

# Introduction to Programming with Python

## II.2. Basic elements

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# Loops - for

Starts with 0,  
not 1



```
for variable in range(number of times to repeat):  
    statements to be repeated
```

**for** *variable* **in** **range**(*number of times to repeat*):  
 *statements to be repeated*

Nothing special about  
variable name. It's a  
convention to use the  
letters i, j, k for loops.

colon

# Loops - for

```
for i in range(3):  
    num = eval(input('Enter a number: '))  
    print ('The square of your number is', num*num)  
print('The loop is now done.')
```

# Loops – range function

**range**(*start, end, increment*)

Statement	Values generated
<b>range</b> (10)	0, 1, 2, 3, 4, 5, 6, 7, 8, 9
<b>range</b> (1, 10)	1, 2, 3, 4, 5, 6, 7, 8, 9
<b>range</b> (3, 7)	3, 4, 5, 6
<b>range</b> (2, 15, 3)	2, 5, 8, 11, 14
<b>range</b> (9, 2, -1)	9, 8, 7, 6, 5, 4, 3

# while loop

Suitable when we don't know ahead of time exactly how many times it has to be repeated

```
while <<condition>>:  
    # statements to be repeated go here
```

# while loop

```
for i in range(10):  
    num = eval(input('Enter number: '))  
    if num<0:  
        break
```

```
i=0  
num=1  
while i<10 and num>0:  
    num = eval(input('Enter a number: '))
```

# Math operators

Operator	Description
+	addition
-	subtraction
*	multiplication
/	division
**	exponentiation
//	integer division
%	modulo (remainder)

# Random numbers

Module import

```
from random import randint
```

```
x = randint(1,10)
```

```
print('A random number between 1 and 10: ', x)
```



# Random numbers

Module import



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```

# Math functions

`from math import ...`

`sin, cos, tan, exp, log, log10, factorial, sqrt, floor, ceil, pi, e`

# Conditionals

**if** *boolean\_expression*:

    <<true\_branch>>

**else:**

    <<>false\_branch>>

# Conditionals

```
from random import randint

num = randint(1,10)
guess = eval(input('Enter your guess: '))
if guess==num:
    print('You got it!')
else:
    print('Sorry. The number is ', num)
```

# Conditional operators

<b>if</b> $x > 3$ :	if x is greater than 3
<b>if</b> $x \geq 3$ :	if x is greater than or equal to 3
<b>if</b> $x == 3$ :	if x is 3
<b>if</b> $x != 3$ :	if x is not 3
<b>if</b> $x == 3$ <b>and</b> $y == 5$ :	if x is 3 and y is 5
<b>if</b> $x == 3$ <b>or</b> $y == 5$ :	if x is 3 or y is 5

# Common mistakes

The equality operator needs TWO equal signs

Incorrect	Correct
<code>if x=1 :</code>	<code>if x==1 :</code>

# Strings

Data type for representing text

```
s = 'Hello'
```

```
t = "Hello"
```

```
m = """This is a long string that is  
spread across two lines."""
```

# Strings

**Empty string** The empty string "" is the string equivalent of the number 0, with nothing in it.

**Length** To get the length of a string (how many characters it has), use the built-in function len. For example, len('Hello') is 5.



# Strings – Concatenation and repetition

Expression	Result
'AB' + 'cd'	'ABcd'
'A' + '7' + 'B'	'A7B'
'Hi' * 4	'HiHiHiHi'

# Strings – The in operator

The `in` operator is used to tell if a string contains something.

`if 'a' in string:`

```
    print('Your string contains the letter a.')
```

`if ';' not in string:`

```
    print('Your string does not contain any semicolons.')
```

# Strings – Indexing

Remember that  
first character is  
`s[0]`, not `s[1]`

Here are some examples of indexing the

Statement	Result	Description
<code>s[0]</code>	P	first character of <code>s</code>
<code>s[1]</code>	y	second character of <code>s</code>
<code>s[-1]</code>	n	last character of <code>s</code>
<code>s[-2]</code>	o	second-to-last character of <code>s</code>

Negative indices count  
backwards from the end of  
the string.

# Strings – Slices

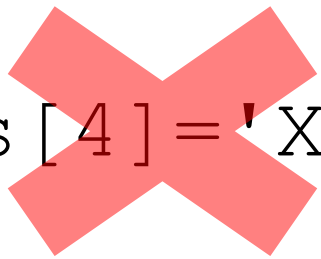
A *slice* is used to pick out part of a string

index: 0 1 2 3 4 5 6 7 8 9  
letters: a b c d e f g h i j

Code	Result	Description
<code>s[2:5]</code>	cde	characters at indices 2, 3, 4
<code>s[:5]</code>	abcde	first five characters
<code>s[5:]</code>	fghij	characters from index 5 to the end
<code>s[-2:]</code>	ij	last two characters
<code>s[:]</code>	abcdefghij	entire string
<code>s[1:7:2]</code>	bdf	characters from index 1 to 6, by twos
<code>s[::-1]</code>	jihgfedcba	a negative step reverses the string

# Strings are immutable

Python strings are **immutable**, which means we can't modify any part of them.

