

# Python Tutorial

# What is Python?

- Interpreted, Object-oriented, High-level programming language
- Has high-level built in data structures
- Has dynamic typing and dynamic binding
- Supports both procedural and object-oriented paradigm
- Downloads, documentation, community support, news and event at:

<https://www.python.org/>

# What is Python (cont'd)

- Useful for scripting
- Does not have a compilation step
- Various built-in functions/modules allow for fast development
- Compatible with many popular databases like PostgreSQL and MySQL

# What does Python code look like?

- Simpler than equivalent C, C++, or Java code
- Shorter than C, C++, Java
- Offers greater error checking than C
- Simple, easy to learn syntax
- Allows splitting program into modules which can be reused

# Getting Started with Python Interpreter

- The interpreter usually gets installed at `/usr/local/bin/pythonX.Y`:  
`/usr/local/bin/python3.7`
- The interpreter can be started using `python3.7` or simply `python` after putting the interpreter path in Unix shell's search path or the environment variables in Windows.
- Another way to start the interpreter is `python -c command [arg] ...`. This executes the statements in 'command' script
- The script name and arguments are turned into a list of strings and assigned to the **argv** variable in the **sys** module

# Hello World Example

- sample.py:

```
'''sample.py file to print Hello World'''  
print("Hello World")
```

- Run sample.py as *python sample.py*

```
(base) Kevins-MBP:Desktop daftary$ python sample.py  
Hello World  
(base) Kevins-MBP:Desktop daftary$ █
```

# Comments in Python

- There are two types of comments in Python

**# Single-line Shell-style comments**

**''' These are  
Multi-line comments.'''**

# Python Variables

- Python variables can be declared by any name or even alphabets like a, aa, abc, etc.
- **Variables** are case-sensitive (abc != aBc)
- **Global** variables can be used anywhere (declared outside a function)
- **Local** variables restricted to a function or class
- **No** keyword called **static** is present
- Variables assigned values inside a class declaration are **class variables**
- Variables assigned values in class methods are **instance variables**



# Python Variables (cont'd)

- Variables are **not statically typed**
- Integers can become floats, then can become strings
- Variables take the type of the current value
- Variable types include :
  - Boolean
  - Integer
  - Float
  - String
  - List
  - Object
  - NULL
  - Tuple
  - Dictionary
  - Set

# Python Variables (cont'd)

- Assignment by value
  - `a = 10`
  - `b = "foo"`
  - `c = [1, 2, 3, 4] # List`
  - `d = (1,2) # Tuple`
  - `e = {'key': 'value'} # Dictionary`

# Displaying Variables

- To display a variable, use the **print** statement; pass the variable name to the `print` statement, enclosing it in brackets (for python 3.x) or without brackets(for python 2.x):

```
age = 18;
```

```
print(age) #python 3.x
```

```
print age  #python 2.x
```

- To display both text strings and variables, pass them to the **print** statement as individual arguments, separated by commas:

```
print("The legal voting age is ", age)
```

# Naming Variables

- The following rules and conventions must be followed when naming a variable:
  - Variable names must **begin** with a **letter** or **underscore** ( ) character
  - Variable names may contain **alpha**numeric characters (uppercase and lowercase letters), **numbers**, or **underscores** ( ).
  - Variable names cannot contain spaces
  - Variable names are **case sensitive**

# Python Constants

- Constants are special variables that hold values that **cannot be changed**
- Start with letter or underscore (\_) followed by letters, numbers or underscores
- Use them for named items that will not change
- Constant names use all uppercase letters
- Constants have global scope
- The constants module of python can be used for some common constants like PI, GRAVITY etc.
- Constants are not really part of Python specification but part of community usage

# Python Operators

- Standard **Arithmetic** operators

`+`, `-`, `*`, `/` (always returns a float value), `%` (modulus), `**` (exponentiation) and `//` (floor division)

- String **concatenation** with a `'+'` character

```
car = "SEAT" + " Altea"
```

`print(car)` would output "SEAT Altea"

- Basic Boolean comparison with `"=="`
- Using only `=` will overwrite a variable value (assignment)
- Less than `<` and greater than `>`
- `<=` and `>=` as above but include equality
- `!=` can be used to check if two variables are not equal

# Python Operators (cont'd)

- **Assignment (=)** and combined assignment

```
a = 3;  
a += 5; // sets a to 8;  
b = "Hello ";  
b += "There!"; // sets b to "Hello There!";
```

- **Bitwise operators (&, |, ^, ~, <<, >>)**

```
a ^ b (Xor: Bits that are set in a or b but not both are set.)  
~a (Not: Bits that are set in a are not set, and vice versa.)
```

All arithmetic and bitwise operators can be combined with the assignment operator

