

# Lecture 2 - Python 3 Basics

## Computer Programming

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# Tokens in Python 3

- ▶ In this topic, we will learn the kinds of tokens recognized by Python 3.
- ▶ Tokens represent the basic vocabulary of a programming language.
- ▶ They include numbers, strings, operators, comments, reserved words, and other punctuation.

# A Summary of Tokens in Python

- ▶ Numbers: 1, 3.14159, 10000000, etc.
- ▶ Names: `__next__`, `myVariable`, `Student1`, etc.
- ▶ Reserved words: `if`, `else`, `while`, etc.
- ▶ Operators: `:`, `+`, `*`, etc.
- ▶ Strings: `"Hello, World!"`, `'X'`
- ▶ Comments: Any text following a `'#'` on a line.

# Some conventions I will follow

- ▶ Stuff you would actually type in IDLE is presented in fixed-width font.
- ▶ Python Reserved words in orange.
- ▶ Python Built-in names in purple.
- ▶ Comments in red.
- ▶ Strings in green.
- ▶ These choices mimic IDLE, the integrated development environment for Python we will use.

# Resources

- ▶ Official website: <http://www.python.org>
- ▶ Visual interpreter: <http://pythontutor.com>
- ▶ Book: *Introduction to Computation and Programming Using Python* by John V. Guttag.
- ▶ Free online books and courses, e.g.:
  - ▶ <https://inventwithpython.com/>
  - ▶ <https://learnpythonthehardway.org/book/>
  - ▶ <http://greenteapress.com/thinkpython2/html/index.html>
  - ▶ <https://www.pythonlearn.com/book.php>

# Numbers in the computer

- ▶ All data inside the computer is in binary.
  - ▶  $0_{10} = 000_2$
  - ▶  $1_{10} = 001_2$
  - ▶  $2_{10} = 010_2$
  - ▶  $3_{10} = 011_2$
  - ▶  $4_{10} = 100_2$
  - ▶  $5_{10} = 101_2$
  - ▶  $6_{10} = 110_2$
  - ▶  $7_{10} = 111_2$
- ▶ However, Python does not force us to use binary when we write numbers.

# Numbers in Python 3

- ▶ Like most programming languages, Python recognizes several distinct *types* of numbers.
- ▶ Actual numbers are called *literal constants*, (often I will write just *literal* or *constant*).
- ▶ Each literal denotes a value or an *object* of a type.
- ▶ The two most important types are:
  - ▶ Integers (`int`)
  - ▶ Floating point (`float`)
- ▶ They are stored differently!

# Integers

- ▶ Integers (usually abbreviated `int`) are whole numbers.
- ▶ Integer literals are usually just strings of decimal digits.
- ▶ No spaces, periods, or commas!
- ▶ Negative numbers have a leading `' - '` character.
- ▶ Normally decimal, but can be written in hexadecimal, octal, or binary.



# Integer examples

- ▶ 9 OK
- ▶ 01 No! - leading zeros not permitted.
- ▶ 1,000,000 No! - Commas are not legal here.
- ▶ 1 000 000 No! - Neither are spaces.
- ▶ 1000000 OK
- ▶ -501 OK - negative number.
- ▶ - 501 OK - space here is fine.
- ▶ +501 OK - positive number.

# Binary and hexadecimal

- ▶ You can write binary or hexadecimal integers in Python 3.
- ▶ Binary constants start with the prefix `0b`
  - ▶ `0b1010`
  - ▶ `0B11111111`
  - ▶ `0b0`
  - ▶ `0b1000000001`
- ▶ Hexadecimal constants start with the prefix `0x`
  - ▶ `0xa`
  - ▶ `0xFF`
  - ▶ `0X0`
  - ▶ `0x201`

# Floating point

- ▶ Floating point or *real* numbers.
- ▶ Abbreviated `float` in Python.
- ▶ Either a decimal point *or* an exponent tells Python 3 that this is a floating point number:
  - ▶ 3.0, -.9, 15., 0.0001
  - ▶ 2E21 means 2 times  $10^{21}$
  - ▶ 1.5e-10 means 1.5 times  $10^{-10}$
- ▶ Can include a leading sign ('-' or '+'), zero or more digits, a decimal point, zero or more digits, and an optional exponent.
- ▶ The exponent starts with 'e', an optional '+' or '-' sign, then a string of decimal digits.

# Integers vs. floats

- ▶ Integers:
  - ▶ Store whole numbers.
  - ▶ Exact.
- ▶ Floating point:
  - ▶ Store fractional numbers.
  - ▶ Use an exponent, which permits a wide range of values.
  - ▶ Inexact (approximate).

