

Napredno programiranje i programski jezici

10 Python

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Svaki jezik - dovoljan editor
IDE - ubrzanje razvoja složenog softvera

C++:
CodeBlocks

Java:
Eclipse

Laboratorija → Izbor IDE

Python - izbor editora ili IDE programa proizvoljan

Visual Studio Code (editor)

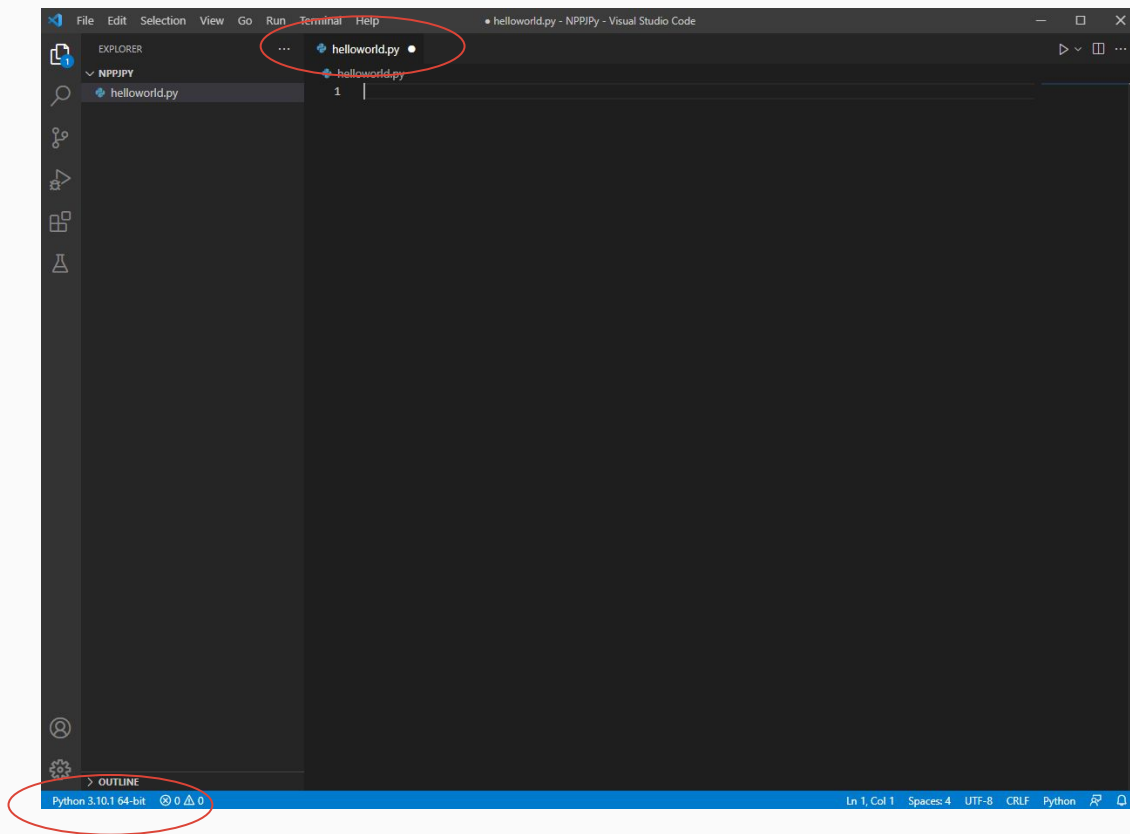
<https://code.visualstudio.com/docs/languages/python>

