

Course Module: Programming 1 - Python

Topic 1: Variables, Assignments, Inputs/Outputs

Introduction to Algorithms and Programming in Python

Key Concepts:

- **Introduction:**
 - Algorithm
 - Program
 - Interpreter vs. Compiler
- **Variables and Expressions**
- **Inputs/Outputs**

Compilation and Interpretation

Automation through Computers:

- Computers help automate tasks, but they need a program written in a human-readable language.
- This program must be converted into machine-readable text (a sequence of bytes) via a compiler or an interpreter.

Compiler:

- Translates the entire source code into an executable file once.

Interpreter:

- Translates and executes code line by line each time the program runs.
 - Python is an interpreted language.
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Algorithm vs. Program

Solving Complex Problems:

1. **Problem Solving:**
 - Use approximate syntax, abbreviations, and diagrams to create an algorithm (often in pseudocode).
2. **Final Solution:**
 - Write the final program that instructs the computer to perform the required tasks.

General Concept of an Algorithm:

- Applies to cooking recipes, experimental protocols, directions, etc.
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Exercise: Making an Omelet

Task: Write the algorithm for making an omelet with one egg.

Specify:

- Ingredients needed
- Tools required
- Actions to be taken (in order)

Algorithm:

Start

 {Ingredients}

 1 egg, salt, pepper, butter

 {Tools}

 1 bowl, fork, pan, spatula

 {Procedure}

 Break the egg into a bowl.

 Add salt and pepper.

 Beat the egg with a fork.

 Heat butter in a pan.

 Pour the beaten egg into the pan.

 Cook slowly until desired texture is achieved (runny to well-cooked).

 Serve.

End

Python Programs

Two Execution Modes:

1. Using the Python interpreter, line by line, like a calculator.
2. Writing a set of instructions in a file and then executing it via a Python interpreter.

Variables

Definition:

- A container for information, identified by a name (identifier), and has content.

Python Identifiers:

- No need to declare variables.
- Must start with a letter or underscore (_).
- Can contain letters, digits, and underscores.
- Cannot be a Python reserved word.
- Case-sensitive (e.g., `my_var` ≠ `My_Var`).

Examples:

- Valid: `toto`, `proch_val`, `max1`, `MY_VALUE`, `_myvar`
- Invalid: `2be`, `C-3P0`, `my var`

Conventions:

- Use lowercase.
 - Avoid accents.
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Assignment

Storing Values:

- Use the `=` sign for assignment.

Examples:

```
n = 33
a = 42 + 25
Ch = "hello"
euro = 6.55957
```

Note:

- The left side (identifier) receives the value from the right side (expression).
- The first assignment is also called initialization.

Example:

```
>>> a = 6
>>> a
6
>>> b = 9
>>> a == b
False
```

Typing

Variable Types:

- Integer
- Float
- String
- Boolean

Static Typing vs. Dynamic Typing:

- Static: Type declared in the program.
- Dynamic: Type determined by the interpreter.

Python is dynamically typed.

```
>>> a = 17
>>> type(a)
<class 'int'>
>>> a = "hello"
>>> type(a)
<class 'str'>
>>> a = 3.14
>>> type(a)
<class 'float'>
>>> type(21 == 7*3)
<class 'bool'>
```

Expressions

Definition:

- A formula that can be evaluated.

Examples:

```
42 + 2 * 5.3
3 * 2.0 - 5
"hello"
20 / 3
```

Operators:

- Arithmetic: `+`, `-`, `*`, `**` (power), `/`, `%` (modulo), `//` (integer division)
 - Comparison: `==`, `!=`, `<`, `>`, `<=`, `>=`
 - Logical: `or`, `and`, `not`
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Inputs/Outputs

Interactions:

- Inputs: Providing data to the program (e.g., keyboard inputs).
- Outputs: Displaying results or messages (e.g., screen text).

Input Function:

```
>>> text = input()
123
>>> text + 1 # Error
>>> val = int(text)
>>> val + 1 # OK, result: 124

>>> x = float(input("Enter a number:"))
Enter a number:
12.3
>>> x + 2 # Result: 14.3
```

Output Function:

```
>>> print("Sum of", a, "and", b, "is", a + b)
Sum of 20 and 13 is 33.
```

```
>>> print(a, b, sep=";")
20;13
```

```
>>> print("a =", a, "b =", b, sep="\n")
a =
20
b =
13
```