

# PYTHON: A "BRIEF" INTRODUCTION

DAY 1



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# OUTLINE

- 1 Why Python?
- 2 Variable types
- 3 Scripts
- 4 Classes
- 5 External files

**1** Why Python?

2 Variable types

3 Scripts

4 Classes

5 External files

# WHY PYTHON?

- Python es an interpreted language.
- Is Open-Source.
- Easy and beginner-friendly
- Widely usage
- Versatility
  - ▶ Plenty of documentation
  - ▶ Multiple selection of developed libraries
- Compatible with several other languages.

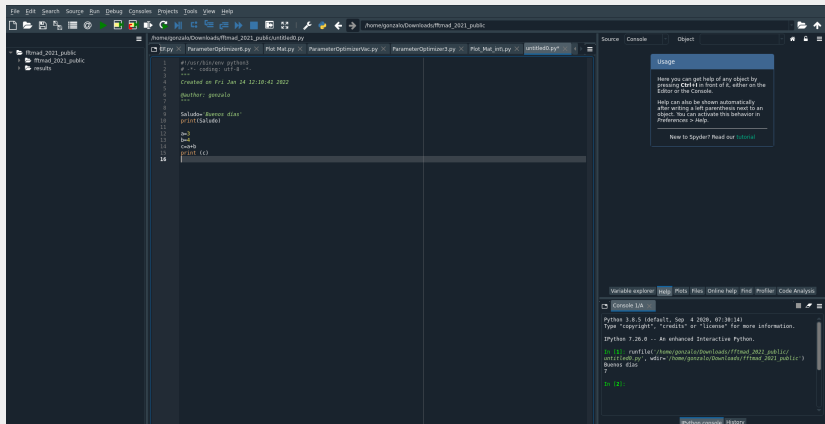
# ENVIRONMENTS

The screenshot displays the Anaconda Navigator desktop application. The top bar shows the application is connected to the Nucleus, Team Edition. The left sidebar contains navigation links for Home, Environments, Learning, and Community. The main area is titled 'Applications on miniconda3' and lists ten different tools in a grid. Each tool card includes an icon, name, version, description, and a button to either 'Launch' or 'Install' the application.

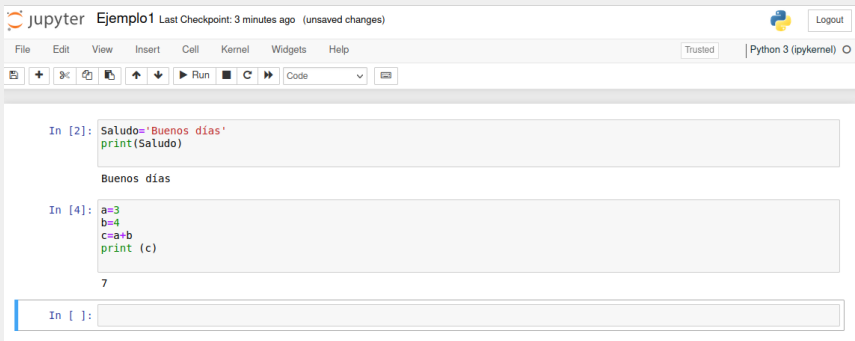
Application	Version	Action
Datalore		Launch
IBM Watson Studio Cloud		Launch
Glueviz	1.0.0	Install
JupyterLab	3.0.14	Install
Jupyter Notebook	6.4.3	Install
Orange 3	3.26.0	Install
PyCharm Professional		Install
Qt Console	5.1.0	Install
RStudio	1.1.456	Install
Spyder	5.0.5	Install