**Note:** Python **DOES NOT** support '++' and '--' notation for auto increments and decrement

# Python Operators (cont'd)

- **Logical Operators**
  - **and**: returns true if both statements are true (replacement for &&)  
If  $x=3$ , then  $x<5$  and  $x<10$  returns True
  - **or**: Returns **True** if one of the statements is true (replacement for ||)  
If  $x = 4$ , then  $x<4$  or  $x<5$  returns True
  - **not**: Reverse the result, returns False if the result is true
- **Identity Operators**
  - **is**: Returns true if both variables are the same object
  - **is not**: Returns true if both variables are not the same object
- **Membership Operators**
  - **in**: Returns True if a sequence with the specified value is present in the object
  - **not in**: Returns True if a sequence with the specified value is not present in the object



# Data Types

- Python is a **dynamically typed** language
- Python supports the following types:
  - **Boolean**: True or False
  - **Numeric** types
    - **Integer**: Positive or negative whole numbers, complex numbers (eg.,  $3 + 5j$ )
    - **Float**: Any real number
  - **Sequence** types
    - **String**: Sequence-type data type allowing for individual character access
    - **List**: Ordered collection of one or more data items, could be of different types, enclosed in square brackets (eg., `[1, 'Hello', 3.41, True]`)
    - **Tuple**: Ordered collection of one or more data items, could be of different types, enclosed in parentheses (e.g., `(1,2,"Hello")`)
  - **Dictionary**: Unordered collection of data in key:value pairs form, enclosed in curly brackets (e.g., `{1:"Professor", 2:"Marco",3:"Papa"}`)

# Data Types Example

```
vat_rate = 0.175                                /* VAT Rate is numeric */  
print(vat_rate * 100 + "%")                     //throws TypeError  
print(str(vat_rate * 100) + "%") //outputs "17.5%"
```

# Numeric Data Types

- Python supports two numeric data types:
  - An **integer** is a positive or negative whole number with no decimal places (-250, 2, 100, 10,000) or complex numbers with 'j' denoting the imaginary part (2 + 4j)
  - A **floating-point number** is a number that contains decimal places or that is written in scientific notation (-6.16, 3.17, 2.7541)

# Boolean Values

- A **Boolean value** is a value of **True** or **False** (true and false, in lower case ,are invalid)
- In Python programming, you can only use True or False boolean values
- In other programming languages, you can use integers such as 1 = True, 0 = False

# Strings in Python

- A **collection of one or more characters**, enclosed in single or double **quotes**
- Can use backslash as escape character
- Concatenate strings using '+'. Repeat using '\*'

- Strings can be indexed

```
a = "Hello "
```

```
print(a[0]) # prints H
```

```
print(a[-1]) # prints o - reverse indexing
```

- Strings can be sliced

```
print(a[1:3]) #prints 'el'
```

- Strings are **immutable**

# Lists in Python

- An **ordered collection** of one or more data items, **not** necessarily of **same type**, enclosed by **square []** brackets
- Lists have multiple methods like `append()`, `insert()`, `remove()`, `sort()`, `count()`, `reverse()`, etc. to manipulate the elements of the list
- The **del** statement allows deletion of elements and even complete lists (converts to empty list) as well as variables (reference error if you try to access the same variable)

```
>>> squares = []
>>> for x in range(10):
...     squares.append(x**2)
...
>>> squares
[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```

# Sets in Python

- An **unordered collection** of objects with **no duplicate** elements, **not** necessarily of **same type**, separated by commas, and enclosed by **curly {}** brackets
- Used for membership tests, eliminating duplicates, union, intersection, difference and symmetric difference

```
>>> basket = {'apple', 'orange', 'apple', 'pear', 'orange', 'banana'}
>>> print(basket)
{'orange', 'banana', 'pear', 'apple'}
>>> 'orange' in basket
True
>>> 'crabgrass' in basket
False

>>> # Demonstrate set operations on unique letters from two words
...
>>> a = set('abracadabra')
>>> b = set('alacazam')
>>> a
{'a', 'r', 'b', 'c', 'd'}
>>> a - b
{'r', 'd', 'b'}
>>> a | b
{'a', 'c', 'r', 'd', 'b', 'm', 'z', 'l'}
>>> a & b
{'a', 'c'}
>>> a ^ b
{'r', 'd', 'b', 'm', 'z', 'l'}
```

# Dictionaries in Python

- Dictionaries are like 'associative arrays', **unordered sequences of key-value pairs**
- Indexed using **keys** that are of **immutable** types
- General format:  

```
dict = { key1:value1, key2:value2, ...keyN:valueN }
```
- `list(dictionaryName)` returns list of keys
- Can be created using either `{}` or `dict()`
- The key and value can be retrieved at the same time using `items()` method



# Variable usage

```
foo = 25          #Numerical variable
bar = "Hello"     #String variable

foo = (foo * 7)    #Multiplies foo by 7
bar = (bar * 7)    #VALID expression (bar becomes
                  #HelloHelloHelloHelloHelloHelloHello
bar = (bar + 7)    #Invalid expression, throws error
```

