

PYTHON

1. What is Python & history
2. Install Python and install an IDE such as Pycharm
3. Print your first code (hello world)
4. What are Variables and show some simple examples in your IDE
5. How do you swap variables + examples
6. Variable types
7. Variable number arithmetic operators

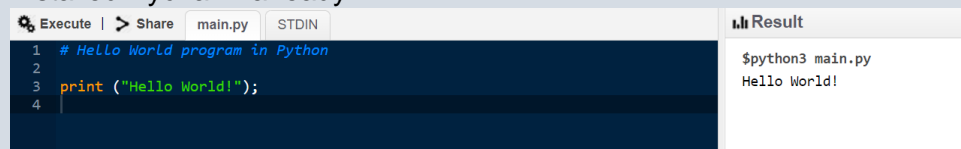
Answers:

1. Guido Van Rossum published the first version of Python code (version 0.9.0) at all sources in February 1991. This release already included exception handling, functions, and the core data types of lists, dict, strand others. It was also object-oriented and had a module system. Python is derived from many other languages, including ABC, Modula-3, C, C++, Algol-68, SmallTalk, and Unix shell and other scripting languages.

It is used for:

- web development (server-side),
- software development,
- mathematics,
- system scripting.

2. Installed Pycharm already



The screenshot shows a code editor window with a dark blue background. The code is as follows:

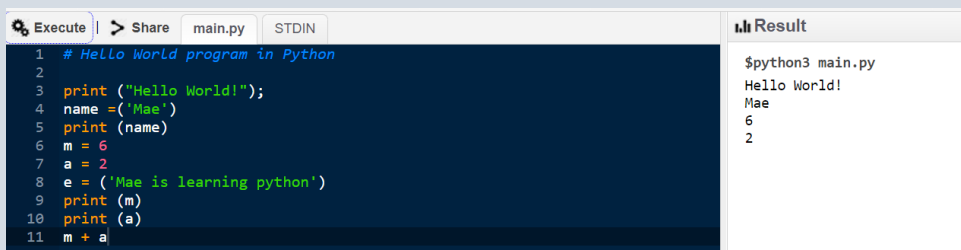
```
1 # Hello World program in Python
2
3 print ("Hello World!");
4
```

On the right side, there is a 'Result' panel showing the output of the code:

```
$python3 main.py
Hello World!
```

- 3.

4. **Variables** - A variable can be seen as a container (or some say a pigeonhole) to store certain values. While the program is running, variables are accessed and sometimes changed, i.e., a new value will be assigned to a variable.



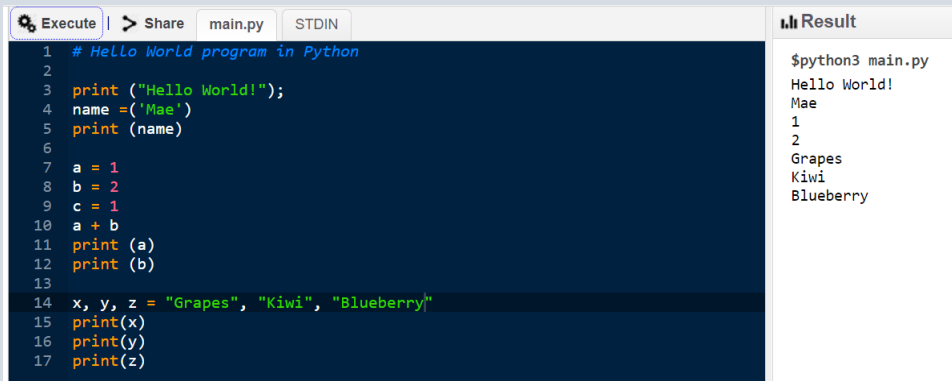
The screenshot shows a code editor window with a dark blue background. The code is as follows:

```
1 # Hello World program in Python
2
3 print ("Hello World!");
4 name = 'Mae'
5 print (name)
6 m = 6
7 a = 2
8 e = ('Mae is learning python')
9 print (m)
10 print (a)
11 m + a
```

On the right side, there is a 'Result' panel showing the output of the code:

```
$python3 main.py
Hello World!
Mae
6
2
```

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The screenshot shows a Python IDE with a file named 'main.py'. The code in the editor is as follows:

```
1 # Hello World program in Python
2
3 print ("Hello World!");
4 name =('Mae')
5 print (name)
6
7 a = 1
8 b = 2
9 c = 1
10 a + b
11 print (a)
12 print (b)
13
14 x, y, z = "Grapes", "Kiwi", "Blueberry"
15 print(x)
16 print(y)
17 print(z)
```

The 'Result' pane on the right shows the output of the program:

```
$python3 main.py
Hello World!
Mae
1
2
Grapes
Kiwi
Blueberry
```

5.

