Python Workshop

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Prerequisites

- **GNU/Linux**
- **Python 2.7**
- **Text editor**

Expectation from Participants

Familiarity with programming in another language (C/C++/Java/C#/Ruby/PHP)

About Me

- **Founded the SMC project in 2001 while studying at REC Calicut**
- **Employed by FSF India in 2002-2003**
- **Contributor to Zope project**
- **Book Author: A Comprehensive Guide to Zope Component Architecture**
- **During PyCon India 2013, received the first Kenneth Gonsalves Award**

Attribution

This presentation and exercises are based on:

`http://tdc-www.harvard.edu/Python.pdf`
`http://en.wikibooks.org/wiki/Non-Programmer's_Tutorial_for_Python_2.6`

Introduction

- **Free/Open source general-purpose language**
- **Multi-paradigm -- Object Oriented, Procedural, Functional**
- **Easy to interface with C/C++/ObjC/Java/Fortran**
- **Great interactive environment**
- **very clear, readable syntax**
- **strong introspection capabilities**
- **intuitive object orientation**
- **full modularity, supporting hierarchical packages**
- **exception-based error handling**
- **very high level dynamic data types**
- **extensive standard libraries and third party modules for virtually every task**
- **embeddable within applications as a scripting interface**

Python Version

- **"Current" version is 3.3**
- **"Mainstream" version is 2.7**
- **Use 3.3 if dependencies are available, otherwise use 2.7**

Installation

- **Python comes pre-installed with GNU/Linux and Mac**
- **Windows binaries from** `http://python.org/`

Python Interactive Interpreter

- **Interactive interface to Python**

```
$ python
Python 2.7.5 (default, Nov 12 2013, 16:45:54)
[GCC 4.8.2 20131017 (Red Hat 4.8.2-1)] on linux2
Type "help", "copyright", "credits" or "license" for more inf
>>>
```

- **Python interpreter evaluates inputs**

```
>>> 3 * (7 + 2)
27
>>> 'Hello ' + 'World!'
'Hello World!'
```


Python Interactive Interpreter - Continued

- **Python prompts with ">>>" (Primary) and "..." (Secondary)**

```
>>> if 1 < 2:
...     print "1 is less than 2"
...
1 is less than 2
```

- **To exit Python interactive interpreter : CTRL+D**

Running Programs on GNU/Linux

- **Easy way to run a program:**

```
$ python filename.py
```

- **You could make the **.py* file executable and add "#!/usr/bin/env python" to the top of that file to make it run.**

```
$ ./filename.py
```


Batteries Included

Large collection of proven modules are included in the standard distribution:

`http://docs.python.org/2/library/index.html`

And many more third part packages are available from PyPI (Python Package Index Server aka. Cheeseshop):

`https://pypi.python.org/pypi`

A Code Sample

```
x = 34 - 23 # A comment.
y = "Hello" # Another one.
z = 3.45
if z == 3.45 or y == "Hello":
    x = x + 1
    y = y + " World" # String concat.
print x
print y
```


Enough to Understand the Code

- **Assignment uses = and comparison uses ==.**
- **For numbers + - * / % are as expected.**
  - **Special use of + for string concatenation.**
  - **Special use of % for string formatting (as with *printf* in C)**
- **Logical operators are words (and, or, not) not symbols**
- **The basic printing command is *print*.**
- **The first assignment to a variable creates it.**
  - **Variable types don't need to be declared.**
  - **Python figures out the variable types on its own.**

Basic Data types

- **Integers (default for numbers) z = 5 / 2 # Answer is 2, integer division.**
- **Floats x = 3.456**
- **Strings**
- **Can use " " or ' ' to specify. "abc" 'abc' (Same thing.)**
- **Unmatched can occur within the string. "matt's"**
- **Use triple double-quotes for multi-line strings or strings than contain both ' and " inside of them: """a'b"c"""**

White space

White space is meaningful in Python: especially indentation and placement of newlines.

