

Python Programming

Introduction

Mihai Lefter



Outline

Introduction

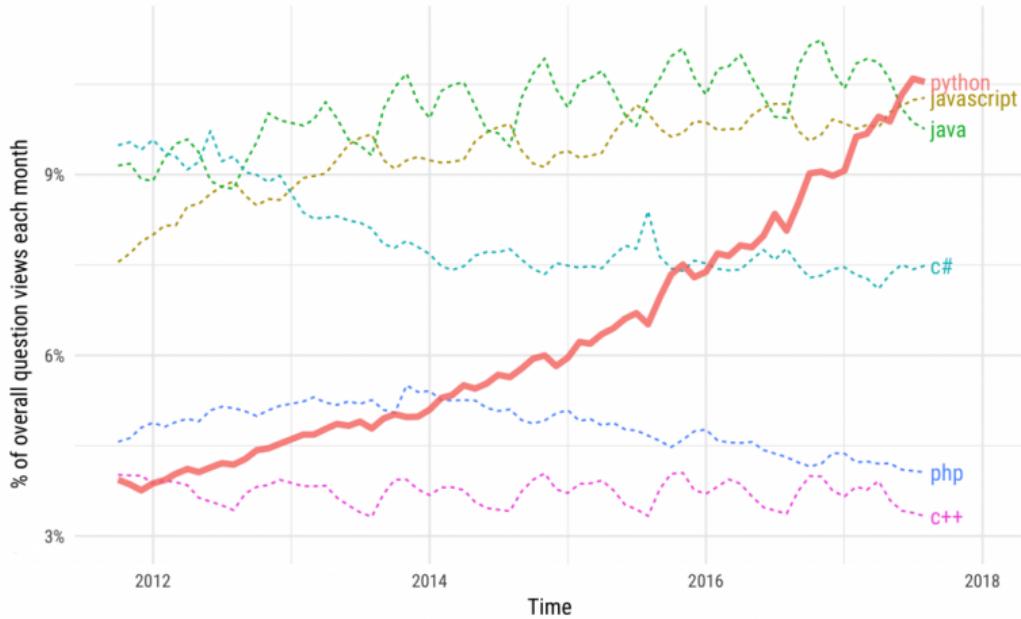
About Python

Running Python Code

This Course

Why Python?

- Widely used with a large community.



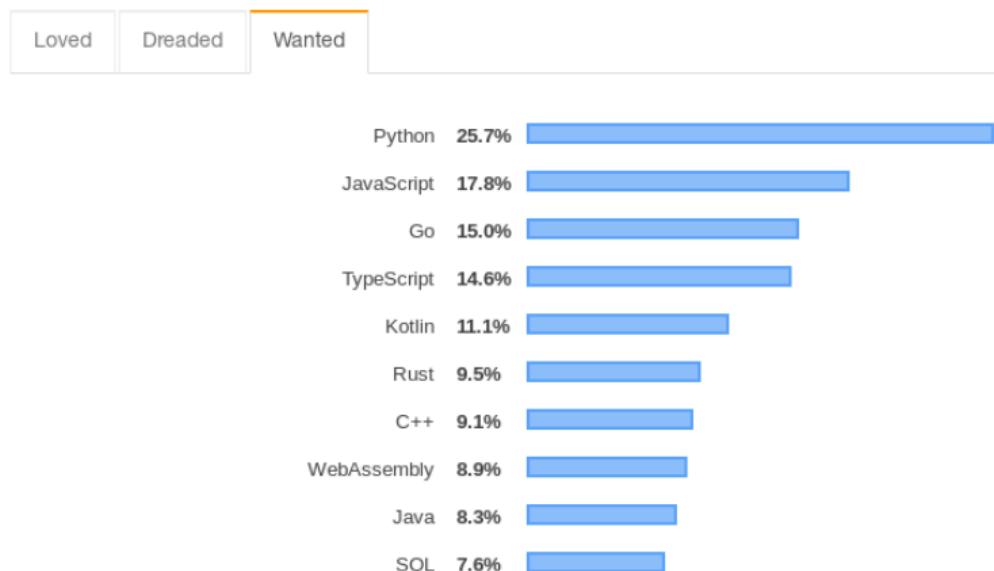
<https://stackoverflow.blog/2017/09/06/incredible-growth-python/>

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Most Loved, Dreaded, and Wanted Languages



<https://insights.stackoverflow.com/survey/2019/#most-loved-dreaded-and-wanted>

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Language Ranking: IEEE Spectrum

Rank	Language	Type	Score
1	Python	🌐💻🖱️	100.0
2	Java	🌐💻🖱️	96.3
3	C	💻🖱️	94.4
4	C++	💻🖱️	87.5
5	R	💻	81.5
6	JavaScript	🌐	79.4
7	C#	🌐💻🖱️	74.5
8	Matlab	💻	70.6
9	Swift	💻🖱️	69.1
10	Go	🌐💻	68.0

<https://spectrum.ieee.org/computing/software/the-top-programming-languages-2019>

Why Python?

- Widely used with a large community.
- Rich (scientific) libraries.
- Low barrier to entry.



History

- Created early 90's by Guido van Rossem at CWI.
 - Name: Monty Python.
- Design is driven by code readability.



