

# DIT gentle introduction to Python

## 2nd Edition, February 2022



### 1. Basic concepts

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# Overview

- Basics
- Algorithms
- Programming languages
- Baby steps into coding

# What is a programming language?

A programming language is **just another language**

A formal language comprising a set of **instructions** that produce various kinds of **output** [given an input]

[https://en.wikipedia.org/wiki/Programming\\_language](https://en.wikipedia.org/wiki/Programming_language)



Diagram borrowed from L. Moroney's Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning

# What is a programming language?

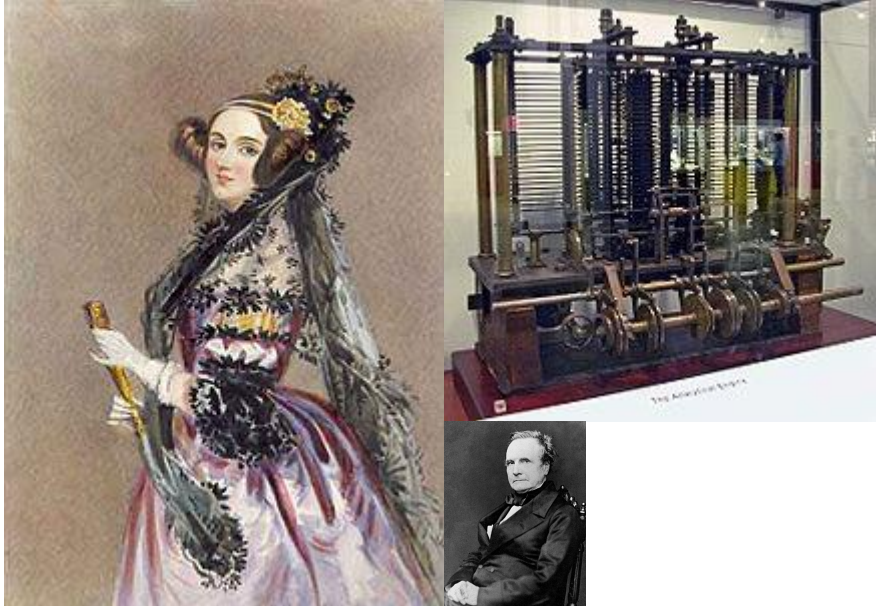
Programming languages are used in computer programming to implement an **algorithm**\*

[https://en.wikipedia.org/wiki/Programming\\_language](https://en.wikipedia.org/wiki/Programming_language)



\* derived from the 9th century Persian Mathematician  
Muhammad ibn Mūsā **al-Khwārizmī**

# The *first* programmer



**Ada Lovelace\*** (Mathematician)  
published the first algorithm for  
Charles Babbage's **analytical  
engine**

\*Lord Byron's daughter

# Algorithm

A finite sequence of **well-defined computer-implementable** instructions, typically to solve a class of problems or to perform a computation

<https://en.wikipedia.org/wiki/Algorithm>

# Example: find if a number is odd or even\*

## Definitions

- A number is **even** if it can be divided by 2 without remainder
- A number is **odd** if it leaves a remainder when divided by 2

## Examples

Even numbers: 2, 4, 6, 8, etc.

Odd numbers: 1, 3, 5, 7, etc.

\* Adapted from

<https://www.c-programming-simple-steps.com/algorithm-examples.html>

# Example: find if a number is odd or even\*

## Silly (useless) solution:

1. fill a bag with all even numbers and a second bag with all odd numbers.
2. Given an input number, look for it in both bags and return the label of the one in which you found it.