  
`s[4]='X'`

`s = s[:4] + 'X' + s[5:]`

# Strings methods

Method	Description
<code>lower()</code>	returns a string with every letter of the original in lowercase
<code>upper()</code>	returns a string with every letter of the original in uppercase
<code>replace(x, y)</code>	returns a string with every occurrence of <code>x</code> replaced by <code>y</code>
<code>count(x)</code>	counts the number of occurrences of <code>x</code> in the string
<code>index(x)</code>	returns the location of the first occurrence of <code>x</code>
<code>isalpha()</code>	returns <b>True</b> if every character of the string is a letter

# Strings methods - Examples

Statement	Description
<code>print (s.count (' '))</code>	prints the number of spaces in the string
<code>s = s.upper()</code>	changes the string to all caps
<code>s = s.replace('Hi', 'Hello')</code>	replaces each 'Hi' in s with 'Hello'
<code>print (s.index('a'))</code>	prints location of the first 'a' in s

# Counting

The key to counting is to use a variable to keep the count

```
count = 0
for i in range(10):
    num = eval(input('Enter a number: '))
    if num>10:
        count=count+1
print('There are', count, 'numbers greater than 10.')
```



# Flag variables

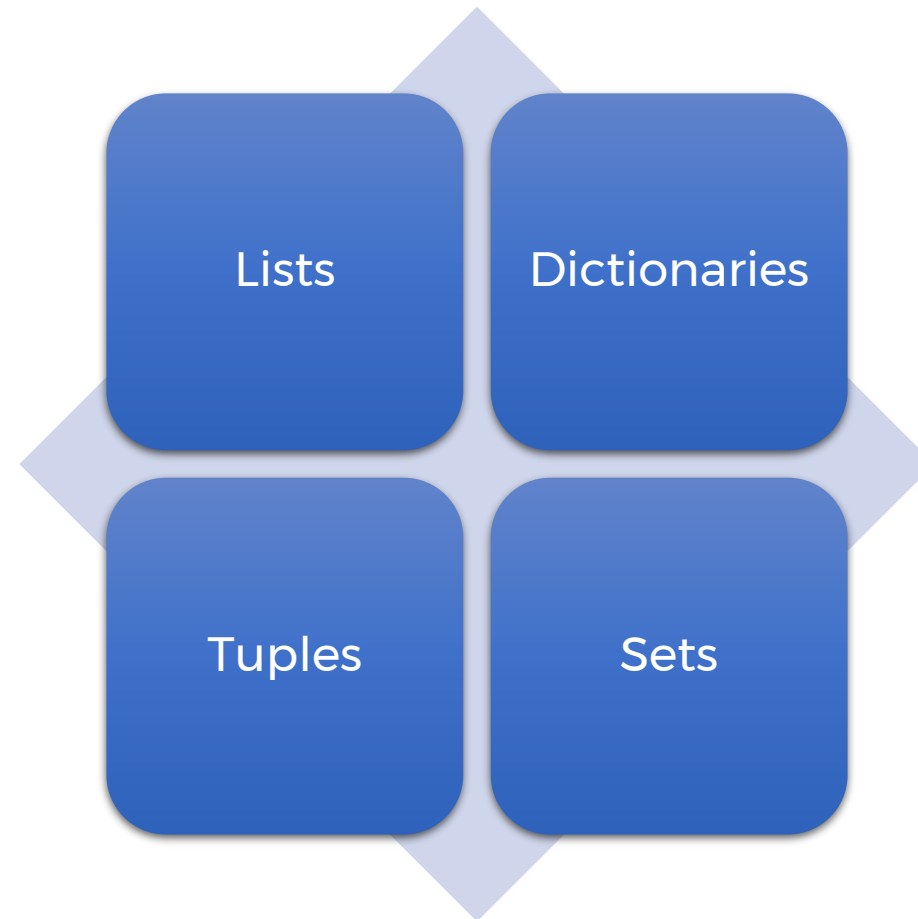
A flag variable can be used to let one part of your program know when something happens in another part of it.

```
num = eval(input('Enter number: '))

flag = 0
for i in range(2, num):
    if num%i==0:
        flag = 1

if flag==1:
    print('Not prime')
else:
    print('Prime')
```

# Data structures



# Lists

# Lists

Ordered set of objects

**Creating lists** Here is a simple list:

```
L = [1, 2, 3]
```

**The empty list** The empty list is []. It is the list equivalent of 0 or ""

# Lists

**Printing lists** You can use the **print** function to print the entire contents of a list.

```
L = [1, 2, 3]
```

```
print(L)
```

**Data types** Lists can contain all kinds of things, even other lists. For example, the following is a valid list:

```
[1, 2.718, 'abc', [5, 6, 7]]
```

# Similarities to strings

**len** The number of items in L is given by **len**(L)

**in** The **in** operator tells you if a list contains something.

```
if 2 in L:
    print('Your list contains the number 2.')
if 0 not in L:
    print('Your list has no zeroes.')
```

# Similarities to strings

**Indexing and slicing** – These work exactly as with strings. For example, `L[0]` is the first item of the list `L` and `L[:3]` gives the first three items.