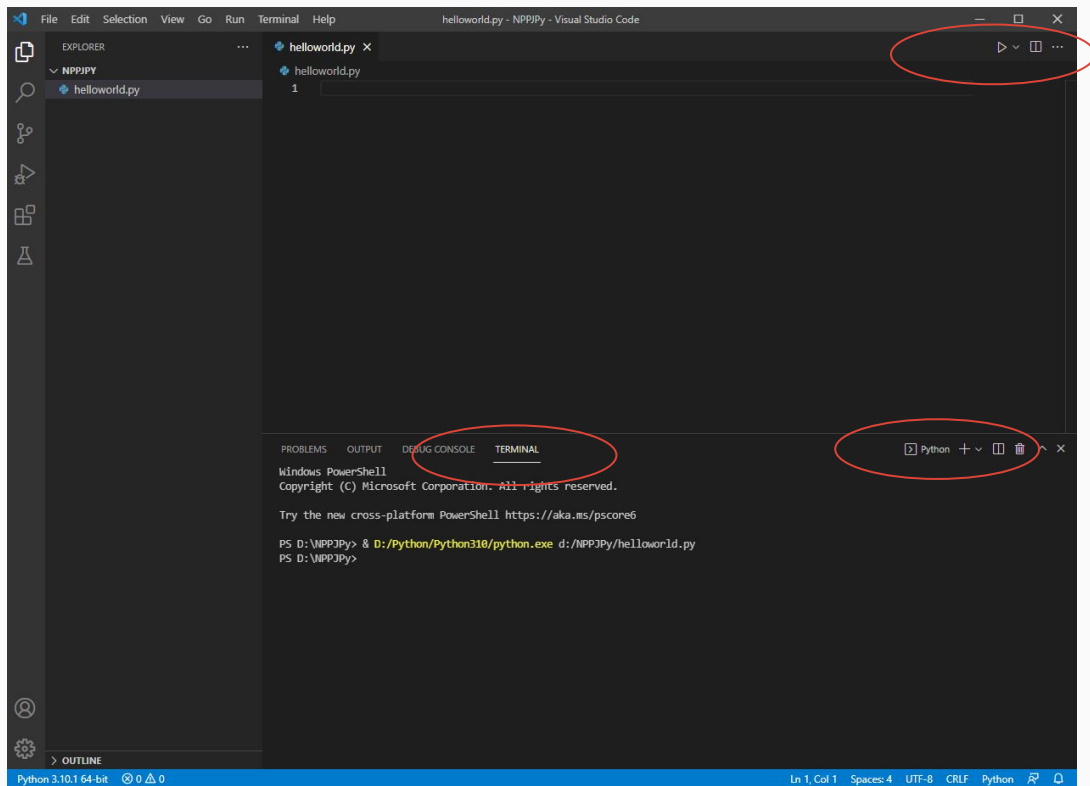
<https://code.visualstudio.com/download>