\* Adapted from

<https://www.c-programming-simple-steps.com/algorithm-examples.html>



# Example: find if a number is odd or even

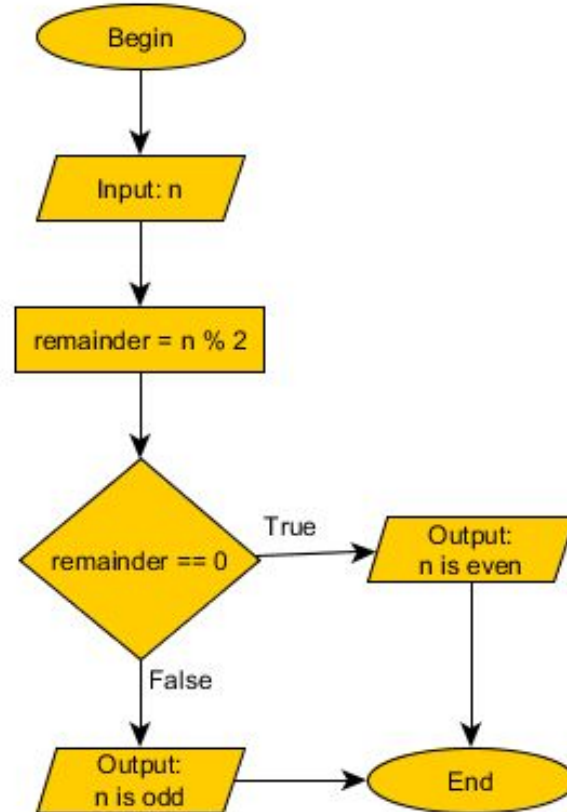
## Input/Output

→ an integer (data)

← even or odd (more data)