Swapping variables

6. **Variable types** - The data stored in memory can be of many types. For example, a person's age is stored as a numeric value and his or her address is stored as alphanumeric characters. Python has various standard data types that are used to define the operations possible on them and the storage method for each of them.

Python has five standard data types –

- Numbers - Number data types store numeric values. Number objects are created when you assign a value to them.
- String - Strings in Python are identified as a contiguous set of characters represented in the quotation marks. Python allows for either pairs of single or double quotes.
- List - Lists are the most versatile of Python's compound data types. A list contains items separated by commas and enclosed within square brackets ([]).
- Tuple - A tuple is another sequence data type that is similar to the list. A tuple consists of a number of values separated by commas. Unlike lists, however, tuples are enclosed within parentheses.
- Dictionary - Python's dictionaries are kind of hash table type. They work like associative arrays or hashes found in Perl and consist of key-value pairs. A dictionary key can be almost any Python type, but are usually numbers or strings. Values, on the other hand, can be any arbitrary Python object.
- Dictionaries are enclosed by curly braces ({ }) and values can be assigned and accessed using square braces ([]).

7. Arithmetic operators

These operators can be applied to all numeric types

+, -	Addition, Subtraction
*, %	Multiplication, Modulo
/	Division
//	Truncation Division

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+x, -x	Unary minus and Unary plus (Algebraic signs)	-3
~x	Bitwise negation	~3 - 4 Result: -8
**	Exponentiation	10 ** 3 Result: 1000
or, and, not	Boolean Or, Boolean And, Boolean Not	(a or b) and c
in	"Element of"	1 in [3, 2, 1]
<, ≤, >, ≥, !=, ==	The usual comparison operators	2 ≤ 3
, &, ^	Bitwise Or, Bitwise And, Bitwise XOR	6 ^ 3
<, >	Shift Operators	6 < 3

Part 2

8. if clause
9. else
10. equal to (==)
11. BMI calculator
12. Functions
13. BMI Calculator (using functions)

Answers:

8. **If clause** – an if statement is written with **if** keyword
9. **Else** – the **else** keyword can catch the preceding conditions that isn't caught
10. **Equal to** – **a == b command**
11. **BMI**

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The screenshot shows the PyCharm IDE with a project named 'pythonProject'. The file 'main.py' is open, containing the following code:

```
1 name='czarina'
2
3 height_m=2
4
5 weight_kg=90
6
7
8
9 bmi = weight_kg / (height_m * height_m)
10
11 print(bmi)
12
13 print(bmi)
14
```

The Run window at the bottom shows the output of the script:

```
22.5
22.5
czarina
22.5
```

The process finished with exit code 0.

1.

The screenshot shows the PyCharm IDE with a project named 'pythonProject'. The file 'main.py' is open, containing the following code:

```
1 name='czarina'
2
3 height_m=1.6
4
5 weight_kg=80
6
7
8
9 bmi = weight_kg / (height_m * height_m)
10
11 print(bmi)
12
13 print(bmi)
14
```

The Run window at the bottom shows the output of the script:

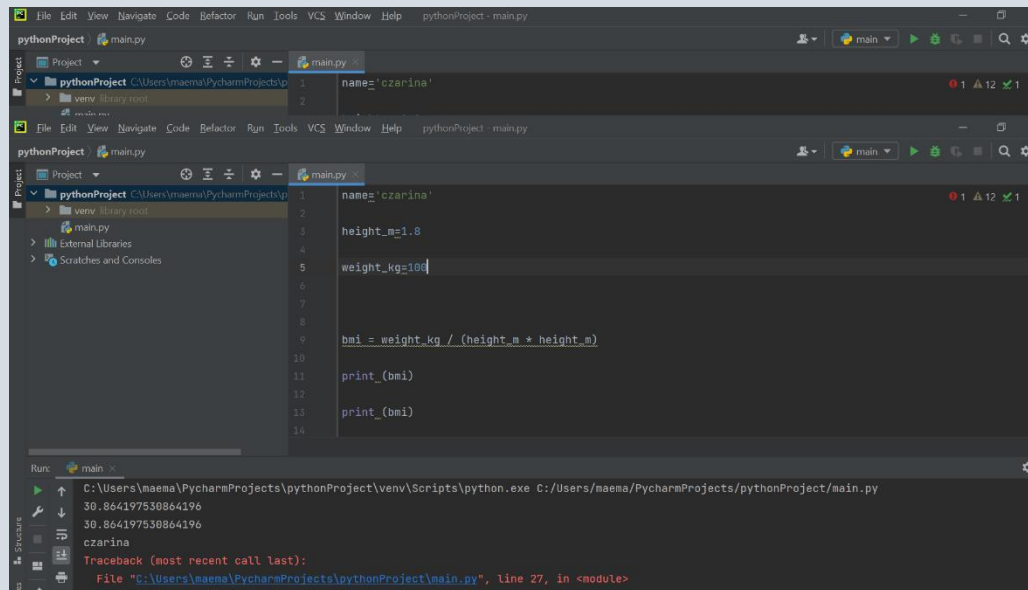
```
31.249999999999993
31.249999999999993
czarina
```

A traceback (most recent call last) is shown, indicating a NameError:

```
File "C:\Users\maema\PycharmProjects\pythonProject\main.py", line 27, in <module>
    print(isoverweight)
NameError: name 'isoverweight' is not defined. Did you mean: 'isnotoverweight'?
```

2.

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The screenshot shows the PyCharm IDE with a project named 'pythonProject'. The main file 'main.py' contains the following code:

```
1 name='czarina'
2
3 height_m=1.8
4
5 weight_kg=100
6
7
8
9 bmi = weight_kg / (height_m * height_m)
10
11 print(bmi)
12
13 print(bmi)
14
```

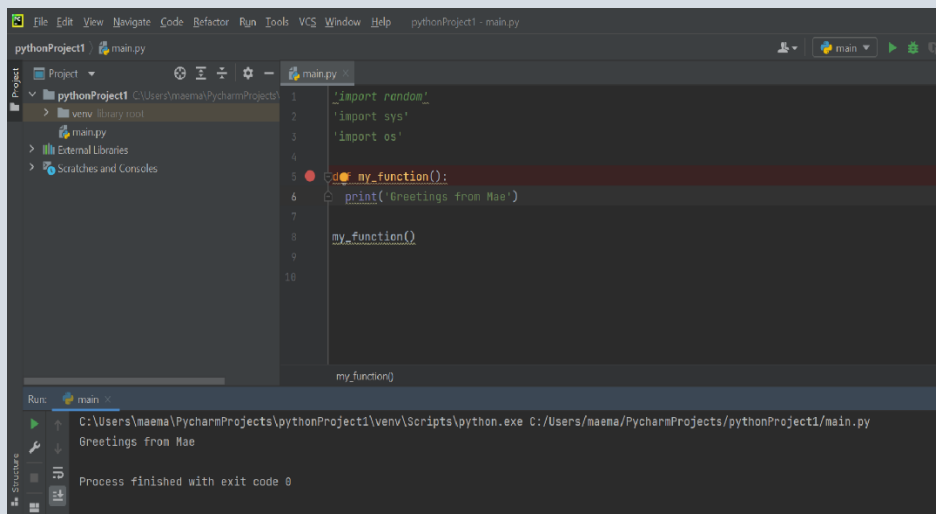
The Run console at the bottom shows the output of the script:

```
Run: main
C:\Users\maema\PycharmProjects\pythonProject\venv\Scripts\python.exe C:/Users/maema/PycharmProjects/pythonProject/main.py
30.864197530864196
30.864197530864196
czarina
Traceback (most recent call last):
  File "C:\Users\maema\PycharmProjects\pythonProject\main.py", line 27, in <module>
    print(bmi)
```

3.

12. **Functions** – A function is a block of codes, which only runs when it is called. In python a function is defined by using **def** keyword.