**index and count** – These methods work the same as they do for strings.

# Similarities to strings

+ and \* — The + operator adds one list to the end of another. The \* operator repeats a list. Here are some examples:

Expression	Result
<code>[7, 8] + [3, 4, 5]</code>	<code>[7, 8, 3, 4, 5]</code>
<code>[7, 8] * 3</code>	<code>[7, 8, 7, 8, 7, 8]</code>
<code>[0] * 5</code>	<code>[0, 0, 0, 0, 0]</code>



# Similarities to strings

**Looping** — The same types of loops that work for strings also work for lists. The following example prints out the items of a list, one-by-one, on separate lines.

```
for item in L:  
    print(item)
```

# List methods

Method	Description
<code>append(x)</code>	adds <code>x</code> to the end of the list
<code>sort()</code>	sorts the list
<code>count(x)</code>	returns the number of times <code>x</code> occurs in the list
<code>index(x)</code>	returns the location of the first occurrence of <code>x</code>
<code>reverse()</code>	reverses the list
<code>remove(x)</code>	removes first occurrence of <code>x</code> from the list
<code>pop(p)</code>	removes the item at index <code>p</code> and returns its value
<code>insert(p, x)</code>	inserts <code>x</code> at index <code>p</code> of the list

# List methods - Examples

**Example 1** Write a program that generates a list L of 50 random numbers between 1 and 100

```
from random import randint
L = []
for i in range(50):
    L.append(randint(1,100))
```

# split()

The **split** method returns a list of the words of a string. It assumes that words are separated by *whitespace*, which can be either spaces, tabs or newline characters, by default, or any other character specified.

```
s = 'Hi! This is a test.'  
print(s.split())
```

```
s = '1-800-271-8281'  
print(s.split('-'))
```

# join()

The **join** method is in some sense the opposite of **split**. It is a string method that takes a list of strings and joins them together into a single string.

Operation	Result
<code>' '.join(L)</code>	A B C
<code>''.join(L)</code>	ABC
<code>', '.join(L)</code>	A, B, C
<code>'***'.join(L)</code>	A***B***C

# Multi-dimensional lists

In Python, one way to create a two-dimensional list is to create a list whose items are themselves lists

```
L = [[1, 2, 3],  
      [4, 5, 6],  
      [7, 8, 9]]
```

# Multi-dimensional lists

**Indexing** We use two indices to access individual items. To get the entry in row  $r$ , column  $c$ , use the following:

$$L[r][c]$$

**Printing** One easy option is to use the `pprint` function of the `pprint` module.

```
from pprint import pprint
pprint(L)
```

# Reading lists

How to read an undetermined number of integers, letters or characters from keyboard or a file into a list

**eval()** The string needs to be exactly formatted as a list  
'[x,x,x]' (odd for a user typing)

```
L = eval(input('Enter a list: '))  
print('The first element is ', L[0])
```

```
Enter a list: [5,7,9]  
The first element is 5
```



# Reading lists

**split()** Any separator can be used (more natural for user)

```
L = list(input("Enter some numbers separated by  
commas")).split(",")  
print(L)
```

# Removing elements

**del()** If we know position of the element to be removed:

```
L=[1, 2, 3]  
del(L[1])  
# Now, L=[1, 3]
```

**remove()** If we know the value of the element but not its position:

```
L=[1, 2, 3]  
L.remove(1)  
# Now, L=[2, 3]
```

# From strings to lists and viceversa

**String > List** Usually with **split()** function:

```
"1:2:3".split(":")  
# ['1', '2', '3']
```

**List > String** One easy option is to use the **pprint** function of the pprint module.

```
":".join(['1', '2', '3'])  
# "1:2:3"
```

# Dictionaries

# Dictionaries

Non-ordered set of (key,value) pairs

**Creating dictionaries** Here is a simple dictionary:

```
d = { 'January' : 31, 'February' : 28 }
```



## Keys

Must be of  
immutable type  
(strings, numbers)  
and unique



## Value

Any type and  
value are allowed

# Updating dictionaries

**Adding/changing elements**

```
d[ 'January' ] = 30
```

**Removing elements**

```
del (d[ 'January' ] )
```

**Empty dictionary**

```
d= { }
```

# Working with dictionaries

**in operator** Works like usual in strings and lists:

```
letter = input('Enter a letter: ')
if letter in d:
    print('The value is', d[letter])
else:
    print('Not in dictionary')
```

# Working with dictionaries

**Looping** Works like usual in strings and lists:

Print all keys

```
for key in d:  
    print(key)
```

Print all values


```
for key in d:  
    print(d[key])
```



# List of keys and values

To obtain a list of all keys or values

Dicts are non-ordered!!



```
d = { 'A':1, 'B':3 }  
list(d.keys())
```

```
[ 'A', 'B' ]
```

```
d = { 'A':1, 'B':3 }  
list(d.values())
```

```
[1, 3]
```