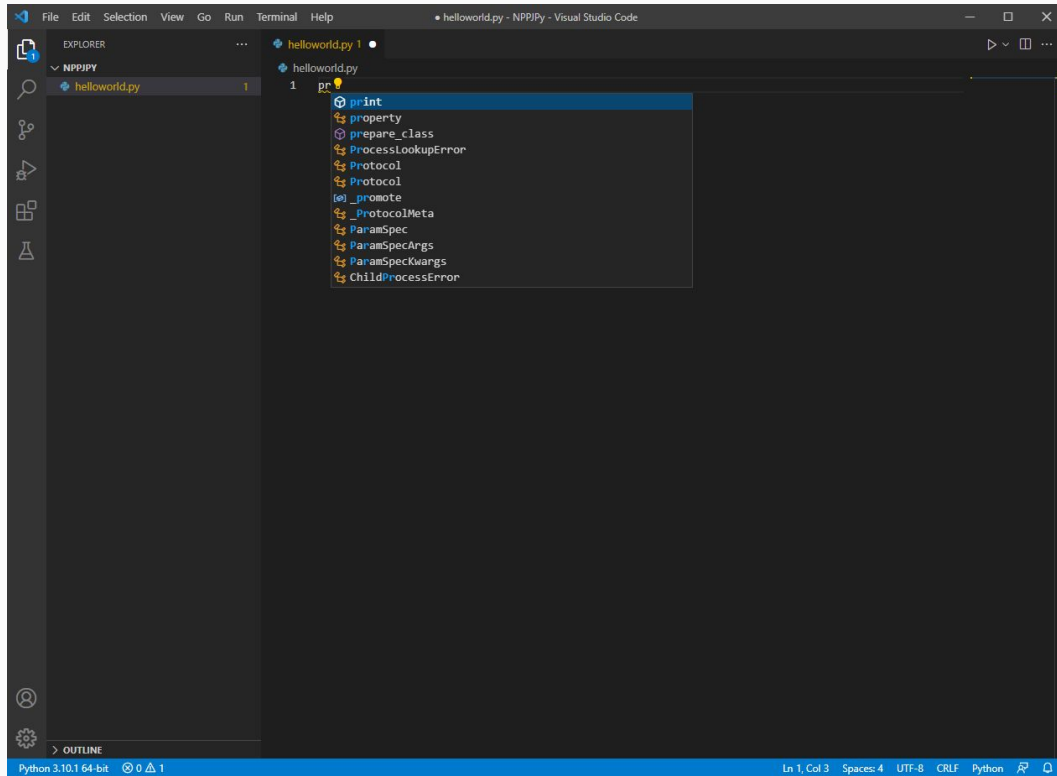
<https://www.python.org/downloads/>

<https://marketplace.visualstudio.com/items?itemName=ms-python.python>

Visual Studio != Visual Studio Code







The screenshot shows the Visual Studio Code interface with a file named `helloworld.py` open. The file contains the following Python code:

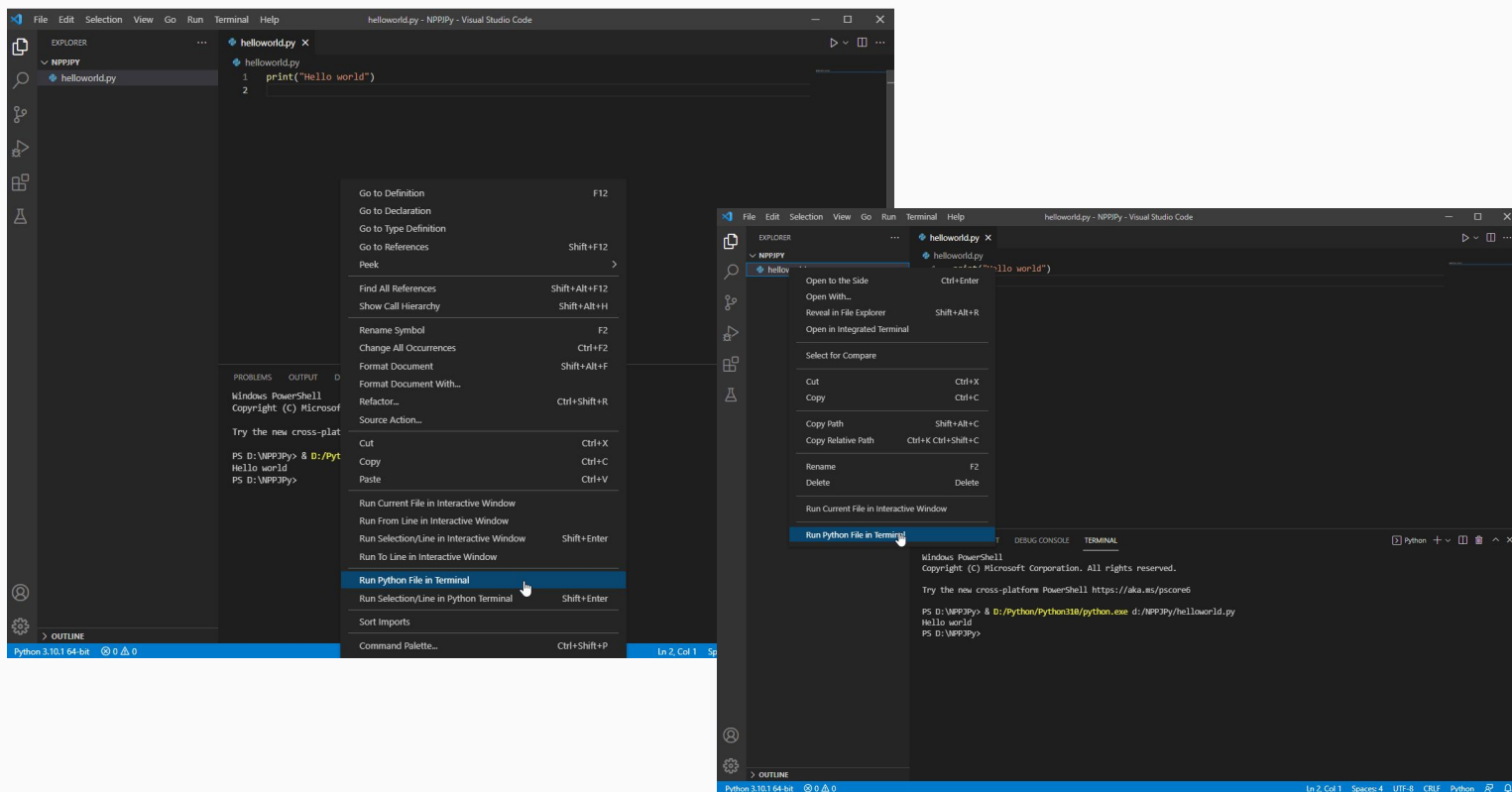
```
1 print("Hello world")
```

The terminal at the bottom shows the command `python d:/NPP3Py/helloworld.py` being executed, resulting in the output `Hello world`.

Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Try the new cross-platform PowerShell <https://aka.ms/pscore6>

PS D:\NPP3Py> & D:/Python/Python310/python.exe d:/NPP3Py/helloworld.py
Hello world
PS D:\NPP3Py>