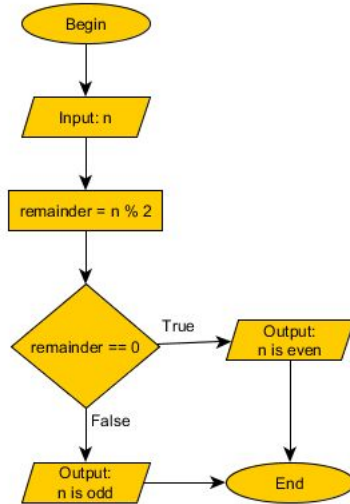
## Process

A series of instructions and routines



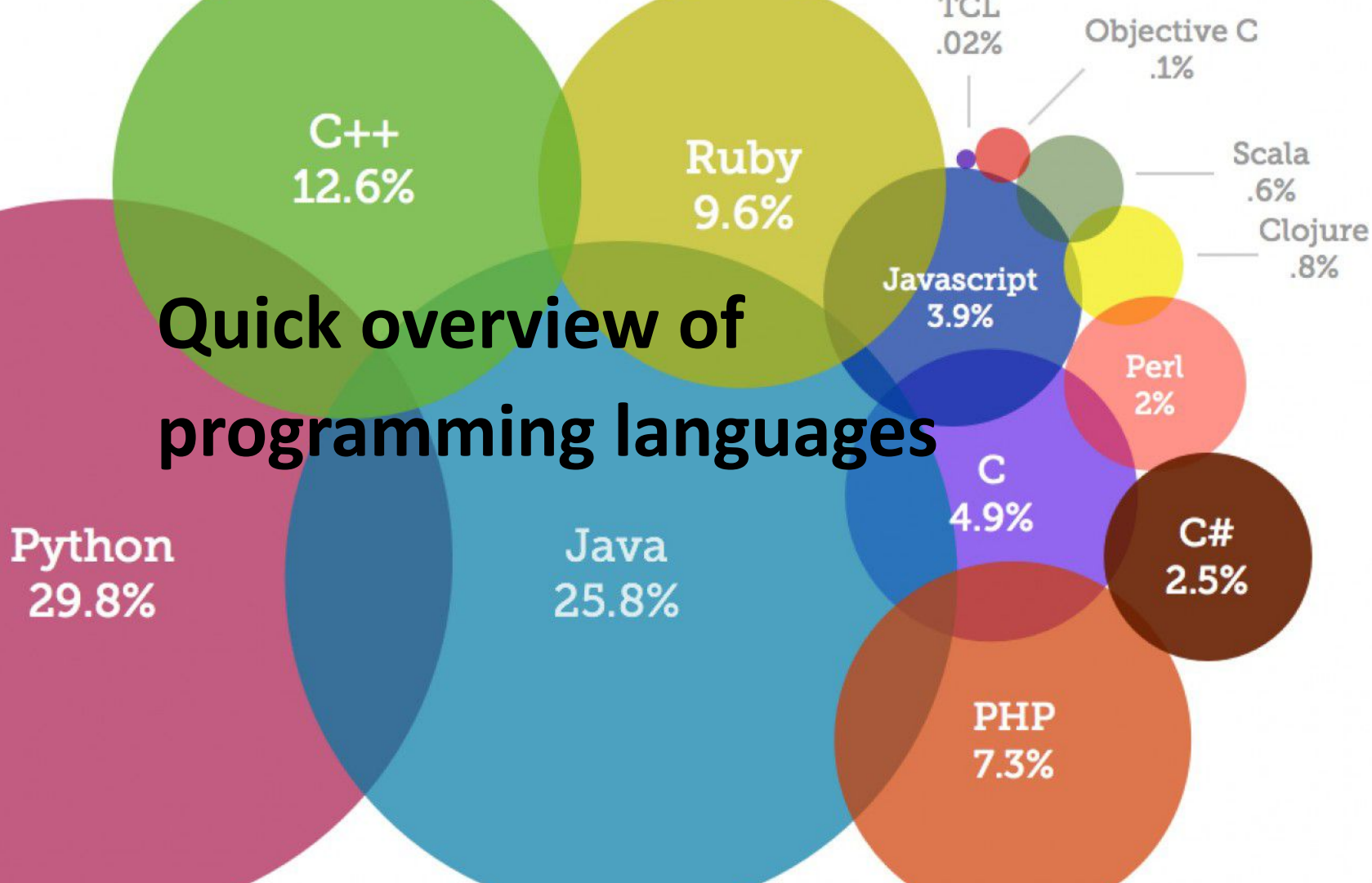
# Example: find if a number is odd or even\*

From the algorithm into the implementation



```
if n % 2 == 0:
    print('even')
else:
    print('odd')
```

# Quick overview of programming languages



# History of (some) flagship languages

year	language	highlights
1957	Fortran	compiled, imperative
1959	Lisp*	Object-oriented, popular in AI, recursive functions
1964	Basic*	Procedural, object-oriented (“goto”)
1970	Pascal*	Imperative, procedural, lists, trees
1972	C*	Procedural, recursion, static type system
1983	C++*	Object-oriented, compiled, functional

\* language I “speak” (or “spoke” at some point in time)

# History of (some) flagship languages

year	language	highlights
1989	Python*	Interpreted, object-oriented, code readability
1995	Java*	compiled, object-oriented
1995	Javascript	Just-in-time-compiled, object-oriented, WWW
1995	PHP*	Scripting, Web-oriented
2001	Visual Basic .NET	Object-oriented, .NET framework
2009	Go	Compiled, C-like (safer)

\* language I “speak” (or “spoke” at some point in time)

# Python is (among other things)...

## General-purpose

Applicable across application domains

## High-level

Strong abstraction from the computer (hardware)

## Interpreted

No previous compilation into machine-level instructions necessary

## (Not-necessarily) object-oriented paradigm

An object contains data (attributes) and procedures (methods)

# Some notable features (1/2)

- Elegant syntax (indentation-based) → easy to read
- Simple and ideal for prototyping
- It has a large standard library for diverse tasks (e.g., web servers, text search and processing, file reading/modifying)
- Interactive mode → continuous snippet testing

<https://wiki.python.org/moin/BeginnersGuide/Overview>

## Some notable features (2/2)

- Extendable with modules in compiled languages (e.g., C++)
- Multi-platform (e.g., Mac OS X, GNU Linux, Unix, MS Windows)
- Free: zero-cost to download/use; open-source license
- Large and friendly community