- **Use a newline to end a line of code.**
  - **Use \ when must go to next line prematurely.**
- **No braces { } to mark blocks of code in Python... use consistent indentation instead.**
  - **The first line with less indentation is outside of the block.**
  - **The first line with more indentation starts a nested block**
- **Often a colon appears at the start of a new block. (E.g. for function definitions and if conditions.)**

Comments

- **Start comments with # - the rest of line is ignored.**
- **Can include a ''documentation string'' as the first line of any new function or class that you define.**
- **The development environment, debugger, and other tools use it: it's good style to include one.**

```
def my_function(x, y):
    """This is the docstring. This
    function does blah blah blah."""
    # The code would go here...
```


Assignment

- **Binding a variable in Python means setting a name to hold a reference to some object.**
  - **Assignment creates references, not copies**
- **Names in Python do not have an intrinsic type. Objects have types.**
  - **Python determines the type of the reference automatically based on the data object assigned to it.**
- **You create a name the first time it appears on the left side of an assignment expression:**

```
x = 3
```

- **A reference is deleted via garbage collection after any names bound to it have passed out of scope.**

Accessing Non-Existent Names

- **If you try to access a name before it's been properly created (by placing it on the left side of an assignment), you'll get an error.**

```
>>> y
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'y' is not defined
>>> y = 3
>>> y
3
```


Multiple Assignment

- **You can also assign to multiple names at the same time.**

```
>>> x, y = 2, 3
>>> x
2
>>> y
3
```

Naming Rules

- **Names are case sensitive and cannot start with a number. They can contain letters, numbers, and underscores.**

```
bob Bob _bob _2_bob_ bob_2 BoB
```

- **There are some reserved words:**

```
and, assert, break, class, continue, def, del, elif,
else, except, exec, finally, for, from, global, if,
import, in, is, lambda, not, or, pass, print, raise,
return, try, while
```


User Input

- **Use *raw_input* function to get user input as a string.**

```
name = raw_input("Enter name: ")
```

- **Use *input* function to get user input with evaluation of the given expression**

```
age = input("Enter age: ")
```


Control of Flow - if conditions

- **Branching logic can be implemented using if, elif & else keywords.**
- **There is no "switch" statement in Python.**

```
if x == 3:
    print "X equals 3."
elif x == 2:
    print "X equals 2."
else:
    print "X equals something else."

print "This is outside the 'if'."
```


Control of Flow - while loop

```
while x < 10:
    if x > 7:
        x += 2
        continue
    x = x + 1
    print "Still in the loop."
    if x == 8:
        break
print "Outside of the loop."
```

Control of Flow - for loop

```
for x in range(10):

    if x > 7:
        x += 2
        continue
    x = x + 1
    print "Still in the loop."
    if x == 8:
        break

print "Outside of the loop."
```


Sequence Types

1. **Tuple**
   - **A simple immutable ordered sequence of items**
   - **Items can be of mixed types, including collection types**
2. **Strings**
   - **Immutable**
   - **Conceptually very much like a tuple**
3. **List**
   - **Mutable ordered sequence of items of mixed types**

Similar Syntax

- **All three sequence types (tuples, strings, and lists) share much of the same syntax and functionality.**
- **Key difference:**
  - **Tuples and strings are immutable**
  - **Lists are mutable**
- **The operations shown in this section can be applied to all sequence types**
  - **most examples will just show the operation performed on one**

Sequence Types 1

- **Tuples are defined using parentheses (and commas).**

```
>>> tu = (23, 'abc', 4.56, (2,3), 'def')
```

- **Lists are defined using square brackets (and commas).**

```
>>> li = ["abc", 34, 4.34, 23]
```

- **Strings are defined using quotes (", ', """, """).**

```
>>> st = "Hello World"
>>> st = 'Hello World'
>>> st = '''This is a multi-line
string that uses triple single quotes.'''
>>> st = """This is a multi-line
string that uses triple double quotes."""
```

Sequence Types 2

- **We can access individual members of a tuple, list, or string using square bracket "array" notation.**
- **Note that all are 0 based...**

```
>>> tu = (23, 'abc', 4.56, (2,3), 'def')
>>> tu[1] # Second item in the tuple.
 'abc'
>>> li = ["abc", 34, 4.34, 23]
>>> li[1] # Second item in the list.
 34
>>> st = "Hello World"
>>> st[1] # Second character in string.
 'e'
```


Positive and negative indices

```
>>> t = (23, 'abc', 4.56, (2,3), 'def')
```

Positive index: count from the left, starting with 0.

```
>>> t[1]
'abc'
```

Negative lookup: count from right, starting with -1.

```
>>> t[-3]
4.56
```


Slicing: Return Copy of a Subset 1

```
>>> t = (23, 'abc', 4.56, (2,3), 'def')
```

Return a copy of the container with a subset of the original members. Start copying at the first index, and stop copying before the second index.

```
>>> t[1:4]
('abc', 4.56, (2,3))
```

You can also use negative indices when slicing.

```
>>> t[1:-1]
('abc', 4.56, (2,3))
```


Slicing: Return Copy of a Subset 2

```
>>> t = (23, 'abc', 4.56, (2,3), 'def')
```

