Lecture 01: Introduction to Python

February 8, 2023

1 Introduction to Python

Slides modified from Pierian Data

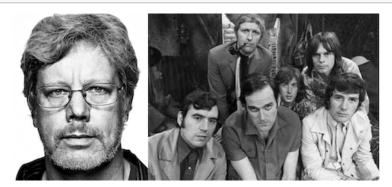
2 What is Python and why use it

- high-level,
- interpreted,
- general-purpose programming language that is used for a wide range of applications.
- It is easy to learn, and
- · powerful.

3 Why is it called Python?

When he began implementing Python, Guido van Rossum (left) was also reading the published scripts from "Monty Python's Flying Circus" (Right), a BBC comedy series from the 1970s. Van Rossum thought he needed a name that was short, unique, and slightly mysterious, so he decided to call the language Python. –General Python FAQ

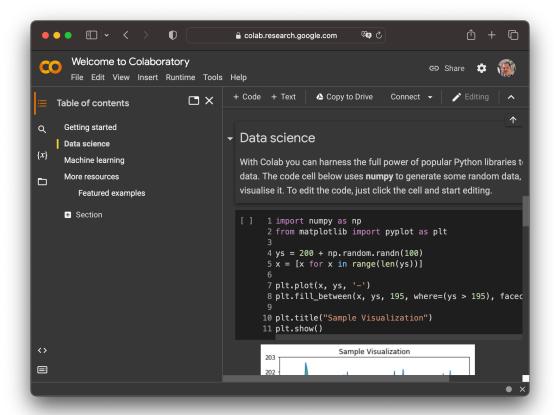
[1]: from IPython.display import display, Image display(Image(filename="images/python.png"))



4 Working with Python using Google Colab

Homepage: https://colab.research.google.com/ (runs online, cloud-computing like)

[2]: display(Image(filename="images/colab.png"))



5 Working with Python using JupyterLab Desktop

Homepage: https://github.com/jupyterlab/jupyterlab-desktop (runs offline, desktop)

```
[3]: display(Image(url="https://raw.githubusercontent.com/jupyterlab/

jupyterlab-desktop/master/media/jupyterlab-desktop.png"))
```

<IPython.core.display.Image object>

6 First Things First

As with any programming course, here is the Hello World! in Python.

```
[4]: print ("Hello World!")

Hello World!

[5]: display(Image(url="https://i.redd.it/zbqqkmy3kyqy.png", width = 400))
```

7 Variable

A variable is a named storage location used to hold a value. The value of a variable can be changed and it can be used in expressions and operations

8 Variable Assignment

- names can not start with a number
- names can not contain spaces, use _ intead
- names can not contain any of these symbols: $",<>/?|\!@#%^&*~-+$
- according to Style Guide for Python Code (PEP8), it's considered best practice that names are lowercase with underscores
- avoid using Python built-in keywords like list and str
- avoid using the single characters 1 (lowercase letter el), 0 (uppercase letter oh) and I (uppercase letter eye) as they can be confused with 1 and 0

9 Dynamic Typing

Python uses *dynamic typing*, meaning you can reassign variables to different data types. This makes Python very flexible in assigning data types; it differs from other languages that are statically typed.

```
[6]: my_cat = 2
my_cat
[6]: 2
```

```
[7]: my_cat = ['Basbousa', 'Lucy']
my_cat
```

```
[7]: ['Basbousa', 'Lucy']
```

10 Pros and Cons of Dynamic Typing

- Pros of Dynamic Typing
 - very easy to work with
 - faster development time
- Cons of Dynamic Typing
 - may result in unexpected bugs!

11 Assigning Variables

Variable assignment follows name = object, where a single equals sign = is an assignment operator

```
[8]: a = 5
a
```

[8]: 5

12 Reassigning Variables

Python lets you reassign variables with a reference to the same object.

```
[9]: a = a + 10
a
```

[9]: 15

There's actually a shortcut for this. Python lets you add, subtract, multiply and divide numbers with reassignment using +=, -=, *=, and /=.

```
[10]: a += 10
a
```

[10]: 25

[11]: 50

13 Determining variable type with type()

You can check what type of object is assigned to a variable using Python's built-in type() function. Common data types include:

```
[12]: type(a)
```

[12]: int

14 Numbers

Basically there are two types of numbers: - 2 is interger int - 2.0 is floating point float