# Floating point examples

- ▶ .9 OK, no leading zero needed
- ▶ 1. OK
- ▶ 3e No! Must give exponent after 'e'
- ▶ 1.E100 Capital 'E' is OK
- ▶ 3.1415e0 OK
- ▶ 1e+100 OK
- ▶ 2.1e-100 OK
- ▶ .E+5 No! Must have a digit before 'e'
- ▶ -.9e5 OK
- ▶ 0e+99 OK, but still equals 0.0

# Operators and punctuation

- ▶ Math operators: + - \* / % \*\*.
- ▶ Comparison/assignment: = > ! <.
- ▶ Separators: Period . comma , colon : and semicolon ;
- ▶ Quotes: single ' and double "
- ▶ Backslash: \
- ▶ Paired characters:
  - ▶ Parentheses ( and ).
  - ▶ Square *brackets* [ and ].
  - ▶ Curly *braces* { and }.
- ▶ Others: at-sign @, circumflex ^, ampersand &, vertical bar |.

# Operators and expressions

- ▶ Try these basic mathematical operators in IDLE:
  - ▶ Addition:  $1 + 2$
  - ▶ Subtraction:  $5 - 7$
  - ▶ Multiplication:  $0.6 * 10.0$
  - ▶ Division:  $27 / 3$
  - ▶ Exponentiation:  $2 ** 4$
  - ▶ Remainder:  $17 \% 5$
- ▶ These are examples of Python 3 *expressions* created by combining numeric values with *operators*.
- ▶ A Python 3 expression represents a computation that yields a value.

# More on division...

- ▶ Python 3 offers two different division operators.
- ▶ Floor (or “truncating”) division: `//`
  - ▶ `10 // 4` will equal `2`
  - ▶ `-10 // 4` will equal `-3`
  - ▶ `10.0 // 4.0` will equal `2.0`
- ▶ Real or float division: `/`
  - ▶ `10 / 4` will equal `2.5`
  - ▶ `10 / 2` will equal `5.0`
- ▶ The `%` operator gives the remainder of floor division:
  - ▶ `10 % 4` will equal `2`.
  - ▶ `10 % 3` will equal `1`.



# Compound expressions

- ▶ You can combine multiple operators in an expression:
  - ▶  $10 - 5 - 1$  Equals 4.
  - ▶  $2 + 3 + 5$  Equals 10.
  - ▶  $2 * 3 * 5$  Equals 30.
  - ▶  $2 + 3 * 5$  Equals 17, not 25!
- ▶ Most operators are evaluated from left to right.
- ▶ Different operators have higher or lower *precedence*, which affects which part of the expression is evaluated first.

# Parentheses

- ▶ You can place *sub-expressions* inside parentheses to force them to be evaluated in a preferred order.
- ▶ Operators inside parentheses are always evaluated before anything outside the parentheses:
  - ▶  $10 - (5 - 1)$  Equals 6.
  - ▶  $(2 + 3) * 5$  Equals 25.
  - ▶  $2 + (3 * 5)$  Equals 17.
  - ▶  $15 / (3 + 2)$  Equals 3.

# Paired characters

- ▶ Each of the paired characters always appears together.
- ▶ A left parenthesis must be “closed” by a right parenthesis.
- ▶ The most recent left-hand character must be paired with the proper right-hand character.

`[(1)] # Wrong!`

`[(1)] # Possibly right.`

# Strings

- ▶ Strings are used to represent text.
- ▶ Variables can hold strings as well as numbers.
- ▶ String data appears between either single or double quotes:
  - ▶ "A"
  - ▶ "Hello, World!"
  - ▶ 'Marianopolis College'
  - ▶ '' # Empty string
- ▶ The other type of quote can be freely used inside the string:
  - ▶ "It's what's for dinner"
  - ▶ 'He said "I am waiting outside."'

# Strings, continued

- ▶ Strings can contain certain *escape sequences* that represent special characters:

```
"Hello , World!\n"
```

```
"A\tB\tC"
```

- ▶ Here '\n' represents a “newline” character and a '\t' represents a “tab” character.
- ▶ The backslash character introduces an escape sequence.
- ▶ Two backslashes are needed to represent a single backslash!

# Strings, continued

- ▶ The backslash can also be used to include a single quote in a single-quoted string:

```
'It isn\'t hard'
```

- ▶ Or a double quote in a single-quoted string:

```
"\"So long\", he said."
```

# Triple-quoted strings

- ▶ Often strings are only one-line long.
- ▶ If we need to create longer strings that span multiple lines, we can use “triple quotes”:

```
message = """Select one of the following:  
            1) For account inquiries  
            2) For dispute resolution  
            0) For immediate assistance."""
```

- ▶ This defines a variable named `prompt` that contains a four-line string.

# ASCII

- ▶ As mentioned previously, it's all ones and zeros inside the computer. How is text represented?
- ▶ American Standard Code for Information Interchange
  - ▶ Abbreviated "ASCII"
  - ▶ Now greatly extended by Unicode and UTF-8

Character	Decimal	Character	Decimal
'A'	65	'Z'	90
'a'	97	'z'	122
'0'	48	'1'	49
'9'	57	' '	32



# Unary operators

- ▶ The operators we have seen so far as *binary* in that they take two operands.
- ▶ There are also a few *unary* operators that take a single operand.
- ▶  $-x$  Negates the value of the expression  $x$ .
- ▶  $+x$  Preserves the value of the expression  $x$ .