Omit the first index to make a copy starting from the beginning of the container.

```
>>> t[:2]
(23, 'abc')
```

Omit the second index to make a copy starting at the first index and going to the end of the container.

```
>>> t[2:]
(4.56, (2,3), 'def')
```

Copying the Whole Sequence

To make a copy of an entire sequence, you can use [:].

```
>>> t[:]
(23, 'abc', 4.56, (2,3), 'def')
```

Note the difference between these two lines for mutable sequences:

```
>>> list2 = list1 # 2 names refer to 1 ref
```

 # Changing one affects both

```
>>> list2 = list1[:] # Two independent copies, two refs
```


The 'in' Operator

- **Boolean test whether a value is inside a container:**

```
>>> t = [1, 2, 4, 5]
>>> 3 in t
False
>>> 4 in t
True
>>> 4 not in t
False
```

- **For strings, tests for sub-strings**

```
>>> a = 'abcde'
>>> 'c' in a
True
>>> 'cd' in a
True
>>> 'ac' in a
False
```

- ***in* keyword is used in the *for* loops and list comprehensions.**

The + Operator

- **The + operator produces a new tuple, list, or string whose value is the concatenation of its arguments.**

```
>>> (1, 2, 3) + (4, 5, 6)
 (1, 2, 3, 4, 5, 6)
>>> [1, 2, 3] + [4, 5, 6]
 [1, 2, 3, 4, 5, 6]
>>> "Hello" + " " + "World"
 'Hello World'
```


The * Operator

- **The * operator produces a new tuple, list, or string that ''repeats'' the original content.**

```
>>> (1, 2, 3) * 3
(1, 2, 3, 1, 2, 3, 1, 2, 3)
>>> [1, 2, 3] * 3
[1, 2, 3, 1, 2, 3, 1, 2, 3]
>>> "Hello" * 3
'HelloHelloHello'
```

Tuples: Immutable

```
>>> t = (23, 'abc', 4.56, (2,3), 'def')
>>> t[2] = 3.14
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'tuple' object does not support item assignment
```

You can't change a tuple. You can make a fresh tuple and assign its reference to a previously used name.

```
>>> t = (23, 'abc', 3.14, (2,3), 'def')
```


Lists: Mutable

```
>>> li = ['abc', 23, 4.34, 23]
>>> li[1] = 45
>>> li
['abc', 45, 4.34, 23]
```

- **We can change lists in place.**
- **Name *li* still points to the same memory reference when we're done.**
- **The mutability of lists means that they aren't as fast as tuples.**

Operations on Lists Only 1

```
>>> li = [1, 11, 3, 4, 5]
>>> li.append('a') # Our first exposure to method syntax
>>> li
[1, 11, 3, 4, 5, 'a']
>>> li.insert(2, 'i')
>>>li
[1, 11, 'i', 3, 4, 5, 'a']
```


The extend method vs the + operator

- **+ creates a fresh list (with a new memory reference)**
- **extend operates on list li in place.**

```
>>> li.extend([9, 8, 7])
>>>li
[1, 2, 'i', 3, 4, 5, 'a', 9, 8, 7]
```

Confusing:

- **Extend takes a list as an argument.**
- **Append takes a singleton as an argument.**

```
>>> li.append([10, 11, 12])
>>> li
[1, 2, 'i', 3, 4, 5, 'a', 9, 8, 7, [10, 11, 12]]
```

Operations on Lists Only 3

```
>>> li = ['a', 'b', 'c', 'b']
>>> li.index('b') # index of first occurrence
1
>>> li.count('b') # number of occurrences
2
>>> li.remove('b') # remove first occurrence
>>> li
 ['a', 'c', 'b']
```


Operations on Lists Only 4

```
>>> li = [5, 2, 6, 8]
>>> li.reverse() # reverse the list *in place*
>>> li
 [8, 6, 2, 5]
>>> li.sort() # sort the list *in place*
>>> li
 [2, 5, 6, 8]
>>> li.sort(some_function)
 # sort in place using user-defined comparison
```


Tuples vs. Lists

- **Lists slower but more powerful than tuples.**
- **Lists can be modified, and they have lots of handy operations we can perform on them.**
- **Tuples are immutable and have fewer features.**
- **To convert between tuples and lists use the list() and tuple() functions:**

```
li = list(tu)
tu = tuple(li)
```


Dictionaries: A Mapping type

- **Dictionaries store a mapping between a set of keys and a set of values.**
- **Keys can be any immutable type.**
- **Values can be any type**
- **A single dictionary can store values of different types**
- **You can define, modify, view, lookup, and delete the key-value pairs in the dictionary.**