Centrum Wiskunde & Informatica



Python 2 versus Python 3

- Python 2.7 is the last Python 2.
- Python 3 is backwards incompatible.
- Some libraries don't support it yet.
- Some Python 3 features are backported in Python 2.7.
- Last Python 2 release in April 2020.

We'll use Python 3 for this course.

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- Interpreted, no separate compilation step needed.
- Imperative and object-oriented programming.
 - And some functional programming.
- Dynamic type system.
- Automatic memory management.



Interactively:

- Statement by statement, directly in the interpreter.

Running Python Code

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terminal
$ python
Python 3.7 (default, Nov 26 2019, 10:23:46)
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- But not really suitable if you want to share or release code.

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This Course

- Aimed at PhD students, Postdocs, researchers, analysts, ...
- Focus on:
 - Programming as a tool to do your research.
 - Basic understanding of Python.



Hands On!

Programming is fun!

- You only learn programming by doing it.
- Lecture format:
 - Blended teaching + exercising.
- Repeat the code from the slides/lectures and play around with it.
- Do the session exercises.
- Practical sessions.



This Course

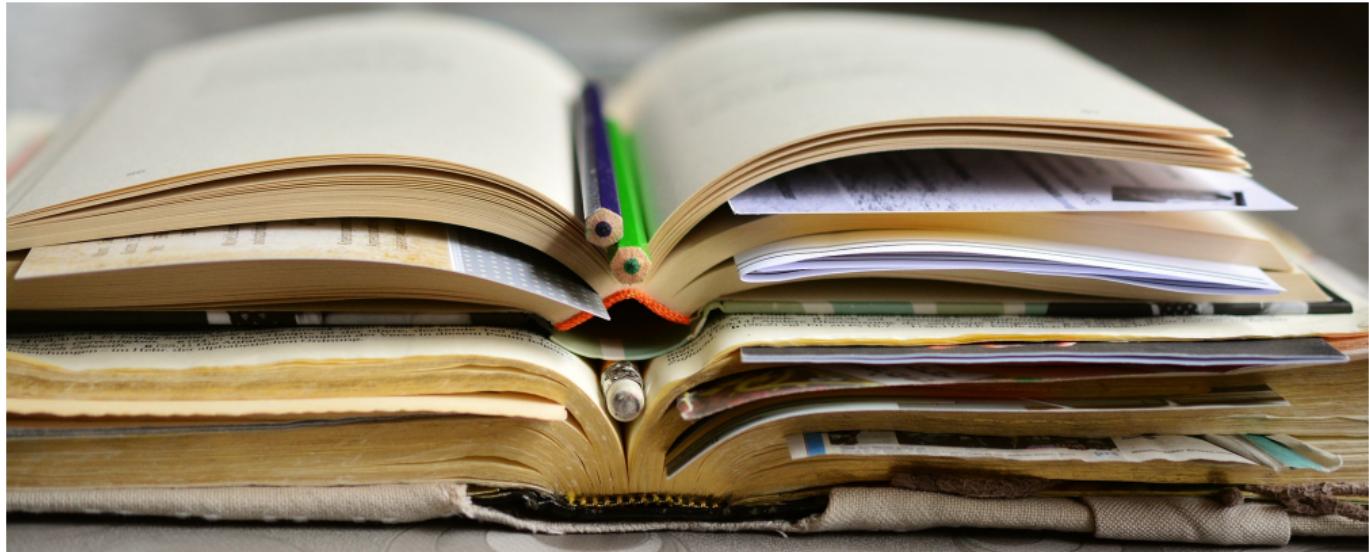
Program

Day 1 Monday 31/01 Room J-01-117		Day 2 Tuesday 01/02 Room J-01-117		Day 3 Wednesday 02/02 Rooms J-01-116 and J-01-117		Day 4 Thursday 03/02 Rooms J-01-117 and J-01-116	
9:30	30 min	Introduction	10:30	30 min	Assignments review	9:30	50 min
10:00	50 min	Data Types	11:00	50 min	Functions	10:20	10 min
10:50	10 min	Break	11:50	10 min	Break	10:30	String methods, errors and exceptions
11:00	1 h	Flow Control	12:00	1 h	Object-oriented programming	11:20	10 min
12:00	30 min	Lunch break	13:00	30 min	Lunch break	11:30	Break
12:30	2.5 h	Practice	13:30	2.5 h	Practice	12:30	1 h
15:00			16:00			13:00	Standard library, reading and writing files
15:30			16:30			13:30	30 min
						13:30	Lunch break
						14:00	2.5 h
						16:00	Practice Room J-01-116

This Course

Material

<https://git.lumc.nl/courses/programming-course/-/blob/master/README.md>



Practical Sessions

- We make use of GitHub Classroom.
 - GitHub account required.
 - Receive link with assignment repository.
- Own forked repository to work on:
 - Clone it.
 - Code it.
 - Push it.
- Direct file upload to repository is also possible.



Software requirements

- Anaconda:
 - Python 3.x.
 - Comes with all that's required:
 - Python interpreter.
 - Jupyter Notebook.
 - Libraries: NumPy, Panda, matplotlib, Bokeh, Biopython, ...
 - [Installation instructions.](#)
- Git:
 - [Installation instructions.](#)



Getting help

- Ask a question.



Acknowledgements

Martijn Vermaat
Jeroen Laros
Jonathan Vis