```
[>>> bar = "Hello"
[>>> print(bar*7)
HelloHelloHelloHelloHelloHelloHello
[>>> print(bar)
Hello
[>>> bar = (bar*7)
[>>> print(bar)
HelloHelloHelloHelloHelloHelloHello
[>>> bar = (bar + 7)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: can only concatenate str (not "int") to str
[>>>
```

# 'print' example

```
foo = 25           // Numerical variable
bar = "Hello"      // String variable
print(bar)         // Outputs Hello
print(foo,bar)     // Outputs 25 Hello
print("5x5=",foo)  // Outputs 5x5= 25
print("5x5=foo")   // Outputs 5x5=foo
```

Notice how `print "5x5=foo"` outputs 'foo' rather than replacing it with 25

# Arithmetic Operations

```
a=15
b=30
c=2
total=a+b
a_squared = a**c           // 15**2
print(total)               // total is 45
print(a_squared)           // 225
```

```
a - b           // subtraction
a * b           // multiplication
a / b           // division
a += 5          // a = a+5      - also works for *= and /=
```

# Concatenation

Use a '+' to join strings into one.

```
string1="Hello"  
string2="Python"  
string3= string1 + " " + string2  
print(string3)
```

Output: Hello Python

# Escaping Characters

- If the string has a set of double quotation marks that must remain visible, use the \ [backslash] before the quotation marks to ignore and display them.

```
heading="\ "Computer Science\ "  
print(heading)
```

Output: "Computer Science"

# Python Control Structures

- Control Structures: the structures within a language that allow us to control the flow of execution through a program or script.
- Grouped into **conditional / branching** structures (e.g. if/else) and **repetition** structures (e.g. while loops).
- Example if/elif/else statement: [notice the “:”]

```
if (foo == 0):  
    print('The variable foo is equal to 0')  
elif ((foo > 0) && (foo <= 5)):  
    print('The variable foo is between 1 and 5')  
else:  
    print('The variable foo is equal to ',foo)
```

# If ... Else...

```
If (condition):  
    Statements  
Else:  
    Statement
```

## **Example:**

```
if (user=="John") :  
    print("Hello John.")  
else:  
    print("You are not John.")
```

No 'Then' in Python !

# While Loops

## General format:

```
While (condition) :  
    Statements;
```

## Example:

```
count=0  
While (count<3) :  
    print("hello Python. ")  
    count += 1  
    // count = count + 1
```

Output: hello Python. hello Python. hello Python.



# For Loops and range()

- **Iterate over a sequence**

- The built-in `range()` function helps iterate over a range of numbers

```
for i in range(5):  
    print(i) # Prints 0,1,2,3 and 4
```

- **Iterate over elements (for each)**

- Used with sequence type data-types like string, lists and tuples.

```
Word = "Hello"  
for letter in word:  
    print(letter) # Prints Hello character by character
```

**General format:** `for condition:`

`Statements;`

# Date Display

```
import datetime
datedisplay=datetime.datetime.now()
print(datedisplay.strftime('%Y/%-m/%-d'))
# If the date is April 1st, 2012          Output: 2012/4/1
# It would display as 2012/4/1
```

```
datedisplay=datetime.datetime.now()
print(datedisplay.strftime('%A, %B, %-d, %Y'))
# If the date is April 1st, 2012          Output: Wednesday, April 1, 2012
# Wednesday, April 1, 2012
```

# Month, Day & Date Format Symbols

%b	Jan
%B	January
%m	01
%-m (for Linux) %#m (for Windows)	1

Day of Month	%d	01
Day of Month	%-d (for Linux) %#d (for Windows)	1
Day of Week	%A	Monday
Day of Week	%a	Mon

# Functions

- Functions MUST be **defined** before they can be **called**

- Function headers are of the format [notice the ':']

```
def functionName(arg_1, arg_2, ..., arg_n):
```

- Note that **no return type** is specified

- Function names are case sensitive

```
(foo(...) != Foo(...) != FoO(...))
```

- Functions can have **default argument values**

```
def functionName(a, b=2, c=[]) # Note: Default argument  
                               # values are initialized  
                               # only once
```

# Functions example

```
# This is a function
def foo(arg_1, arg_2):
    arg_2 = arg_1 * arg_2
    return arg_2

result_1 = foo(12, 3)      # Store the function
print(result_1)            # Outputs 36
print(foo(12, 3))         # Outputs 36
```

# Include Files

- Include “hello.py” within another python file as

```
import hello
from hello import hello #imports the hello() from
                        #hello.py
```

- The file hello.py might look like:

```
def Hello():
    print("Hello")
```

- In the aforementioned python file, the Hello() function can be called as