Using dictionaries

```
>>> d = {'user':'bozo', 'pswd':1234}
>>> d['user']
'bozo'
>>> d['pswd']
1234
>>> d['bozo']
Traceback (innermost last):
 File '<interactive input>' line 1, in ?
KeyError: bozo
>>> d = {'user':'bozo', 'pswd':1234}
>>> d['user'] = 'clown'
>>> d
{'user':'clown', 'pswd':1234}
>>> d['id'] = 45
>>> d
{'user':'clown', 'id':45, 'pswd':1234}
```


Using dictionaries - Continued

```
>>> d = {'user':'bozo', 'p':1234, 'i':34}
>>> del d['user'] # Remove one.
>>> d
{'p':1234, 'i':34}
>>> d.clear() # Remove all.
>>> d
{}
>>> d = {'user':'bozo', 'p':1234, 'i':34}
>>> d.keys() # List of keys.
['user', 'p', 'i']
>>> d.values() # List of values.
['bozo', 1234, 34]
>>> d.items() # List of item tuples.
[('user','bozo'), ('p',1234), ('i',34)]
```


Functions

- ***def*** **creates a function and assigns it a name**
- **return sends a result back to the caller**
- **Arguments are passed by assignment**
- **Arguments and return types are not declared**

```
def <name>(arg1, arg2, ..., argN):
    <statements>
    return <value>

def times(x,y):
    return x*y
```


Passing Arguments to Functions

- **Arguments are passed by assignment**
- **Passed arguments are assigned to local names**
- **Assignment to argument names don't affect the caller**
- **Changing a mutable argument will affect the caller and it may not be the expected behavior**

```
def changer(x,y):
    x = 2 # changes local value of x only
    y[0] = 'hi' # changes shared object
```

Optional Arguments

- **Can define defaults for arguments that need not be passed**

```
def func(a, b, c=10, d=100):
    print a, b, c, d
>>> func(1,2)
1 2 10 100
>>> func(1,2,3,4)
1,2,3,4
```


Gotchas

- **All functions in Python have a return value**
  - **even if no return line inside the code.**
- **Functions without a return return the special value *None*.**
- **There is no function overloading in Python.**
  - **Two different functions can't have the same name, even if they have different arguments.**
- **Functions can be used as any other data type. They can be:**
  - **Arguments to function**
  - **Return values of functions**
  - **Assigned to variables**
  - **Parts of tuples, lists, etc**

Why Use Modules?

- **Code reuse**
  - **Routines can be called multiple times within a program**
  - **Routines can be used from multiple programs**
- **Namespace partitioning**
  - **Group data together with functions used for that data**
- **Implementing shared services or data**
  - **Can provide global data structure that is accessed by multiple subprograms**

Modules

- **Modules are functions and variables defined in separate files**
- **Items are imported using *from* or *import***

```
from module import function
function()

import module
module.function()
```

- **Modules are namespaces**
- **Can be used to organize variable names, i.e.**

```
atom.position = atom.position - molecule.position
```

String Formatting

- **Substitute values using a tuple**

```
coins, amount, name = 2, 2.4, 'Tom'
out = '%s has %d coins worth a total of $%.02f' % (name,
                                        coins, amount)
print out

# Output: 'Tom has 2 coins worth a total of $2.40'
```

- **Substitute value using a dictionary**

```
data = {'coins': 2, 'amount': 2.4, 'name': 'Tom'}
out = '%(name)s has %(coins)d coins \
worth a total of $%(amount).02f' % data
print out

# Output: 'Tom has 2 coins worth a total of $2.40'
```


Exceptions

```
>>> try:
...     1 / 0
... except:
...     print('That was silly!')
... finally:
...     print('This gets executed no matter what')
...
That was silly!
This gets executed no matter what
```


File I/O

- **Reading file content:**

```
fd = open('filename.txt', 'r')
for line in fd:
    print line
fd.close()

open('filename.txt').read()

open('filename.txt').readlines()
```

- **Writing file content:**

```
fd open('filename.txt', 'w')
fd.write('Hello, World!')
fd.write('\n')
fd.close()
```


What's next ?

Documentation and pointers:

- `http://learnpythonthehardway.org/book/`
- `http://www.reddit.com/r/LearnPython` **(Ask your questions here)**
- `http://docs.python.org/2/`
- `http://reddit.com/r/Python` **(News)**
- `http://planet.python.org/` **(Blog aggregator)**
- `http://www.pythonweekly.com/` **(Newsletter)**

Thanks!

http://muthukadan.net