# Results of math operators

- ▶ Like many programming languages, Python 3 will *promote* mathematical types in operations.
- ▶ If either operand is a floating point number, the result will be a floating point number.
- ▶ Single-slash division always returns a floating point number.

```
5 * 3      # Result is integer.  
5 * 3.0    # Result is float.  
15 / 3     # Result is 5.0!  
17.2 // 3  # Result is 5.0!
```

# Names (or Variables)

- ▶ We use names for various elements in a program.
- ▶ The most common use as *variables*.
- ▶ Consist of letters, digits, or underscores ('\_').
- ▶ Cannot begin with a digit!
- ▶ Upper and lower case characters are different, e.g. Celsius is distinct from celsius.

▶ <code>__next__</code>	OK
▶ <code>GetRange</code>	OK
▶ <code>----</code>	OK
▶ <code>lesson_1</code>	OK
▶ <code>2ndElement</code>	No!
▶ <code>zip5890</code>	OK
▶ <code>_1</code>	OK

# Reserved words

A reserved word has a fixed meaning in Python.  
They cannot be used as programmer-defined names.

False	def	if	raise
None	del	import	return
True	elif	in	try
and	else	is	while
as	except	lambda	with
assert	finally	nonlocal	yield
break	for	not	
class	from	or	
continue	global	pass	

# Assignment

- ▶ We can *assign* a value to a variable using the equals sign ('='):  
`celsius = 10`
- ▶ An *assignment statement* in Python typically consists of an name, followed by the equals sign, then some expression.
- ▶ After an assignment, the variable now “contains” the value of the expression.

```
fahr = celsius * 9 // 5 + 32 # fahr=50
```

# Assignment operators

- ▶ It is very common to write statements of the form:

```
value = value * 10
```

or

```
index = index + 1
```

- ▶ All binary operators support a shorthand with *almost* identical meaning:

```
value *= 10
```

```
index += 1
```

- ▶ The left-hand part is always evaluated once.

# Booleans

- ▶ Represent a single logical value
  - ▶ True
  - ▶ False
- ▶ We will encounter Booleans when we start discussing logical operators, loops, and `if` statements.

# Comparison operators

Compare the values of two numbers.

<code>a &lt; b</code>	<code># Is 'a' less than 'b'?</code>
<code>a &gt; b</code>	<code># Greater than.</code>
<code>a &lt;= b</code>	<code># Less than or equal.</code>
<code>a &gt;= b</code>	<code># Greater than or equal.</code>
<code>a == b</code>	<code># 'a' is equal to 'b'.</code>
<code>a != b</code>	<code># 'a' not equal to 'b'.</code>

Result is a Boolean, either True or False.



# Comparison operators

- ▶ Can compare between integer and floating point numbers.
- ▶ These are used frequently in `if` and `while` tests.
- ▶ Be careful when using equality testing in floating point.

```
>>> 1e+9 + 1e-8 == 1e+9  
True                        # ?!?!?!?
```

- ▶ Floating-point numbers are not always exact!
- ▶ Better to check for a very small difference.

# Chaining comparisons

Comparisons can be used together as in mathematical notation:

```
>>> x = 2
```

```
>>> 1 < x < 3
```

```
True
```

```
>>> 10 < x < 20
```

```
False
```

```
>>> 3 > x <= 2
```

```
True
```

```
>>> 2 == x < 4
```

```
True
```

# Built-in functions

Python supports several “built-in” functions that are always available.

- ▶ **print()** Print a list of arguments.
- ▶ **input()** Print a message and return the user's input.
- ▶ **type()** Returns the type of an object
- ▶ **str()** Convert the argument to a string.
- ▶ **int()** Convert the argument to an integer.
- ▶ **float()** Convert the argument to a floating-point number.
- ▶ **abs()** Take the absolute value of the argument.

# Calling a function

- ▶ Another type of expression is a *function call*.
- ▶ We start a function call by writing the name of the function, followed by an *argument list*.
- ▶ The argument list consists of a pair of parentheses surrounding zero or more comma-separated expressions or *arguments*:

```
abs(-1) # One argument.  
print(5 / 2, 5 * 2) # Two arguments.  
print() # Zero arguments.
```

# Using built-in functions

```
>>> x = 1
>>> y = "test"
>>> print(10, y, x + 1)
10 test 2
>>> z = input("How many? ")
How many? 15
>>> z                                     # input() returns a string
'15'
>>> type(z)
<class 'str'>
>>> z = float(z) # convert string to float
>>> type(z)
<class 'float'>
>>> print(z)
15.0
```