**Applications on miniconda3**

- Datalore**: Online Data Analysis Tool with smart coding assistance by JetBrains. Edit and run your Python notebooks in the cloud and share them with your team. [Launch](#)
- IBM Watson Studio Cloud**: IBM Watson Studio Cloud provides you the tools to analyze and visualize data, to cleanse and shape data, to create and train machine learning models. Prepare data and build models, using open source data science tools or visual modeling. [Launch](#)
- Glueviz** 1.0.0: Multidimensional data visualization across files. Explore relationships within and among related datasets. [Install](#)
- JupyterLab** 3.0.14: An extensible environment for interactive and reproducible computing, based on the Jupyter Notebook and Architecture. [Install](#)
- Jupyter Notebook** 6.4.3: Web-based, interactive computing notebook environment. Edit and run human-readable docs while describing the data analysis. [Install](#)
- Orange 3** 3.26.0: Component-based data mining framework. Data visualization and data analysis for novice and expert: interactive workflows with a large toolbox. [Install](#)
- PyCharm Professional**: A full-fledged IDE by JetBrains for both Scientific and Web Python development. Supports HTML, JS, and SQL. [Install](#)
- Qt Console** 5.1.0: PyQt GUI that supports inline figures, proper multiline editing with syntax highlighting, graphical calltips, and more. [Install](#)
- RStudio** 1.1.456: A set of integrated tools designed to help you be more productive with R. Includes R essentials and notebooks. [Install](#)
- Spyder** 5.0.5: Scientific Python Development Environment. Powerful Python IDE with advanced editing, interactive testing, debugging, and introspection features. [Install](#)



# JUPYTER NOTEBOOK



The screenshot shows a Jupyter Notebook interface. At the top, the title bar reads "Jupyter Ejemplo1 Last Checkpoint: 3 minutes ago (unsaved changes)". On the right, there is a Python logo and a "Logout" button. Below the title bar is a menu bar with options: File, Edit, View, Insert, Cell, Kernel, Widgets, and Help. To the right of the menu bar are buttons for "Trusted" and "Python 3 (ipykernel)". Below the menu bar is a toolbar with icons for saving, undo, redo, and running code. The notebook contains two code cells. The first cell, labeled "In [2]:", contains the code `Saludo='Buenos días'` and `print(Saludo)`, with the output "Buenos días" displayed below it. The second cell, labeled "In [4]:", contains the code `a=3`, `b=4`, `c=a+b`, and `print (c)`, with the output "7" displayed below it. At the bottom, there is an input field for a new code cell, labeled "In [ ]:".

Jupyter Ejemplo1 Last Checkpoint: 3 minutes ago (unsaved changes)

File Edit View Insert Cell Kernel Widgets Help Trusted Python 3 (ipykernel)

In [2]: `Saludo='Buenos días'`  
`print(Saludo)`

Buenos días

In [4]: `a=3`  
`b=4`  
`c=a+b`  
`print (c)`

7

In [ ]:

# LIBREARIES





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## ■ Integers

- ▶ Signed or Unsigned: int\_ / uint\_
- ▶ Bit-size (8,16,32,64)  
e.g. int8, int32, uint64

## ■ Floating point, float

- ▶ Reals or complex: float\_ / cfloat\_
- ▶ Bit-size (8,16,32,64)

# OTHER INDIVIDUAL VARIABLES

- Booleans (bool)

- Flexibles

- ▶ Void

- ▶ Caracteres

- String

- Unicode

- "\N{Character\_name}" "\N{GREEK CAPITAL LETTER DELTA}"

- "\u+16-bit hex value" "\u0394"

- "\u+32-bit hex value" "\u000000394"

In python, indexing begins at 0 (zero index language)

Types of collections	Ordered	Non ordered
Mutable	List	Dictionary
Immutable	Tuple	Set

+

## **numpy.arrays**

Ordered and mutable list or homogeneous object both in kind and size. They can have any dimensionality and are the core of numpy library.

Colección	Declaración
List	L=[ item_0, item_1, item_2, ... item_n ]
Tuple	T=( item_0, item_1, item_2, ... item_n )
Dictionary	D={ Key : item, ...}/ dict({k:i,...})/ dict([(k, i), ...])
Set	S=set ([ item_0, item_1, item_2, ... item_n ])

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Scripts are sequential list of instructions (Exception function declaration)

Most common structures:

- Conditionals
- Loops
- Functions

In Python, structures are not ended by an specific command such as end. They are controlled by indentation:

All the inside of a block is one level deeper than its declaration, and the block ends after the ending of the indentation.

Blocks can be nested by indenting to deeper levels.