<https://wiki.python.org/moin/BeginnersGuide/Overview>

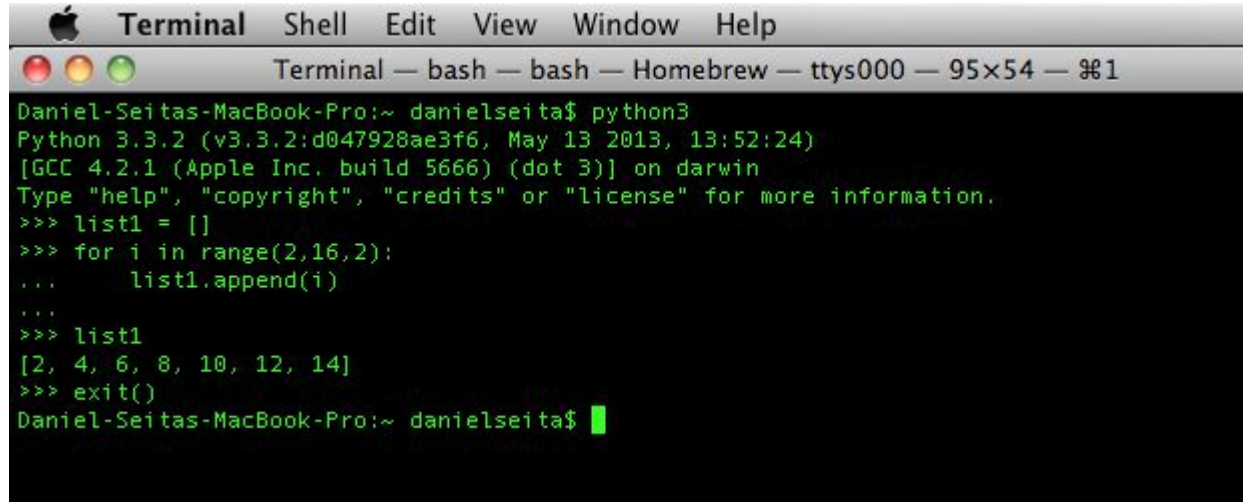


# Some programming-language features

- A variety of basic data types are available:
  - numbers (floating point, complex, integers) ← later today
  - strings (both ASCII and Unicode)
  - Lists
  - Dictionaries
- It supports object-oriented programming ← 3rd session (?)
- Code can be grouped into modules and packages

# There are many ways to code/launch a Python program

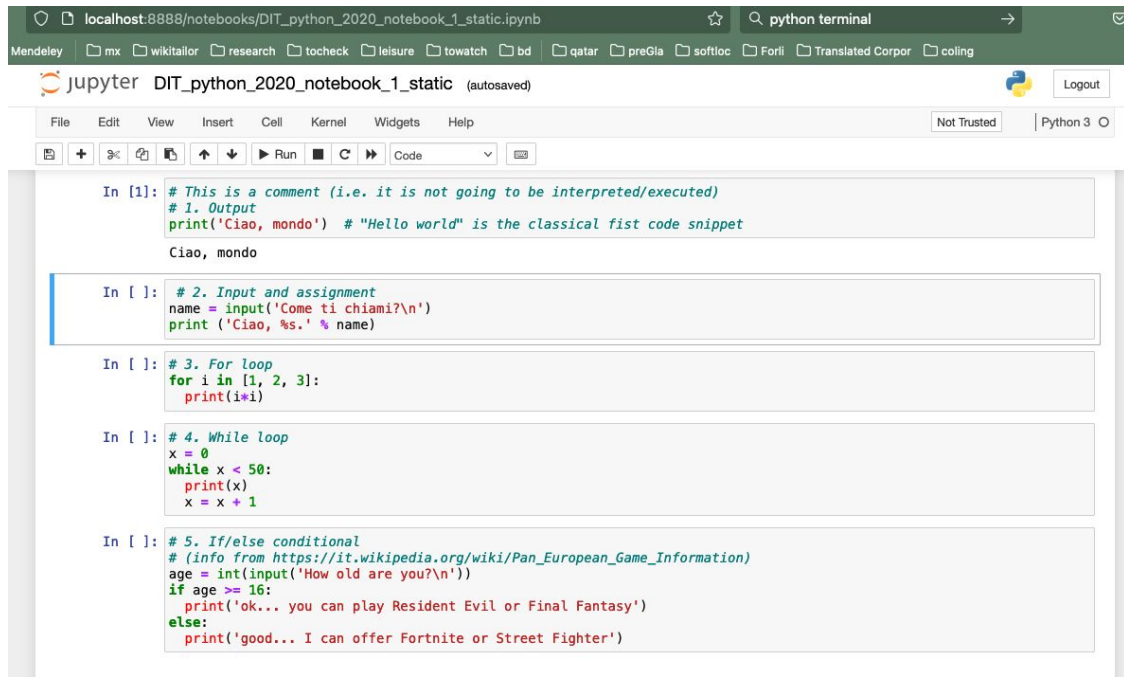
From the UNIX/GNU Linux/Windows terminal