```
hello.Hello()
```

- Using ‘\*’ allows importing all submodules from a package

```
from packageName import *
```

# Classes in Python

- Syntax:

```
class className:  
    statement
```

- To instantiate a class object, use function notation
- A constructor can be defined as

```
def __init__(self):  
    statement
```

- The dot (".") notation can be used to access class variables and methods
- **Inheritance** can be done as:

```
class DerivedClassName(moduleName.BaseClassName):  
    statement
```

# Code Examples

- All following code samples from “The Python Tutorial” at:  
<https://docs.python.org/3/tutorial/index.html>



# String Examples

```
>>> # 3 times 'un', followed by 'ium'
>>> 3 * 'un' + 'ium'
'ununinium'
```

Strings can be *indexed* (subscripted), with the first character having index 0. There is no separate character type; a character is simply a string of size one:

```
>>> word = 'Python'
>>> word[0] # character in position 0
'P'
>>> word[5] # character in position 5
'n'
```

Indices may also be negative numbers, to start counting from the right:

```
>>> word[-1] # last character
'n'
>>> word[-2] # second-last character
'o'
>>> word[-6]
'P'
```

Note that since `-0` is the same as `0`, negative indices start from `-1`.

# List Examples

All slice operations return a new list containing the requested elements. This means that the following slice returns a [shallow copy](#) of the list:

```
>>> squares[:]  
[1, 4, 9, 16, 25]
```

```
>>>
```

Lists also support operations like concatenation:

```
>>> squares + [36, 49, 64, 81, 100]  
[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
```

```
>>>
```

Unlike strings, which are [immutable](#), lists are a [mutable](#) type, i.e. it is possible to change their content:

```
>>> cubes = [1, 8, 27, 65, 125]  # something's wrong here  
>>> 4 ** 3  # the cube of 4 is 64, not 65!  
64  
>>> cubes[3] = 64  # replace the wrong value  
>>> cubes  
[1, 8, 27, 64, 125]
```

```
>>>
```

# List Examples (cont'd)

Assignment to slices is also possible, and this can even change the size of the list or clear it entirely:

```
>>> letters = ['a', 'b', 'c', 'd', 'e', 'f', 'g']
>>> letters
['a', 'b', 'c', 'd', 'e', 'f', 'g']
>>> # replace some values
>>> letters[2:5] = ['C', 'D', 'E']
>>> letters
['a', 'b', 'C', 'D', 'E', 'f', 'g']
>>> # now remove them
>>> letters[2:5] = []
>>> letters
['a', 'b', 'f', 'g']
>>> # clear the list by replacing all the elements with an empty list
>>> letters[:] = []
>>> letters
[]
```

# List Examples (cont'd)

```
>>> vec = [-4, -2, 0, 2, 4]
>>> # create a new list with the values doubled
>>> [x*2 for x in vec]
[-8, -4, 0, 4, 8]
>>> # filter the list to exclude negative numbers
>>> [x for x in vec if x >= 0]
[0, 2, 4]
>>> # apply a function to all the elements
>>> [abs(x) for x in vec]
[4, 2, 0, 2, 4]
>>> # call a method on each element
>>> freshfruit = [' banana', ' loganberry ', 'passion fruit ']
>>> [weapon.strip() for weapon in freshfruit]
['banana', 'loganberry', 'passion fruit']
>>> # create a list of 2-tuples like (number, square)
>>> [(x, x**2) for x in range(6)]
[(0, 0), (1, 1), (2, 4), (3, 9), (4, 16), (5, 25)]
>>> # the tuple must be parenthesized, otherwise an error is raised
>>> [x, x**2 for x in range(6)]
File "<stdin>", line 1, in <module>
    [x, x**2 for x in range(6)]
        ^
SyntaxError: invalid syntax
>>> # flatten a list using a listcomp with two 'for'
>>> vec = [[1,2,3], [4,5,6], [7,8,9]]
>>> [num for elem in vec for num in elem]
[1, 2, 3, 4, 5, 6, 7, 8, 9]
```

# Looping examples

```
>>> # Measure some strings:
... words = ['cat', 'window', 'defenestrate']
>>> for w in words:
...     print(w, len(w))
...
cat 3
window 6
defenestrate 12
```

## Use of range

```
range(5, 10)
5, 6, 7, 8, 9

range(0, 10, 3)
0, 3, 6, 9

range(-10, -100, -30)
-10, -40, -70
```

# Function example

```
def ask_ok(prompt, retries=4, reminder='Please try again!'):
    while True:
        ok = input(prompt)
        if ok in ('y', 'ye', 'yes'):
            return True
        if ok in ('n', 'no', 'nop', 'nope'):
            return False
        retries = retries - 1
        if retries < 0:
            raise ValueError('invalid user response')
        print(reminder)
```



# Sets Examples

