Intro to Python

Course overview, Introduction

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Repository with course material

https://github.com/Majid-Sohrabi/2025_Python_Cognitive

Course content

Introduction into Python (Syntax)

- Intro to Anaconda, Jupyter Notebook, and other similar environments
- Data types: integers and strings. Input and output. Strings formatting
- Data types: floating-point numbers and boolean. Logical operators. Conditionals
- Different types of loops
- Data types: lists and tuples. For loop
- Methods I (Strings)
- Methods II (Lists)
- Data types: sets and dictionaries
- Nested Structures
- Functions
- Working with files in Python
- Python and data science
- Introduction to MNE-Python tools

Overview

- Compulsory course for year 1
- Cognitive Sciences and Technologies: From Neuron to Cognition
- Duration: 2nd half of the academic year (modules 3 and 4)
- Assessment elements:
 - Homework assignments (30% weight)
 - Midterm exam (35% weight) End of 3rd module
 - Final exam (35% weight) End of 4th module
- Format: Offline (all seminars)

The formula

Final grade = $0.3 \cdot$ Homework score + $0.35 \cdot$ Midterm exam + $0.35 \cdot$ Final exam

 $0 \le \text{Exam score} \le 10$

 $0 \le \text{Homework score} \le 10$

Rounding to the closest integer

Homework

- Small set of tasks (jupyter notebooks)
- Solve tasks to earn points
- Deadline: 1 week per homework

Homework grade =
$$10 \cdot \min \left(1, \frac{\sum points}{total} \right)$$

- Plagiarism matters!!!
- ► In case of AI detected, student needs needs defense.

Exam

- Consists of several programming tasks
 - Format: offline
 - Jupyter notebook
 - The exam time will be announced
- Plagiarism matters!!!
- In case of AI detected, student needs needs defense.

Thank you!



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▶ 1) Find the maximum element in the following sequence:

2) Find the minimum element in the following sequence:

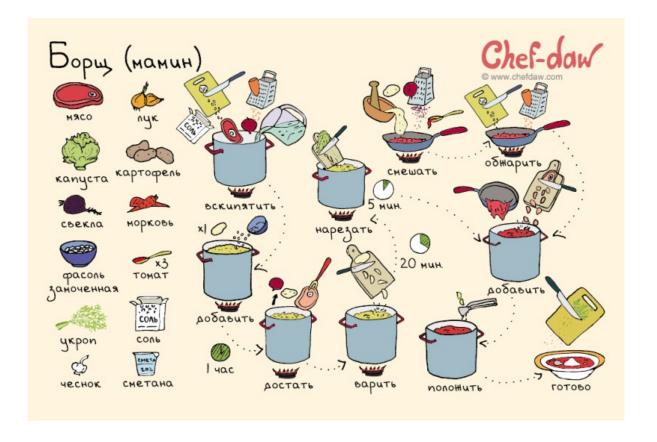
> 3) Sort the elements in the following sequence in ascending format:

4) Sort the elements in the following sequence in descending format:

5) Calculate the average of elements for the following sequence:

What does programming look like?

Why do we need languages?





- 1 Leave only three first letters in each word
- 2 In those three-letter words change all 'a' letters to '@' symbol
- 3 Change all 'o' letters 'o' to '0'
- 4 Join all the pieces with a dash sign

- 1 Leave only three first letters in each word ima men opt man
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1

Think how we would approach a problem



1

Think how we would approach a problem Write step-bystep solution for a human



Think how we would approach a problem

Write stepby-step solution for

a human

Translate our solution to a language that computer can understand



2

Write stepby-step solution for a human 4

Check that our code works properly

solution to a language that computer can understand

Translate our

Think how we would approach a problem