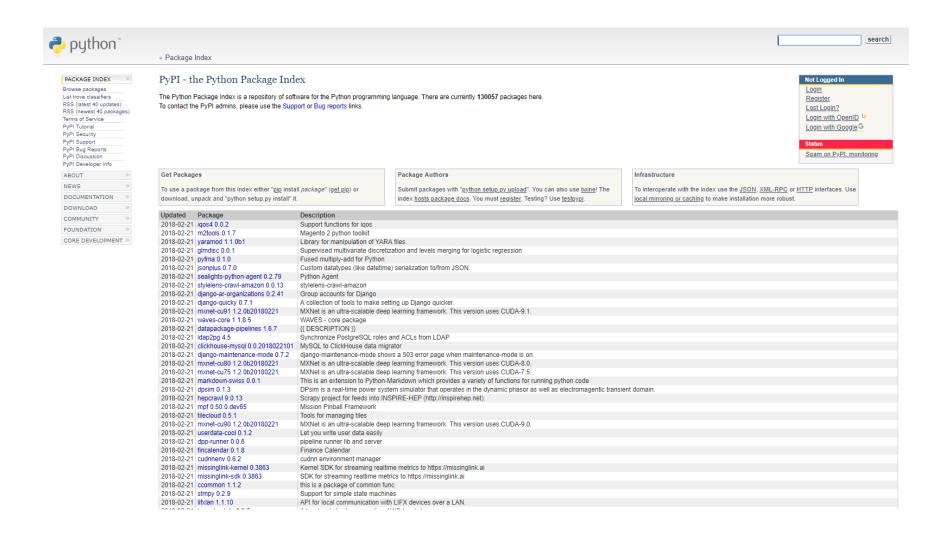
Tipos agregados

- Tuplas (inmutables y valores heterogéneos):
 - -(1,2,3,'a',1)
- Listas (mutables y valores heterogéneos):
 - -[1,2,3,'a',1]
- Conjuntos (mutables y sin repetición):
 - $-\{1,2,4,3,'a'\}$
- Diccionarios (mutables):
 - {'rojo':1, 'verde':2, 4:'a'}

Tipos predefinidos

Туре	Mutable	Description	Syntax example
str	Immutable	A character string: Sequence of Unicode codepoints.	'Wikipedia' "Wikipedia" """Spanning multiple lines"""
bytearray	Mutable	Sequence of bytes.	bytearray(b'Some ASCII') bytearray(b"Some ASCII") bytearray([119, 105, 107, 105])
bytes	Immutable	Sequence of bytes.	b'Some ASCII' b"Some ASCII" bytes([119, 105, 107, 105])
list	Mutable	List, can contain mixed types.	[4.0, 'string', True]
tuple	Immutable	Can contain mixed types.	(4.0, 'string', True)
set	Mutable	Unordered set, contains no duplicates. Can contain mixed types as long as they are hashable.	{4.0, 'string', True}
frozenset	Immutable	Unordered set, contains no duplicates. Can contain mixed types as long as they are hashable.	frozenset([4.0, 'string', True])
dict	Mutable	Associative array (or dictionary) of key and value pairs. Can contain mixed types (keys and values). Keys must be a hashable type.	{'key1': 1.0, 3: False}
int	Immutable	Integer of unlimited magnitude. ^[59]	42
float	Immutable	Floating point number (system-defined precision).	3.1415927
complex	Immutable	Complex number with real and imaginary parts.	3+2.7j
bool	Immutable	Boolean value.	True False
ellipsis		An ellipsis placeholder to be used as an index in NumPy arrays.	

Librerías de terceros



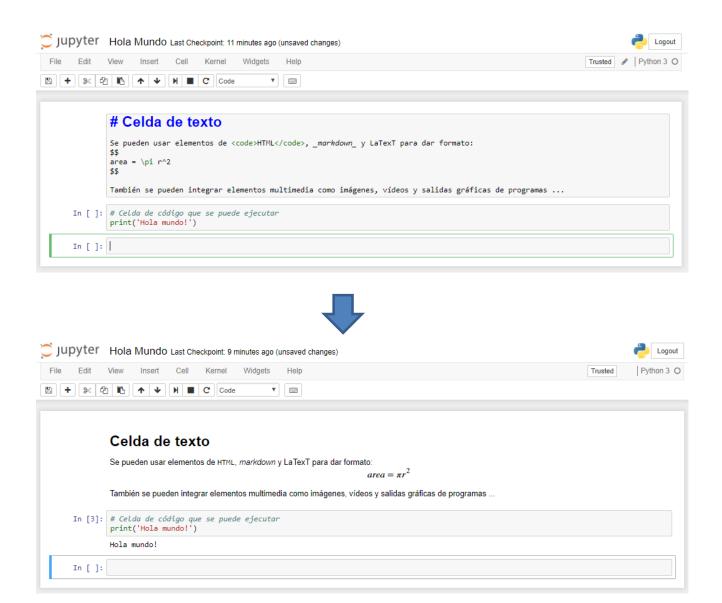
Comprobación en tiempo de ejecución

```
def repite(mensaje):
    return (mensaje + mensaje)
```

```
texto = input()
if texto == 'Falla':
    print(repiiiite(texto))
else:
    print(repite(texto))
```

Funciona salvo que la entrada sea 'Falla'

Nuestro entorno de trabajo: *notebooks* de Jupyter



Tarea

- Trabajar con el notebook:
 - "Recetas simples de Python.ipynb"

Funciones