# CONDITIONALS

Answer to the following structure:

**Condition\_i must be a boolean**

**if** (Condition\_o):

Set of instructions to follow if Condition\_o is True

**elif** (Condition\_1):

Set of instructions to follow if Condition\_1 is True but all condition\_< 1 were False

**elif** (Condition\_2):

Set of instructions to follow if Condition\_2 is True but all condition\_< 2 were False

**else** :

Set of instructions to follow if none of the previous conditions were True



## For

**For** loops are used when some instructions should be repeated a known fixed number of times. The loop is repeated by replacing a dummy variable by the successive elements of a list, resulting in a total amount of iterations equal to the length of said list.

## While

**While** loops are used when some instructions should be repeated an unknown number of times, until some criterion is fulfilled.

The while loop will be repeated while an initial condition is True. The initial condition should be an operation with a boolean as its result.

**Careful, While statements may loop forever**

# LOOPS

## For

**for** i in L:

0<sup>th</sup> instruction to repeat

1<sup>st</sup> instruction to repeat

2<sup>nd</sup> instruction to repeat

3<sup>rd</sup> instruction to repeat

Instructions outside of the loop

$L = [v_0, v_1, v_2, v_3, v_4, \dots, v_n]$

## While

**while** Condition:

0<sup>th</sup> instruction to repeat

1<sup>st</sup> instruction to repeat

2<sup>nd</sup> instruction to repeat

3<sup>rd</sup> instruction to repeat

Instructions outside of the loop

Condition should be result of a logical operation (boolean)

i.e.: while error < 1e-8

error variable is updated every iteration inside the loop

# FUNCTIONS

A function is an encapsulated block of code to be executed when called inside another code by its name.

Internal variables inside a function are removed after ending the function.

Declaration of a function is separated from its calling

## **Declaration:**

```
def function(input0, input1, input2, ..., inputn)
```

    Function instructions

    Function instructions

    Function instructions

    Function instructions

```
return (output0, output1, output2, ..., outputm)
```

## **Calling:**

*O*<sub>0</sub>, *O*<sub>1</sub>, *O*<sub>2</sub>, ..., *O*<sub>*m*</sub> = function(*I*<sub>0</sub>, *I*<sub>1</sub>, *I*<sub>2</sub>, ..., *I*<sub>*n*</sub>)

# SCOPE

Variables with the same name cannot coexist in the same place at the same time, as the new definition would overwrite the previous statement.

However variables with different scopes can coexist: i.e.

## Example code

```
x = 5
def foo():
    x = 10
    print("local x:", x)
foo()
print("global x:", x)
```

## Output:

```
local x: 10
global x: 5
```

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# CLASSES/OBJECTS

Python is an object oriented language.  
Classes are Python's objects.

Code:

```
class Person:
    def __init__(self, name, age):
        self.name = name
        self.age = age
    def myfunc(self):
        print("Hello my name is " + self.name)
p1 = Person("John", 36)
p1.myfunc()
```

Output:

"Hello my name is John"

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# EXTERNAL FILES

To access an external file in Python use the command `open()`:  
`open('file_name.extension','options')`

'file\_name' should include the path to the file if said file is not in the same folder as the running code.

Available options are:

## ■ Modes

- ▶ Reading: 'r'
- ▶ Writing: 'w'
- ▶ Appending: 'a'
- ▶ Creating: 'c'

## ■ Reading/writing format

- ▶ Plain text 't'
- ▶ Binary 'b'

By default, options 'r' & 't' are considered

i.e. `f = open("demo.txt", "rt")` is the same as `f = open("demo.txt")`



## EXTERNAL FILES

To close the file use the command `close()`

**i.e.** `f.close()`

To read the lines of a file use the command `readlines(n)`.

The command `readlines(n)` reads the first `n` lines of a file and returns a list of strings with the content of each line as each entry.

**i.e.** `fl=f.readlines()` by default `n=-1` (reading up to the last line)

To process data stored in special formats some libraries have been developed

**i.e.** pandas is a great library to handle data stored in .csv files.

THANK YOU FOR YOU ATTENTION!

All related information can be easily found with a brief search over the internet.

Only the very basics have been covered, you are expected to further develop the contents to suit your individual goals.

If you have any question please don't hesitate to ask

On the next session:

- How to plot data and make figures **Matplotlib.pyplot**
- Deal with data files (.csv, excel, ...) **Pandas**
- Data treatment for an engineering problem.