Example:



The screenshot shows the PyCharm IDE with a project named 'pythonProject1'. The main file 'main.py' contains the following code:

```
1 'import random'
2 'import sys'
3 'import os'
4
5 def my_function():
6     print('Greetings from Mae')
7
8 my_function()
9
10
```

The Run console at the bottom shows the output of the script:

```
Run: main
C:\Users\maema\PycharmProjects\pythonProject1\venv\Scripts\python.exe C:/Users/maema/PycharmProjects/pythonProject1/main.py
Greetings from Mae
Process finished with exit code 0
```

Part 3

Loops

1. **While** – with the while loop as long the conditions are **TRUE** set of statements can be executed.

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2. For – with the for loop it executes a sequence of statements MULTIPLE TIMES and abbreviates the code of the loop variable.

3. Nested – it can use one or more loop ANY ANOTHER WHILE LOOP OR FOR LOOP

Functions

1. Creating a function – it begins with the word **def** followed by the function name and parentheses (())

2. Print(me) function – **def** printme (str)

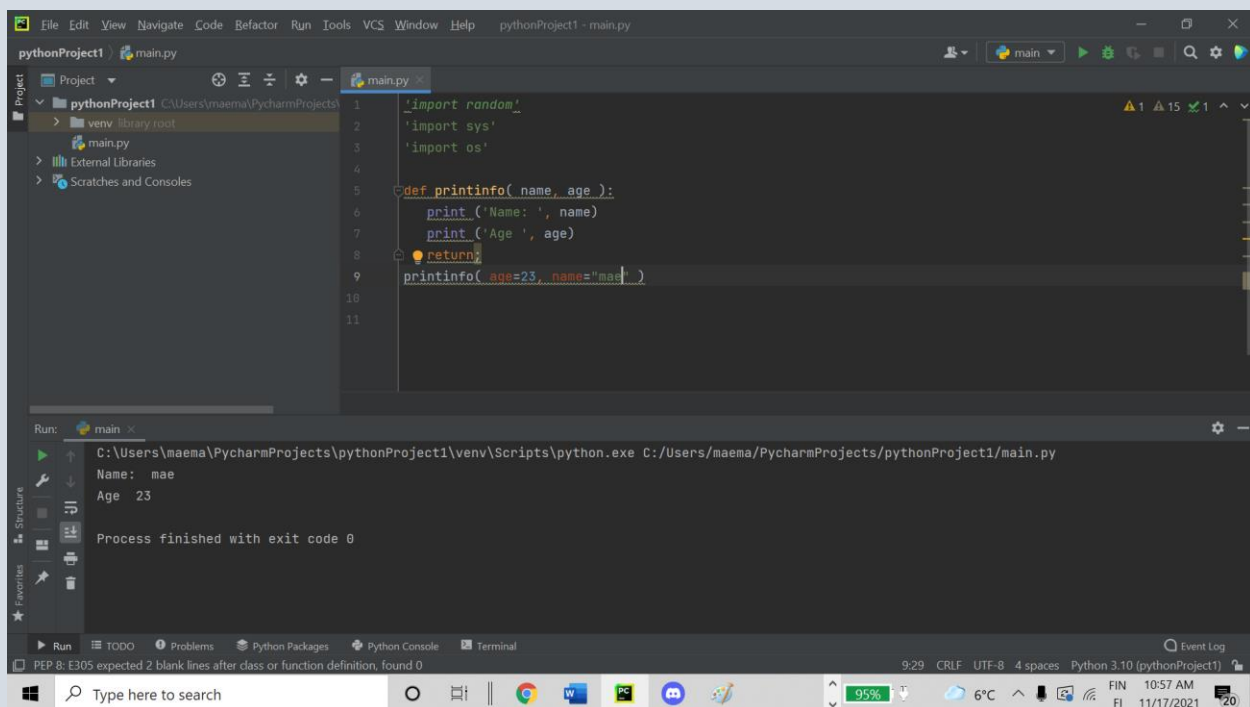
“This python will prints as interesting”

Print str

Return;

3. Keyword arguments functions – keyword arguments are related to the function calls. When using the keyword functions it *identifies* the argument by its *parameter name*. It allows to skip the arguments.