```
>>> basket = {'apple', 'orange', 'apple', 'pear', 'orange', 'banana'}
>>> print(basket)                                # show that duplicates have been removed
{'orange', 'banana', 'pear', 'apple'}
>>> 'orange' in basket                            # fast membership testing
True
>>> 'crabgrass' in basket
False

>>> # Demonstrate set operations on unique letters from two words
...
>>> a = set('abracadabra')
>>> b = set('alacazam')
>>> a                                              # unique letters in a
{'a', 'r', 'b', 'c', 'd'}
>>> a - b                                          # letters in a but not in b
{'r', 'd', 'b'}
>>> a | b                                          # letters in a or b or both
{'a', 'c', 'r', 'd', 'b', 'm', 'z', 'l'}
>>> a & b                                          # letters in both a and b
{'a', 'c'}
>>> a ^ b                                          # letters in a or b but not both
{'r', 'd', 'b', 'm', 'z', 'l'}
```

# Dictionary Examples

```
>>> tel = {'jack': 4098, 'sape': 4139}
>>> tel['guido'] = 4127
>>> tel
{'jack': 4098, 'sape': 4139, 'guido': 4127}
>>> tel['jack']
4098
>>> del tel['sape']
>>> tel['irv'] = 4127
>>> tel
{'jack': 4098, 'guido': 4127, 'irv': 4127}
>>> list(tel)
['jack', 'guido', 'irv']
>>> sorted(tel)
['guido', 'irv', 'jack']
>>> 'guido' in tel
True
>>> 'jack' not in tel
False
```

The `dict()` constructor builds dictionaries directly from sequences of key-value pairs:

```
>>> dict([('sape', 4139), ('guido', 4127), ('jack', 4098)])
{'sape': 4139, 'guido': 4127, 'jack': 4098}
```



# Looping Techniques

```
>>> knights = {'gallahad': 'the pure', 'robin': 'the brave'}
>>> for k, v in knights.items():
...     print(k, v)
...
gallahad the pure
robin the brave
```

When looping through a sequence, the position index and corresponding value can be retrieved at the same time using the `enumerate()` function.

```
>>> for i, v in enumerate(['tic', 'tac', 'toe']):
...     print(i, v)
...
0 tic
1 tac
2 toe
```

To loop over two or more sequences at the same time, the entries can be paired with the `zip()` function.

```
>>> questions = ['name', 'quest', 'favorite color']
>>> answers = ['lancelot', 'the holy grail', 'blue']
>>> for q, a in zip(questions, answers):
...     print('What is your {0}? It is {1}'.format(q, a))
...
What is your name? It is lancelot.
What is your quest? It is the holy grail.
What is your favorite color? It is blue.
```

# Handling Exceptions

- Use `try ... except` statement for exception handling
- If no exception occurs, **except** clause will be skipped. Else, the **try** clause is stopped and the matched exception clause will be executed.

```
while True:
```

```
    try:
```

```
        x = int(input("Please enter a number: "))
```

```
        break
```

```
    except ValueError:
```

```
        print("Oops! That was no valid number. Try  
again...")
```

# Import Module

- A module is a file containing Python definitions and statement with the suffix '.py' appended

- Import a module by its name

```
import fibo
```

- Import the methods from a module

```
from fibo import fib, fib2
```

- Import all that a module defines

```
from fibo import *
```

# Flask

- Flask is a lightweight **WSGI (Web Server Gateway Interface)** web application framework
- WSGI is a Python standard defined in PEP 3333  
<https://www.python.org/dev/peps/pep-3333/>
- WSGI specifies a standard interface between web servers and Python web applications or frameworks
- Flask is designed to make getting started quickly and easily, with the ability to scale up to complex applications
- Flask offers suggestions but doesn't enforce any dependencies or project layout
- Documentation at: <https://palletsprojects.com/p/flask/>

# Installation

- Use native virtual environment for Python3

```
$ python3 -m venv venv
```

- Use third party for any version of Python older than 3.4 (includes 2.7)

