

# Advanced Programming

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# 1 Python

## 1.1 Python's whys & hows

### 1.1.1 What is Python

**Python is a general-purpose high-level programming language**

- it pushes code readability and productivity;
- it best fits the role of scripting language.

**Python support multiple programming paradigms**

- imperative (function, state, ...);
- object-oriented/based (objects, methods, inheritance, ...);
- functional (lambda abstractions, generators, dynamic typing, ...).

**Python is**

- interpreted, dynamic typed and object-based;
- open-source.

### 1.1.2 How to use Python

**We are considering Python 3+**

- version  $> 3$  is incompatible with previous version;
- version 2.7 is the current version.

**A python program can be:**

- edited in the python shell and executed step-by-step by the shell;
- edited and run through the interpreter.

## 1.2 Overview of the Basic Concepts

### 1.2.1 Our first Python program

---

```

1 SUFFIXES = {1000: ['KB', 'MB', 'GB', 'TB', 'PB', 'EB', 'ZB', 'YB'],
2               1024: ['KiB', 'MiB', 'GiB', 'TiB', 'PiB', 'EiB', 'ZiB', 'YiB']}
3 def approximate_size(size, a_kilobyte_is_1024_bytes=True):
4     ''' Convert a file size to human-readable form. '''
5     if size < 0:
6         raise ValueError('number must be non-negative')
7     multiple = 1024 if a_kilobyte_is_1024_bytes else 1000
8     for suffix in SUFFIXES[multiple]:
9         size /= multiple
10        if size < multiple:
11            return '{0:.1f} {1}'.format(size, suffix)
12        raise ValueError('number too large')
13
14 if __name__ == '__main__':
15     print(approximate_size(1000000000000, False))
16     print(approximate_size(1000000000000))

```

Listing 1: humanize.py

---

### 1.2.2 Declaring function

#### Python has function

- no header files à la C/C++;
- no interface/implementation à la Java.

---

```

1 def approximate_size(size, a_kilobyte_is_1024_bytes=True):

```

1. **def**: function definition keyword;
  2. **approximate\_size**: function name;
  3. **a\_kilobyte\_is\_1024\_bytes**: comma separate argument list;
  4. **=True**: default value.
- 

#### Python has function

- no return type, it always return a value (**None** as a default);
- no parameter types, the interpreter figures out the parameter type.

### 1.2.3 Calling Functions

---

```

1 if __name__ == '__main__':
2     print(approximate_size(1000000000000, False))
3     print(approximate_size(1000000000000))

```

- 2 in this call to `approximate_size()`, the `a_kilobyte_is_1024_bytes` parameter will be `False` since you explicitly pass it to the function;
  - 3 in this row we call `approximate_size()` with only a value, the parameter `a_kilobyte_is_1024_bytes` will be `True` as defined in the function declaration.
- 

**Value can be passed by name as in :**

---

```
1 def approximate_size(a_kilobyte_is_1024_bytes=True, size=1000000000000)
```

---

**Parameters' order is not relevant**

#### 1.2.4 Writing readable code

**Documentation Strings** A python function can be documented by a documentation string (docstring for short).

*''' Convert a file size to human-readable form. '''*

**Triple quotes delimit a single multi-string**

- if it immediatly follows the function's declaration it is the doc-string associated to the function;
- docstrings can be retrieved at run-time (they are attributes).

**Case-Sensitive** All names in Python are case-sensitive

#### 1.2.5 Everything is an object

**Everything in Python is an object, functions included**

- **import** can be used to load python programs in the system as modules;
- the dot-notation gives access to the the public functionality of the imported modules;
- the dot-notation can be used to access the attributes (e.g., the `__doc__`)
- `humanizeapproximate_size.__doc__` gives access to the docstring of the `approximate_size()` function; the docstring is stored as an attribute.

### 1.2.6 Everything is an object (Cont'd)

In python is an object, better, is a first-class object

- everything can be assigned to a variable or passed as an argument

---

```
1 h1 = humanize.approximate_size(9128)
2 h2 = humanize.approximate_size
```

- **h1** contains the string calculated by **approximate\_size(9128)**;
  - **h2** contains the "function" object **approximate\_size()**, the result is not calculated yet;
  - to simplify the concept: **h2** can be considered as a new name of (alias to) **approximate\_size**.
- 

### 1.2.7 Indenting code

No explicit block delimiters

- the only delimiter is a column (':') and the code indentation;
- code blocks (e.g., functions, if statements, loops, ...) are defined by their indentation;
- white spaces and tabs are relevant: use them consistently;
- indentation is checked by the compiler.

### 1.2.8 Exceptions

Exceptions are Anomaly Situations

- C encourages the use of return codes which you check;
- Python encourages the use of exceptions which you handles.

Raising Exceptions

- the **raise** statement is used to rise an exception as in:  

```
1 raise ValueError('number must be non-negative')
```
- syntax recalls function calls: **raise** statement followed by an exception name with an optional argument;
- exceptions are relized by classes.

## No need to list the exceptions in the function declaration handling Exceptions

- an exception is handled by a **try ... except** block.

---

```
1 try:
2     from lxml import etree
3 except ImportError:
4     import xml.etree.ElementTree as etree
```

---

### 1.2.9 Running scripts

Look again, at the bottom of the *humanize.py* program :

---

```
1 if __name__ == '__main__':
2     print(approximate_size(1000000000000, False))
3     print(approximate_size(1000000000000))
```

---

## Modules are Objects

- they have a built-in attribute `__name__`

The value of `__name__` depends on how you call it

- if imported it contains the name of the file without path and extension.