Example:



The screenshot shows the PyCharm IDE interface. The main editor window displays a Python script named `main.py` with the following code:

```
1 import random
2 import sys
3 import os
4
5 def printinfo( name, age ):
6     print ('Name: ', name)
7     print ('Age ', age)
8     return
9 printinfo( age=23, name="mae" )
10
11
```

The Run window at the bottom shows the execution output:

```
Run: main
C:\Users\maema\PycharmProjects\pythonProject1\venv\Scripts\python.exe C:/Users/maema/PycharmProjects/pythonProject1/main.py
Name: mae
Age 23
Process finished with exit code 0
```

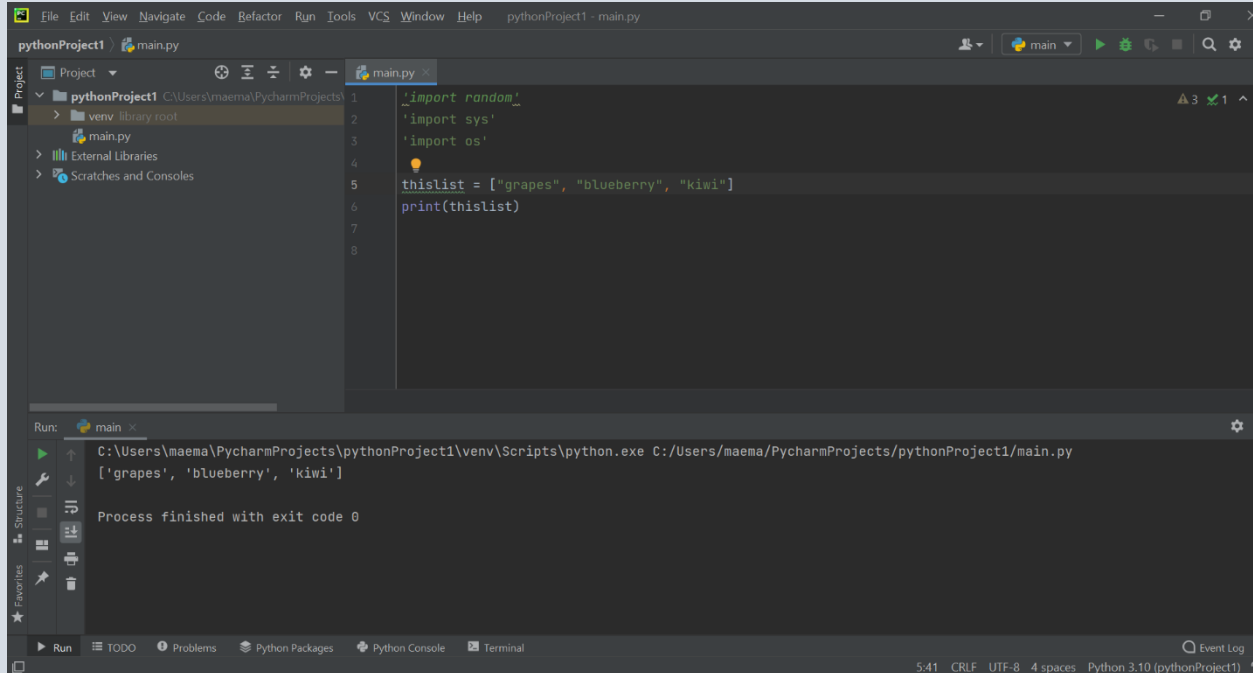
The status bar at the bottom indicates the file encoding is UTF-8, the line ending is CRLF, and the Python version is 3.10.

Lists

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1. Creating lists
2. Accessing values in a list
3. Basic List operators

1. List in python is the most versatile datatype available. It can be written *comma-separated values between square brackets*.



The screenshot shows the PyCharm IDE interface. The main editor window displays a Python file named `main.py` with the following code:

```
1 import random
2 import sys
3 import os
4
5 thislist = ["grapes", "blueberry", "kiwi"]
6 print(thislist)
7
8
```

The left sidebar shows the project structure with `pythonProject1` containing `venv`, `library root`, `main.py`, `External Libraries`, and `Scratches and Consoles`.