Example	Number Type
1,2,-5,1000	Integers
1.2,-0.5,2e2,3E2	Floating point

```
[13]: type(2)
```

```
[13]: int
[14]: type(2.0)
[14]: float
          Basic Arithmetic 1/2
     15
[15]: 2+1 # Addition
[15]: 3
[16]: 2-1 # Subtraction
[16]: 1
[17]: 2*2 # Multiplication
[17]: 4
[18]: 3/2 # Division
[18]: 1.5
          Basic Arithmetic 2/2
[19]: 3//2 # Floor division (It returns the result of division rounded down to the
       ⇔nearest integer)
[19]: 1
[20]: 2**3 # Powers
[20]: 8
     Question: how to calculate the sequare root of 16?
          Order of Operations
[21]: 2 + 10 * 10 + 3
[21]: 105
[22]: (2+10) * (10+3)
[22]: 156
```

18 Strings

Strings in Python are **text**, such as names, stored as a sequence or a list of characters. For example, Python understands the string 'AUC' to be a sequence of letters in a specific order. This means we will be able to use indexing to grab particular letters (like the first letter A, or the last letter C).

19 Creating a String

To create a string in Python you need to use either single quotes ' or double quotes ".

```
[23]:
      'Hello'
[23]: 'Hello'
[24]:
      'Hello World!'
[24]:
      'Hello World!'
[25]:
      "This is also a string"
[25]: 'This is also a string'
[26]:
      'I'm using single quotes, but this will create an error'
         Cell In[26], line 1
           'I'm using single quotes, but this will create an error'
       SyntaxError: invalid syntax
[27]: Now I\'m ready to use the single quotes inside a string! # Using escape_
       \hookrightarrow character
[27]: "Now I'm ready to use the single quotes inside a string!"
[28]:
      "Now I'm ready to use the single quotes inside a string!" # Using double quotes
[28]: "Now I'm ready to use the single quotes inside a string!"
```

20 Printing a String

Using Jupyter notebook with just a string in a cell will automatically output strings, but the correct way to display strings in your output is by using a print function.

```
[29]: 'Hello World'
```

```
[30]: 'Hello World 1'
      'Hello World 2'
[30]: 'Hello World 2'
[31]: print('Hello World 1')
      print('Hello World 2')
     Hello World 1
     Hello World 2
[32]: print('Hello World 1\nHello World 2') # using \n for new line
     Hello World 1
     Hello World 2
     21
          String Indexing 1/3
```

Since strings are a sequence, we can use brackets [] after an object to call its index. We should also note that indexing starts at 0 for Python.

```
[33]: name = 'Emma'
      name
[33]: 'Emma'
[34]: name[0]
[34]: 'E'
[35]: name[1]
[35]: 'm'
[36]: name[-1]
[36]: 'a'
```

String Indexing 2/3

```
[37]: name[:2]
[37]: 'Em'
[38]: name[2:]
[38]: 'ma'
```

```
[39]: name[::1]
```

[39]: 'Emma'

23 String Indexing 3/3

```
[40]: name[::2]
```

[40]: 'Em'

What will be the ouptut of name[::-1]

24 String Properties 1/3

String in Python are **immutable** i.e., once a string is created, the elements within it can not be changed or replaced.

25 String Properties 2/3

So if we need to change the value of a string, we will need to **reassign** it the new value:

```
[43]: name = name + " Stone" name
```

[43]: 'Emma Stone'

```
[44]: display(Image(url="https://api.time.com/wp-content/uploads/2016/12/

emma-stone-lalaland.jpg", width = 400) )
```

<IPython.core.display.Image object>

26 String Properties 3/3

```
[45]: name * 5

[45]: 'Emma StoneEmma StoneEmma StoneEmma Stone'
```

27 Bulit-in String Method

In Python, we can call objects' methods with a period and then the method name in the following form: object.method(parameters). And here are some built-in methods in strings:

```
[46]: name.upper() # Convert to upper case
[46]: 'EMMA STONE'
[47]: name.lower() # Convert to lower case
[47]: 'emma stone'
[48]: name.split() # Split by a separator (the default are white spaces)
[48]: ['Emma', 'Stone']
[49]: name.replace("m", "M")
[49]: 'EMMa Stone'
[50]: display(Image(url="https://miro.medium.com/v2/resize:fit:800/format:webp/".0*6GbsTL8b7L2EBvu1.jpg", width = 300))

<IPython.core.display.Image object>
[51]: print("Thank you!")
Thank you!
```