```
$ virtualenv venv
```

```
$ source venv/bin/activate
```

- Install Flask in venv

```
(venv) $ pip3 install flask
```

# Flask Hello World

hello.py

```
from flask import Flask
app = Flask(__name__)
@app.route('/')
def hello_world():
    return "Hello, World"
```

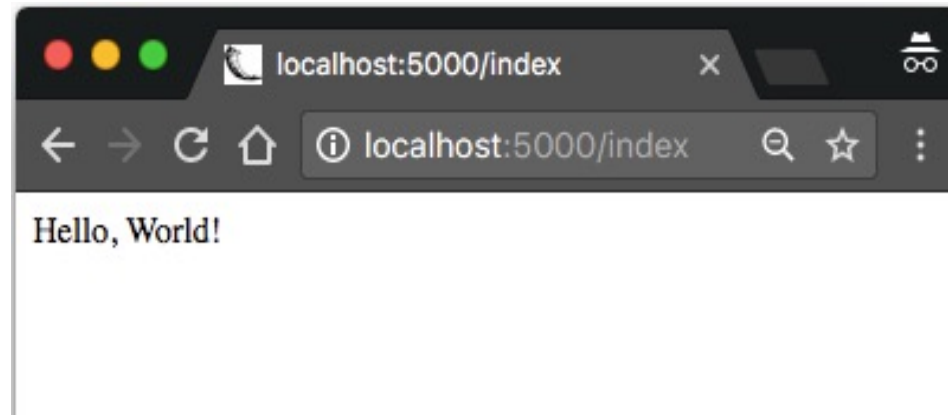
# Flask Hello World (cont'd)

```
(venv) $ export FLASK_APP=hello.py
```

```
(venv) $ flask run
```

Serving Flask app "hello\_world" \*

Running on http://127.0.0.1:5000/ (Press CTRL+C to quit)



# Templates

app/routes.py

```
from app import app
@app.route('/')
@app.route('/index')
def index():
    user = {'username': 'Miguel'}
    return '''<html>
<head> <title>Home Page - Microblog</title> </head>
<body>
    <h1>Hello, ''' + user['username'] + '''!</h1>
</body> </html>'''
```





# render\_template

**app/routes.py: Fake post in view function**

```
from flask import  
render_template  
from app import app
```

```
@app.route('/')  
@app.route('/index')  
def index():  
    user = {'username':  
'Miguel'}  
    posts = [ {
```

```
'author': {'username': 'John'},  
    'body': 'Beautiful day in  
Portland!'  
},  
{  
    'author': {'username': 'Susan'},  
    'body': 'The Avengers movie was  
so cool!' } ]  
  
    return  
render_template('index.html',  
title='Home', user=user,  
posts=posts)
```

# render\_template (con'd)

app/templates/index.html

```
<html> <head>

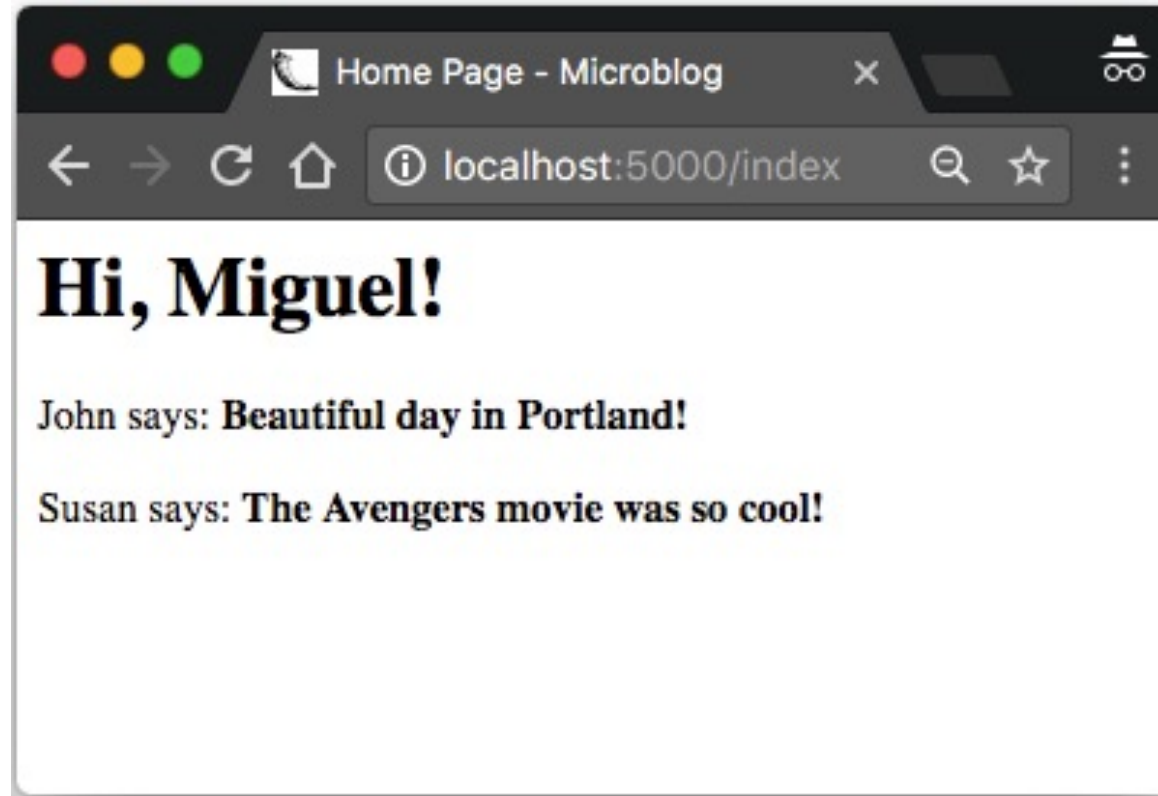
    {% if title %}
        <title>{{ title }} - Microblog</title>
    {% else %}
        <title>Welcome to Microblog</title>
    {% endif %}