A screenshot of a macOS Terminal window. The title bar shows 'Terminal' with standard window controls (red, yellow, green buttons) and a menu bar with 'Terminal', 'Shell', 'Edit', 'View', 'Window', and 'Help'. The status bar at the bottom of the title bar reads 'Terminal — bash — bash — Homebrew — ttys000 — 95x54 — 100%'. The main content area has a black background with green text. It shows a prompt 'Daniel-Seitas-MacBook-Pro:~ danielseita\$' followed by the command 'python3'. The output shows the Python version 'Python 3.3.2 (v3.3.2:d047928ae3f6, May 13 2013, 13:52:24)' and the compiler '[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin'. It then prompts for help information. The user enters a series of Python commands: 'list1 = []', a loop 'for i in range(2,16,2):' with 'list1.append(i)' inside, and 'list1'. The output of the loop is '[2, 4, 6, 8, 10, 12, 14]'. Finally, the user enters 'exit()' and the prompt returns to 'Daniel-Seitas-MacBook-Pro:~ danielseita\$' with a green cursor.

```
Daniel-Seitas-MacBook-Pro:~ danielseita$ python3
Python 3.3.2 (v3.3.2:d047928ae3f6, May 13 2013, 13:52:24)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> list1 = []
>>> for i in range(2,16,2):
...     list1.append(i)
...
>>> list1
[2, 4, 6, 8, 10, 12, 14]
>>> exit()
Daniel-Seitas-MacBook-Pro:~ danielseita$
```

# There are many ways to code/launch a Python program

From your web browser (local; offline)



```
In [1]: # This is a comment (i.e. it is not going to be interpreted/executed)
# 1. Output
print('Ciao, mondo') # "Hello world" is the classical first code snippet

Ciao, mondo

In [ ]: # 2. Input and assignment
name = input('Come ti chiami?\n')
print('Ciao, %s.' % name)

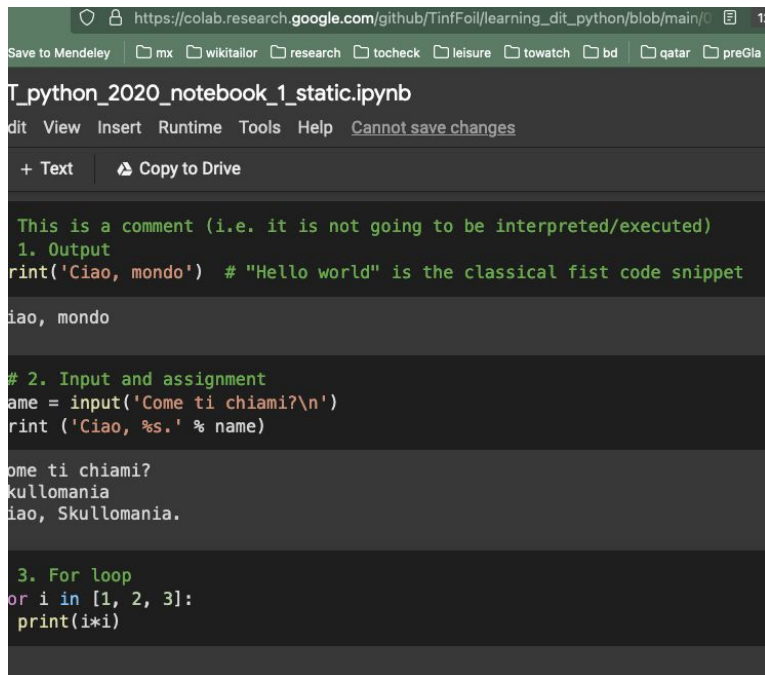
In [ ]: # 3. For loop
for i in [1, 2, 3]:
    print(i*i)

In [ ]: # 4. While loop
x = 0
while x < 50:
    print(x)
    x = x + 1

In [ ]: # 5. If/else conditional
# (info from https://it.wikipedia.org/wiki/Pan_European_Game_Information)
age = int(input('How old are you?\n'))
if age >= 16:
    print('ok... you can play Resident Evil or Final Fantasy')
else:
    print('good... I can offer Fortnite or Street Fighter')
```