The bottom panel shows the Run output for `main.py`:

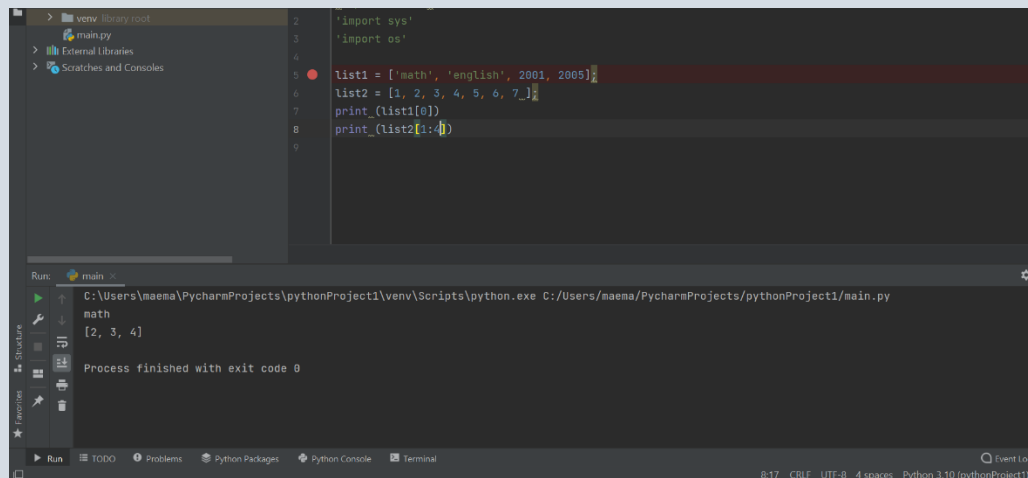
```
Run: main
C:\Users\maema\PycharmProjects\pythonProject1\venv\Scripts\python.exe C:/Users/maema/PycharmProjects/pythonProject1/main.py
['grapes', 'blueberry', 'kiwi']
Process finished with exit code 0
```

The status bar at the bottom indicates the file encoding is UTF-8, 4 spaces, and Python 3.10 (pythonProject1).

2. To access values in a lists, use square brackets for separating along the index or indices to obtain the value.

Example:

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The screenshot shows the PyCharm IDE with a Python script in the main editor and its execution output in the Run console. The script defines two lists, `list1` and `list2`, and prints specific elements and slices. The console output shows the printed values: `math` and `[2, 3, 4]`.

```
1 'import sys'
2 'import os'
3
4
5 list1 = ['math', 'english', 2001, 2005]
6 list2 = [1, 2, 3, 4, 5, 6, 7_]
7 print(list1[0])
8 print(list2[1:4])
9
```

Run: main
C:\Users\maema\PycharmProjects\pythonProject1\venv\Scripts\python.exe C:/Users/maema/PycharmProjects/pythonProject1/main.py
math
[2, 3, 4]
Process finished with exit code 0

3. Python basic lists operators

Lists responds to the + and * operators

Python Expression	Results	Description
Len ([1, 2, 3,4])	4	Length
4 in [1,2,3,4]	TRUE	Membership
For y in [2,3,4]: print y,	2 3 4	Iteration
['Hello' * 5	['Hello', 'Hello', 'Hello', 'Hello', 'Hello']	Repetition
[4,5,6], + [7,8,9]	[4,5,6,7,8,9]	

- ❖ Access lists items
- ❖ Change lists items
- ❖ Add lists items
- ❖ Remove lists items
- ❖ Loop lists
- ❖ List comprehensions
- ❖ Join lists
- ❖ **List methods**

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Method	Description
<u>append()</u>	Adds an element at the end of the list
<u>clear()</u>	Removes all the elements from the list
<u>copy()</u>	Returns a copy of the list
<u>count()</u>	Returns the number of elements with the specified value
<u>extend()</u>	Add the elements of a list (or any iterable), to the end of the current list
<u>index()</u>	Returns the index of the first element with the specified value
<u>insert()</u>	Adds an element at the specified position
<u>pop()</u>	Removes the element at the specified position
<u>remove()</u>	Removes the item with the specified value
<u>reverse()</u>	Reverses the order of the list
<u>sort()</u>	Sorts the list

Sources:

URL: https://www.w3schools.com/python/python_lists_change.asp Accessed: 17.11.2021

URL: https://www.tutorialspoint.com/python/python_lists.htm Accessed: 17.11.2021

