



DATA 601

Additional Material:

If-elif Statements

Loops: While and For

Builtin Iterators

CSV File Loading

Functions and Arguments

The if-else-if ladder with a nested compound



```
if condition-1:
    # do this
    # do this
elif condition-2:
    if condition-A:
        # do this
    else:
        # do this
elif condition-3:
    # do this
    # do this
else:
    # do this
    # do this
This line always done
```

Logical Operators in Python

<	less than
<=	less than or equal to
>	greater than
>=	greater than or equal to
==	equal
!=	not equal
and	both must be true
or	one or both must be true
not	reverses the truth value



```
a = True
if (a):           # True
if not (a):       # False
```

```
if (a == 2) or (b == 3):           # If a == 2 OR b == 3
if (a == 2) and (b == 3):          # If a == 2 AND b == 3
```

```
if x < y < z:  # Is (x < y) and (y < z)
id x < y > z   # Is fine.
```

```
x if condition else y
# which means: x if condition; y if not condition.
```

While and For Loops in Python



```
While Condition-1:
    if Condition-2:
        #do this
        break
    elif Condition-3:
        #do this
        continue
else:
    # do this
```

ends looping entirely

ends current loop and starts next

only works only if the while loop ends successfully

```
for loop_control_target_variable in sequence:
    # do this
    for loop_control_target_variable2 in sequence2:
        # do this
```

Zip



```
a = ['Jim', 'Liz', 'Eva', 'Adam', 'Sam']
```

```
b = [10, 20, 30, 15, 22]
```

```
z = zip(a, b) →
```

zip() maps the similar index of multiple containers so that they can be used just using as single entity

```
d = {}
```

```
for t in z:
```

```
    d[t[0]] = t[1]
```

```
print(d)
```

```
% OUTPUT: {'Jim': 10, 'Liz': 20, 'Eva': 30, 'Adam': 15, 'Sam': 22}
```

Builtins: Iterators



`next()` returns the next item from the iterator.

We use the `next()` function to manually iterate through all the items of an iterator.



this value is returned if the iterator is exhausted (no items left)

```
next(iterator, default)
```

If you have any doubts about the iterator returning a value, this will return a default value at the end of the iterator. Obviously make sure it doesn't create an infinite loop.

If the default isn't given, it produces a warning at the end.

```
a = list(range(3))

it = iter(a)
for i in range(5):
    print(next(it, "missing"))
```

```
0
1
2
missing
missing
```

Standard input/output



You can redirect these, for example, at the command prompt:

Stdin from file:

```
python a.py < stdin.txt
```

Stdout to overwritten file:

```
python a.py > stdout.txt
```

Stdout to appended file:

```
python a.py >> stdout.txt
```

Both:

```
python a.py < stdin.txt > stdout.txt
```

Open



```
f = open("anotherfile.txt", xxxx)
```

Where `xxxx` is (from the docs):

Character	Meaning
'r'	open for reading (default)
'w'	open for writing, truncating the file first
'x'	open for exclusive creation, failing if the file already exists
'a'	open for writing, appending to the end of the file if it exists
'b'	binary mode
't'	text mode (default)
'+'	open a disk file for updating (reading and writing)
'U'	universal newlines mode (deprecated)

The default mode is 'r' (open for reading text, synonym of 'rt'). For binary read-write access, the mode 'w+b' opens and truncates the file to 0 bytes. 'r+b' opens the file without truncation.

Reading data



```
f = open("some_input_file.txt")
data = []
for line in f:
    parsed_line = str.split(line, ",")
    data_line = []
    for word in parsed_line:
        data_line.append(float(word))
    data.append(data_line)
print(data)
f.close()
```

If you don't want to deal with closing, then use with, e.g

```
with open(" some_input_file.txt") as f:
```


CSV Reader Example



```
import csv
with open('./csv_files/addresses.csv') as csvfile:
    readCSV = csv.reader(csvfile, delimiter=',')
    firstnames, lastnames, streets, citys, states, zipcodes = [], [], [], [], [], []

    for row in readCSV:
        firstname, lastname, street = row[0], row[1], row[2]
        city, state, zipcode = row[3], row[4], row[5]

        firstnames.append(firstname)
        lastnames.append(lastname)
        zipcodes.append(zipcode)

print(firstnames)
print(lastnames)
print(zipcodes)
```

addresses.csv

John	Doe	1203 Jefferson	Riverside	NJ	8075
Jack	McGinnis	2201 Hoboken	Av. Phila	PA	9119
John "Da Man"	Repici	1203 Jeffersor	Riverside	NJ	8075
Stephen	Tyler	7452 Terrace	SomeTown	SD	91234
	Blankman		SomeTown	SD	298
Joan "the Bone", Anne	Jet	9th St	Terrac Desert	City CO	123

Functions and *Args



```
def add(num1, num2):  
    return num1 + num2
```

```
def add(num1 =0, num2=0):  
    return num1 + num2
```

```
def funct1(num1, num2):  
    return 2*num1 + num2
```

```
def sum (num1, num2, num3, num4):  
    return num1 + num2 + num3 + num4  
a = [1,2,3,4]  
answer = sum(*a)
```

```
def sum (num1, num2, *others):  
    sum = num1  
    sum += num2  
    for num in others:  
        sum += num  
    return sum
```

```
def sum(*nums):  
    sum = 0  
    for num in nums:  
        sum += num  
    return sum
```

Flexible parameterisation: **Kwargs



The same can be done with `**dict_name` (`**` is the dictionary unpacking operator), which will make a dictionary from unallocated kwargs:

```
def print_details (a, **details):  
    first = details["first"]  
    surname = details["surname"]  
    print (first + " " + surname + " has " + a + " pounds")
```

```
print_details("5", first="George", surname="Formby")
```

Note that you can't use one of these to override other variables. If nothing is allocated, the dictionary is empty.

Global variables



Variables outside of functions in scripts are global: in theory they can be seen anywhere. However, the rule about local assignments creating local variables undermines this. To force a local assignment to a global variable, use the `global` keyword, thus:

```
b = 10
def a ():
    global b
    b = 20
    print(b)           # Prints 20.
print(b)              # Prints 10.
a()
print(b)              # Now prints 20 as the function
                     #   changes the global b.
```