# There are many ways to code/launch a Python program

From your web browser on Google's colab (remotely online)



The screenshot shows a Google Colab notebook titled 'T\_python\_2020\_notebook\_1\_static.ipynb'. The interface includes a menu bar with 'Edit', 'View', 'Insert', 'Runtime', 'Tools', and 'Help', along with a status message 'Cannot save changes'. Below the menu is a toolbar with '+ Text' and 'Copy to Drive'. The notebook content is divided into three sections: 1. Output, 2. Input and assignment, and 3. For loop. Each section contains Python code and its corresponding output.

```
This is a comment (i.e. it is not going to be interpreted/executed)
1. Output
print('Ciao, mondo') # "Hello world" is the classical first code snippet

Ciao, mondo

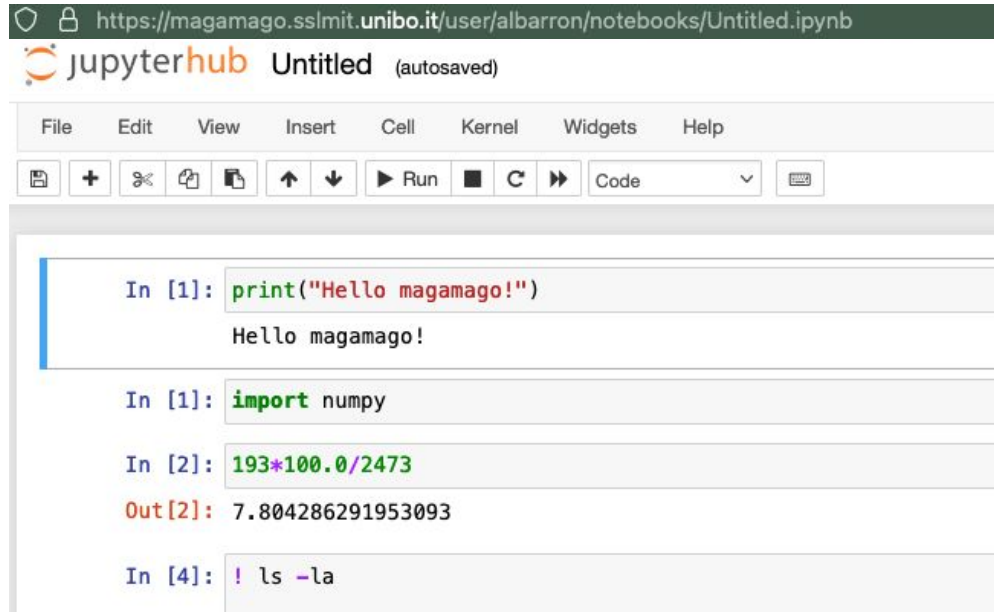
# 2. Input and assignment
name = input('Come ti chiami?\n')
print('Ciao, %s.' % name)

Come ti chiami?
Skullomania
Ciao, Skullomania.

3. For loop
for i in [1, 2, 3]:
    print(i*i)
```