</head>
<body>

    <h1>Hi, {{ user.username }}!</h1>
    {% for post in posts %}
        <div><p>{{ post.author.username }} says:
        <b>{{ post.body }}</b></p></div>
    {% endfor %}

</body> </html>
```

# Web Output



# Templates are old tech

Pre-Ajax coding patterns:

- Python templates + HTML {% ... %}
- PHP + HTML <? ... ?>
- ASP (Active Server Pages) + HTML <% ...%>
- JSP (Java Server Pages) + HTML <% ... %>

Post-Ajax coding patterns: All RESTful APIs, returning data only (JSON, XML) and no HTML

# RESTful Service in Flask

## rest.py

```
from flask import Flask, jsonify

app = Flask(__name__)

tasks = [
    { 'id': 1, 'title': u'Buy groceries', 'description':
u'Milk, Cheese, Pizza, Fruit, Tylenol', 'done': False },
    { 'id': 2, 'title': u'Learn Python', 'description':
u'Need to find a good Python tutorial on the web', 'done':
False } ]

if __name__ == '__main__':
    app.run(debug=True)
```

# RESTful Service in Flask

```
#retrieve the list of task
@app.route('/todo/api/v1.0/tasks', methods=['GET'])
def get_tasks():
    return jsonify({'tasks': tasks})
```

See: <https://flask.palletsprojects.com/en/1.1.x/api/#flask.json.jsonify>

# Result

```
$ curl -i http://localhost:5000/todo/api/v1.0/tasks
HTTP/1.0 200 OK
Content-Type: application/json
Content-Length: 294
Server: Werkzeug/0.8.3 Python/2.7.3
Date: Mon, 20 May 2013 04:53:53 GMT

{
  "tasks": [
    {
      "description": "Milk, Cheese, Pizza, Fruit, Tylenol",
      "done": false,
      "id": 1,
      "title": "Buy groceries"
    },
    {
      "description": "Need to find a good Python tutorial on the web",
      "done": false,
      "id": 2,
      "title": "Learn Python"
    }
  ]
}
```

# RESTful Service in Flask (2)

```
from flask import abort

#retrieve a task
@app.route('todo/api/v1.0/tasks/<int:task_id>', methods=['GET'])
def get_task(task_id):
    task = [task for task in tasks if task['id'] == task_id]
    if len(task) == 0:
        abort(404)
    return jsonify({'task': task[0]})
```



# Result

```
$ curl -i http://localhost:5000/todo/api/v1.0/tasks/2
HTTP/1.0 200 OK
Content-Type: application/json
Content-Length: 151
Server: Werkzeug/0.8.3 Python/2.7.3
Date: Mon, 20 May 2013 05:21:50 GMT

{
  "task": {
    "description": "Need to find a good Python tutorial on the web",
    "done": false,
    "id": 2,
    "title": "Learn Python"
  }
}
```

# Send Static File

- Put index.html into the static folder (same for CSS and JS files)
- Send the static file using `send_static_file`
- Can also use `send_from_directory`

```
app = Flask(__name__)
```

```
@app.route('/')
```

```
def homepage():
```

```
    return app.send_static_file("index.html")
```

# Requests: HTTP for Humans

- Simple HTTP library for Python
- See: <https://requests.readthedocs.io/en/master/>
- Supports Python 2.7 & 3.4–3.7

```
>>> import requests
>>> payload = {'key1': 'value1', 'key2': 'value2'}
>>> r = requests.get('https://api.github.com/events',
params=payload)
>>> r.json()
[{'repository': {'open_issues': 0, 'url': 'https://github.com/...
```

# Django

- Django is a high-level Python Web framework that encourages rapid development and clean, pragmatic design.
- Django was designed to help developers take applications from concept to completion as quickly as possible.
- Django takes security seriously and helps developers avoid many common security mistakes.
- Some of the busiest sites on the Web leverage Django's ability to quickly and flexibly scale.
- Documentation at: <https://www.djangoproject.com/>

# QuickStart

- Installation

```
$ python -m pip install Django
```

- Create a Django project

```
$ django-admin startproject mysite
```

- manage.py:

A command-line utility that lets you interact with this Django project in various ways.

- mysite/settings.py:

Settings/configuration for this Django project.

- mysite/urls.py:

The URL declarations for this Django project; a “table of contents” of your Django-powered site.

