

# Introduction to HW1, P1 and Python

EECS 388 – January 7, 2015

# Contact Info/Office Hours

- Questions and concerns go to  
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- Piazza

# Homework 1

- Due Thursday, January 21st at 6PM
- Thinking like an attacker and defender in a couple different scenarios

# Project 1 - Crypto Project

- Due Thursday, January 28th at 6PM
- Read and understand the spec thoroughly
- Two parts:
  - Length Extension Attack
  - Hash Collision Attack

# What is Python?

- Interpreted high-level programming language
- Used for a variety of contexts from web programming to RHEL system scripts
- Object-Oriented (less than Ruby or Smalltalk, more Java or C++)
- Dynamic Typing and Memory Management

# Why Python?

- Designed to be readable (vs Perl)
- Mature and trusted (vs Ruby)
- Large standard library
- Ships with most Linux distros and BSDs
- Highly extensible (access to low level details)
- Very high level code
  - `[x*x for x in range(10)]`

# Why not Python?

- Terrible unicode and regex support
  - If you're doing a ton of text parsing...
- Less Object-Oriented than Ruby
  - Decent but not amazing meta classes
- It is slow
  - Speed usually doesn't matter
  - You can make it fast
- Not the coolest language on the block

# Notable Features

- Control-Flow based on white spaces not brackets
- (almost) everything is a first-class object
- Duck-Typing
- Static Scoping



# Built-in Data Types

- Numbers: int, long, float, complex
- Strings (immutable)
- Lists (no arrays)
- Dictionaries (equivalent to hash tables)
- Types for binary data, regular expressions

# Numbers

- The usual notations and operators

□ 12, 3.14, 0xFF, 0377,  $(-1+2)^*3/4^{**}5$ ,  $\text{abs}(x)$ ,  $0 < x \leq 5$

- C-style shifting & masking

□  $1 < < 16$ ,  $x \& 0xff$ ,  $x | 1$ ,  $\sim x$ ,  $x^y$

- Integer division truncates

□  $1/2 \rightarrow 0$  #  $\text{float}(1)/2 \rightarrow 0.5$

- Long (arbitrary precision), complex

□  $2L^{**}100 \rightarrow 1267650600228229401496703205376L$

# Lists

- Flexible arrays

- Lists resemble `std::vector<Object *>`

```
a = [99, "bottles of beer", ["on", "the", "wall"]]
```

```
a[0] => 99
```

```
a.append(10)
```

```
a.sort()
```

```
a.reverse()
```

# Strings and Sequence Operations

"hello"+"world"	= "helloworld"	#concatenation
"hello"*3	= "hellohellohello"	#repetition
"hello"[0]	= "h"	#indexing
"hello"[-1]	= "o"	#(from end)
"hello"[1:4]	= "ell"	#slicing
len("hello")	= 5	#size
"hello" < "jello"	= 1	#comparison
"e" in "hello"	= 1	#search

# Dictionaries

- Associative Arrays / Hash Tables
- `x=MyObject()`
- `d= {"a":"foo", 7:x, x:{8:"mystring"}}`
  - `d['a'] => "foo"`
  - `d[x][8] => "mystring"`
- `for k, v in d.iteritems():`  
    `print k, v`

# Dictionaries

- Indexing – `d[key]`
- Removal – `del d[key]`
- Membership testing – `key in d`, `k not in d`
- `d.clear()`
- Index w/default – `d.get(key, default=None)`
- Lists of elts – `d.keys()`, `d.values()`, `d.items()`
- Iteration: `for key in d: ...`
- Size: `len(d)`

# Tuples

- Immutable grouping of elements
- `x = ((1,2), (3,4), "mystring")`
- Unpacking
  - `one, two, three = (1, 2, 3)`

# Variables

- No declaration -- only assignment:

```
x = 8; y = "mystring"; z = Object()
```

- Variables are not typed:

```
if myvar == 7:  
    x = "mystring"  
else:  
    x = 8
```



# Control Structures

- Whitespace!

```
if x == 7:
    print "success"
elif x == 8:
    print "failure"
else:
    print "unknown"
for x in [1,4,5]:
    print x
for x in range(10):
    print x
x= 0
while x < 10:
    print x
    x = x + 1
```

# Reference Semantics

```
>>>a = [1, 2, 3]
>>>b = a
>>>a.append(4)
>>>print b
```

```
[1, 2, 3, 4]
```

Need a copy?

```
import copy
copy.copy(a)      # Shallow Copy
copy.deepcopy(a)  # Deep Copy
```

# Functions

```
defgcd(a, b):  
    "greatest common divisor"  
    if b < a:  
        a, b = b, a  
    while a != 0:  
        a, b = b%a, a  
    return b
```

```
>>>gcd.__doc__  
'greatest common divisor'
```

```
>>>gcd(12, 20)  
4
```

# Classes

```
class Animal(object):
    """This class represents an animal"""
    def __init__(self, name, secret=None):
        self.name == name
        self.__secret= secret

    deftalk(self):
        raise Exception("I don't know how to talk")

    def __str__(self):
        return "<%s (%s)>" % (self.__class__.__name__, self.name)

Class Dog(Animal):
    deftalk(self):
        print "Bark!"
```

# Exception Handling

```
import sys

try:
    with open("myfile", r") as fd:
        for line in fd:
            print line
except Exception, e:
    print "unable to open file"
    sys.exit(1)
```

# Help?

- The help function displays doc strings
- The dir function lists attributes & methods
- <http://docs.python.org/lib> is best
- Google is your friend

# Help?

- Python Tutorial

- <http://docs.python.org/tutorial>

- PEP8: Style Guide for Python Code

- <http://www.python.org/dev/peps/pep-0008/>

- PEP20: The Zen of Python (short!)

- <http://www.python.org/dev/peps/pep-0020/>

- DiveInto Python

- <http://diveintopython.org>

Conclusion

- Questions?