# There are many ways to code/launch a Python program

From your web browser on DIT's magamago (remotely online)\*

A screenshot of a Jupyter Notebook interface accessed via a web browser. The browser's address bar shows the URL: https://magamago.sslmit.unibo.it/user/albarron/notebooks/Untitled.ipynb. The page title is "jupyterhub Untitled (autosaved)". Below the title is a menu bar with options: File, Edit, View, Insert, Cell, Kernel, Widgets, and Help. Underneath the menu bar is a toolbar with icons for saving, creating a new notebook, undo, redo, copy, paste, and running code. The main area of the notebook contains four input cells. The first cell has the code `print("Hello magamago!")` and the output "Hello magamago!". The second cell has the code `import numpy`. The third cell has the code `193*100.0/2473` and the output `Out[2]: 7.804286291953093`. The fourth cell has the code `! ls -la`.

```
https://magamago.sslmit.unibo.it/user/albarron/notebooks/Untitled.ipynb
jupyterhub Untitled (autosaved)
File Edit View Insert Cell Kernel Widgets Help
[Save] [New] [Undo] [Redo] [Copy] [Paste] [Run] [Stop] [Refresh] [Code]
In [1]: print("Hello magamago!")
Hello magamago!
In [1]: import numpy
In [2]: 193*100.0/2473
Out[2]: 7.804286291953093
In [4]: ! ls -la
```

\* Open to advanced students only

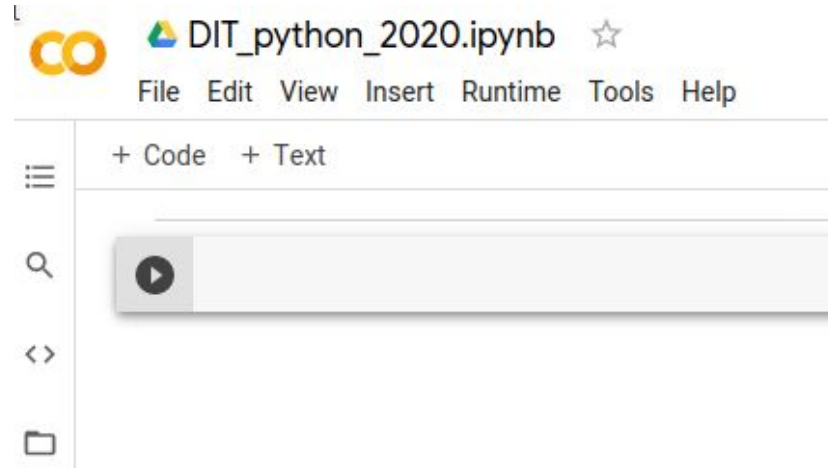
# Enough! Let us look at some code!

```
31 def __init__(self, path):
32     self.file = None
33     self.fingerprints = set()
34     self.logdups = True
35     self.debug = debug
36     self.logger = logging.getLogger(__name__)
37     if path:
38         self.file = open(os.path.join(path, 'requests.log'),
39                         'a')
40         self.file.seek(0)
41         self.fingerprints.update(self._get_fingerprints())
42
43 @classmethod
44 def from_settings(cls, settings):
45     debug = settings.getbool('SUPERFINGER_DEBUG')
46     return cls(job_dir(settings), debug)
47
48 def request_seen(self, request):
49     fp = self.request_fingerprint(request)
50     if fp in self.fingerprints:
51         return True
52     self.fingerprints.add(fp)
53     if self.file:
54         self.file.write(fp + os.linesep)
55
56 def request_fingerprint(self, request):
57     return request_fingerprint(request)
```