```
mysite/  
  manage.py  
  mysite/  
    __init__.py  
    settings.py  
    urls.py  
    asgi.py  
    wsgi.py
```

# Development Server

```
$ python manage.py runserver
```

```
Performing system checks...
```

```
System check identified no issues (0 silenced).
```

```
You have unapplied migrations; your app may not work properly until they are applied.  
Run 'python manage.py migrate' to apply them.
```

```
February 05, 2020 - 15:50:53
```

```
Django version 3.0, using settings 'mysite.settings'
```

```
Starting development server at http://127.0.0.1:8000/
```

```
Quit the server with CONTROL-C.
```

# Creating the First App

- Create the polls app

```
$ python manage.py startapp polls
```

- Edit views.py

```
from django.http import HttpResponse

def index(request):
    return HttpResponse("Hello, world. You're at the
polls index.")
```

```
polls/
  __init__.py
  admin.py
  apps.py
  migrations/
    __init__.py
  models.py
  tests.py
  views.py
```

# Change the URL Config

- polls/urls.py

```
from django.urls import path

from . import views
```

```
urlpatterns = [
    path('', views.index,
name='index'),
]
```

- mysite/urls.py

```
from django.contrib import admin
from django.urls import include,
path
```

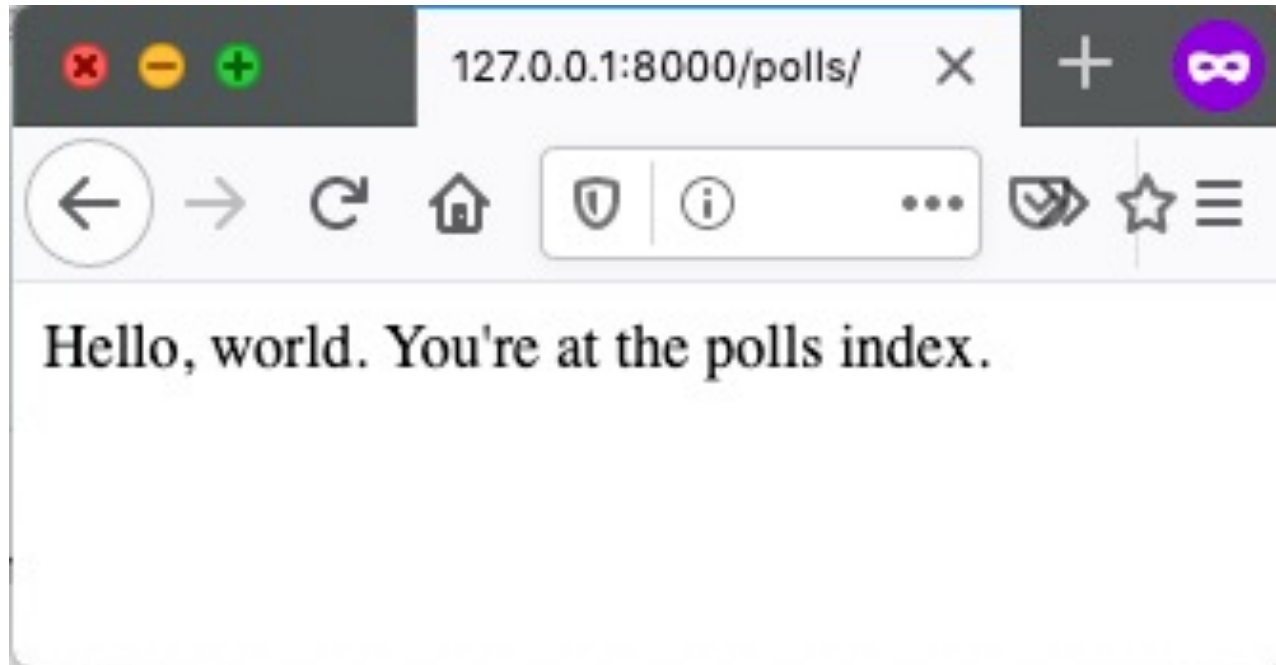
```
urlpatterns = [
    path('polls/',
include('polls.urls')),
    path('admin/',
admin.site.urls),
]
```



# Result

- Run the server

```
$ python manage.py runserver
```



# Python on Google Cloud

- To quickly deploy Python applications on Google Cloud, see:  
<https://cloud.google.com/python>
- Cloud Code , IDE Integration with IntelliJ, PyCharm and VSCode:  
<https://cloud.google.com/code/>
- Building a Python 3 App on App Engine using Flask:  
<https://cloud.google.com/appengine/docs/standard/python3/building-app>

# Google News API in Python

Documented at: <https://newsapi.org/docs/client-libraries/python>

```
from newsapi import NewsApiClient

# Init
newsapi = NewsApiClient(api_key=xxx')

# /v2/top-headlines
top_headlines = newsapi.get_top_headlines(q='bitcoin',
                                           sources='bbc-news,the-verge',
                                           category='business',
                                           language='en',
                                           country='us')
```