# Google's colab

“a free **Jupyter notebook** environment that runs in the cloud and stores its notebooks on Google Drive”

<https://colab.research.google.com>



Let's go to our first jupyter notebook

# Google's colab: baby steps

1. Visit <https://colab.research.google.com>
2. Click on Github
3. Type [https://github.com/TinfFoil/learning\\_dit\\_python](https://github.com/TinfFoil/learning_dit_python)
4. Press search
5. Select **DIT\_python\_2022\_notebook\_1\_static.ipynb**



# Google's colab: baby steps

Examples

Recent

Google Drive

GitHub

Upload

Enter a GitHub URL or search by organization or user

☐ Include private repos

https://github.com/TinfFoil/learning\_dit\_python

Q


Repository: [🔗](#)



Branch: [🔗](#)


TinfFoil/learning\_dit\_python



main


Path



 01\_the\_basics/DIT\_python\_2020\_notebook\_1\_static.ipynb

 02\_python\_4\_poets1/02\_Python4Poets\_1stpart\_static.ipynb

 03\_python\_4\_poets2/Python4Poets\_static.ipynb

New notebook

Cancel

# What we know so far: input/output

- `print()` displays stuff to the screen
- `input()` captures information from the user

# What we know so far: variables

<code>x = 5</code>	<ul style="list-style-type: none"><li>- <code>x</code> is a variable</li><li>- We assign values to a variable with <code>=</code></li></ul>	
	<ul style="list-style-type: none"><li>- <code>x = 5</code></li><li>- <code>x = 5.5</code></li><li>- <code>x = 'ciao'</code></li><li>- <code>x = "ciao"</code></li><li>- <code>x = '5'</code></li></ul>	<p>is an integer</p> <p>is a float</p> <p>is a string</p> <p>is also a string</p> <p><b>is what?</b></p>
<code>x = x * 3</code>	<ul style="list-style-type: none"><li>- We can apply operators to variables</li><li>- We can assign the output to a variable</li></ul>	

# What we know so far: flow control - conditionals

```
if (condition):  
    execute something  
elif (condition):  
    execute something  
else:  
    execute something
```

Only one of these three snippets is executed

## How is this different?

```
if (condition):  
    execute something  
if (condition):  
    execute something  
else:  
    execute something
```

# What we know so far: flow control - loops

<code>for (iterator):</code>	<code>while (condition):</code>
<code>    execute something</code>	<code>    execute something</code>

The code snippet will be executed during a number of iterations

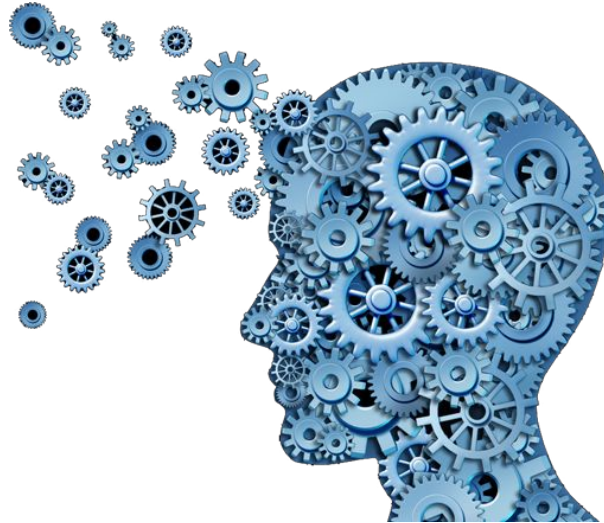
**Danger:** if you make a mistake, a loop could run forever

# What we know so far: basic formatting

```
# my code
x = 0
while x < 50:
    for i in range(x):
        print('x', end="")
    print()
    x += 1
```

- Comments start with **#**
- A **line break** is enough to close an instruction (in Java or C, we need **;**)
- **Colon** opens a *special* code snippet
- **Indentation is crucial**

**You know a lot already!**



**It is your turn to play with the notebook**





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