The image shows a screenshot of the Visual Studio Code editor interface. The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, and Help. The Explorer sidebar on the left shows a project named 'NPPJPy' with a file 'helloworld.py' selected. The main editor window displays the code for 'helloworld.py':

```
1 print("Hello world")
2
3 a = 5
4 b = 3
5 a = a + b
6 print(a)
7
```

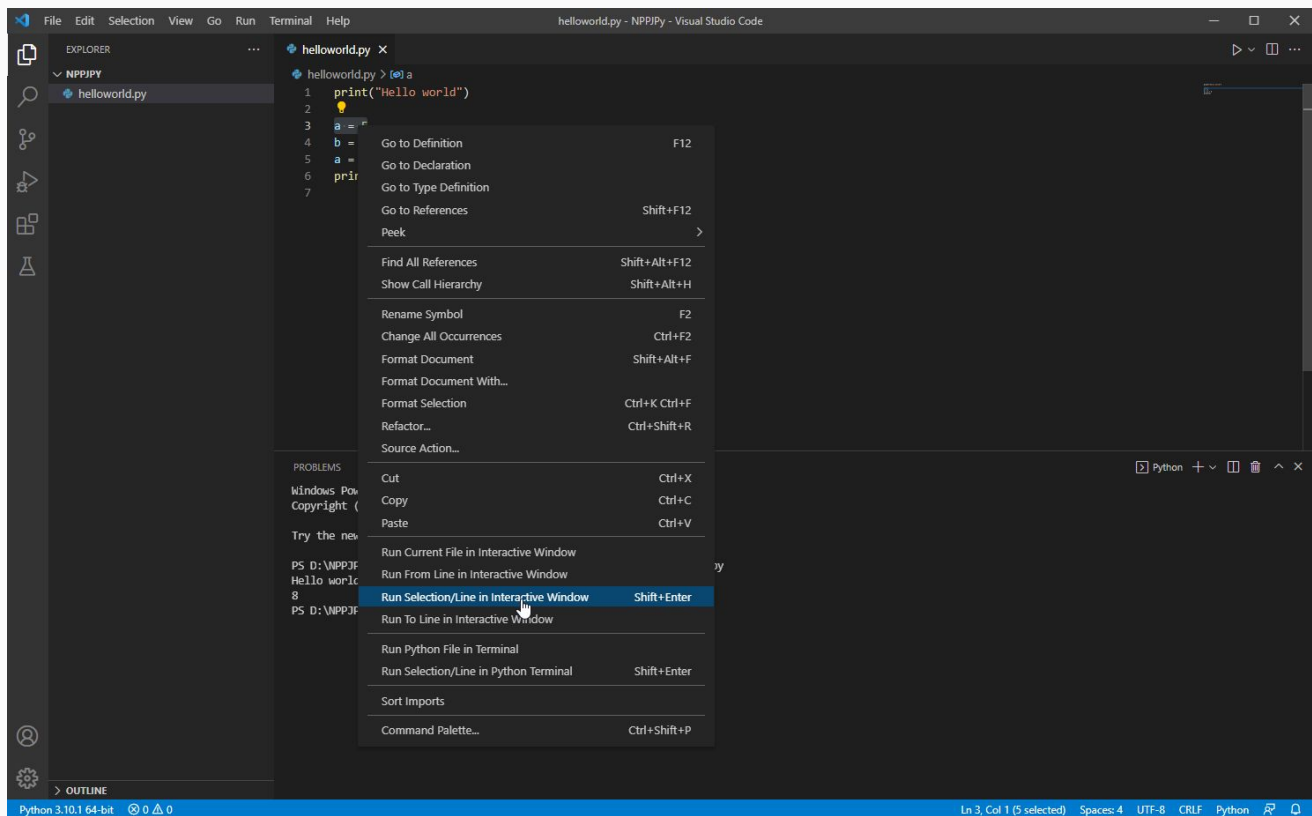
Below the editor, the TERMINAL panel is active, showing a Windows PowerShell session. The output of the terminal is as follows:

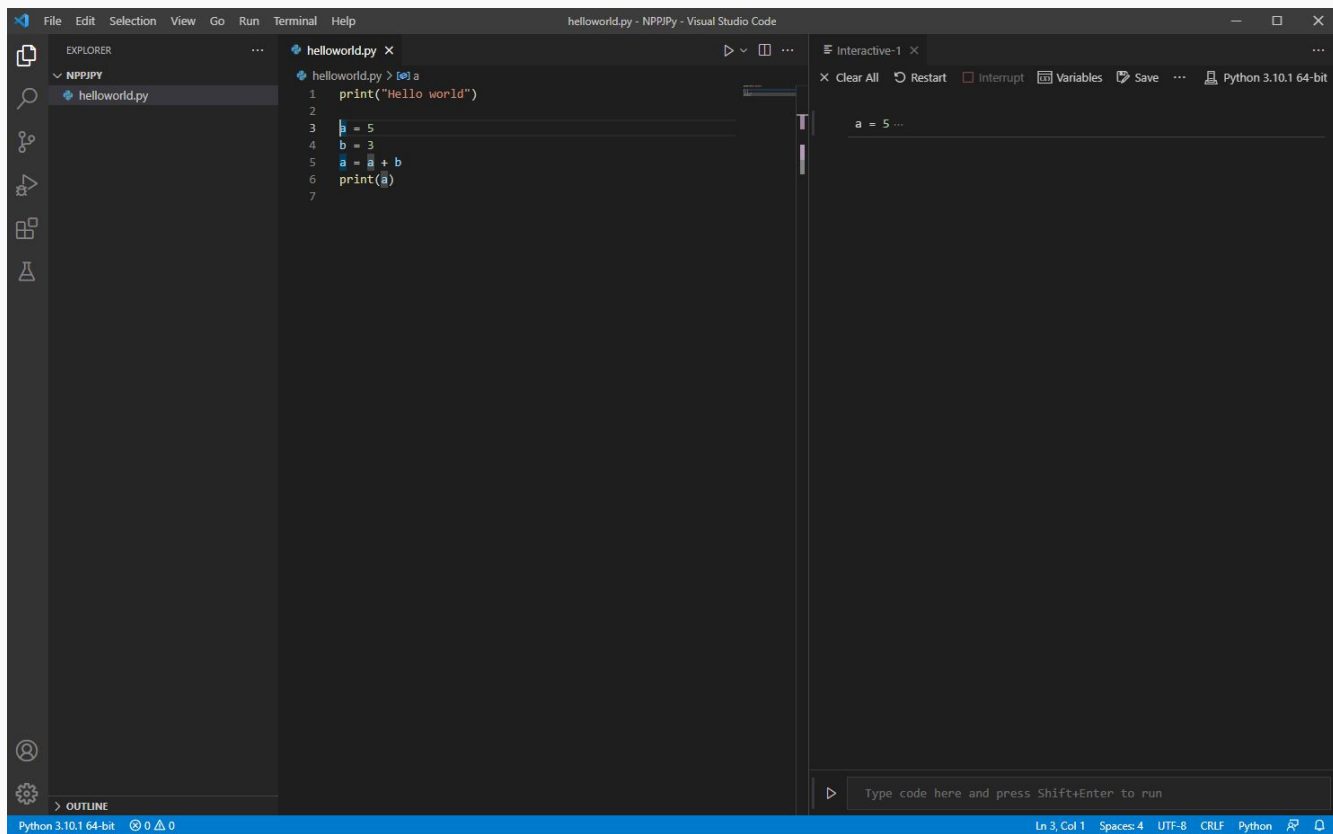
```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

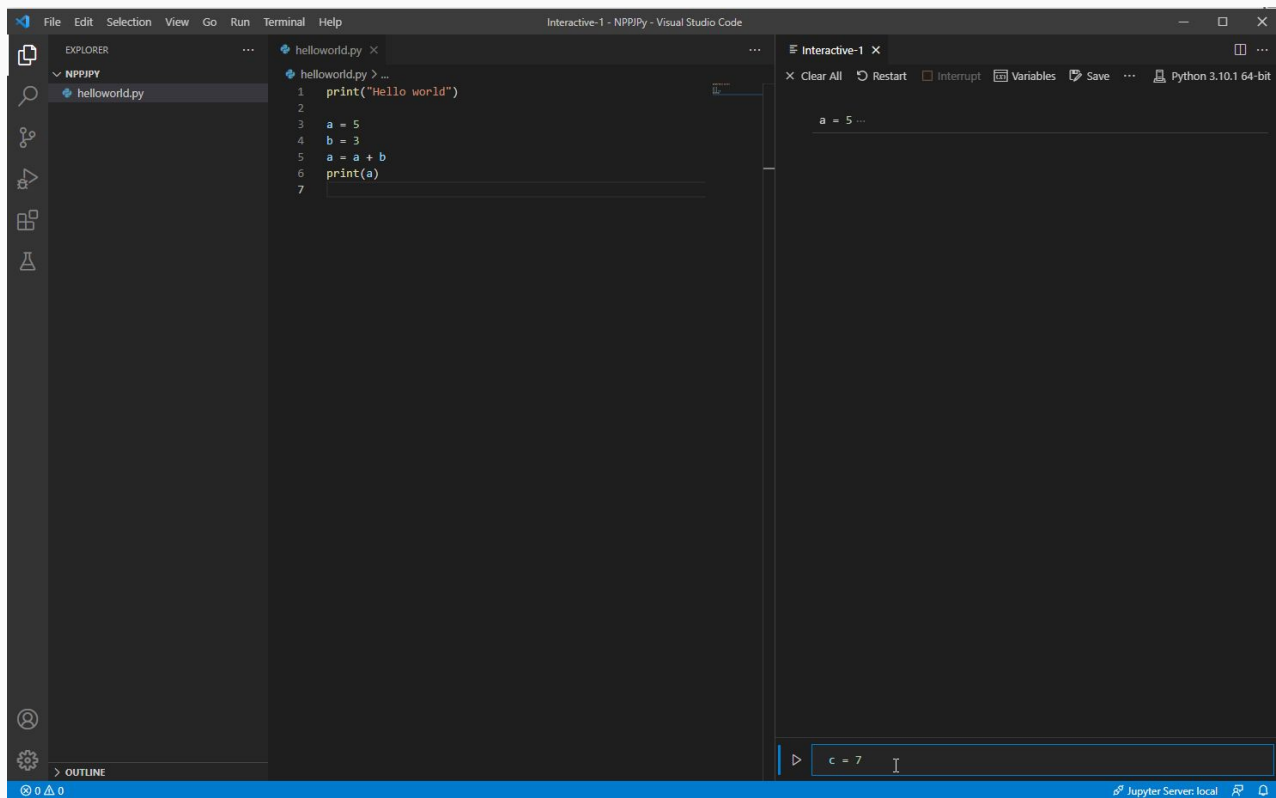
Try the new cross-platform PowerShell https://aka.ms/pscore6

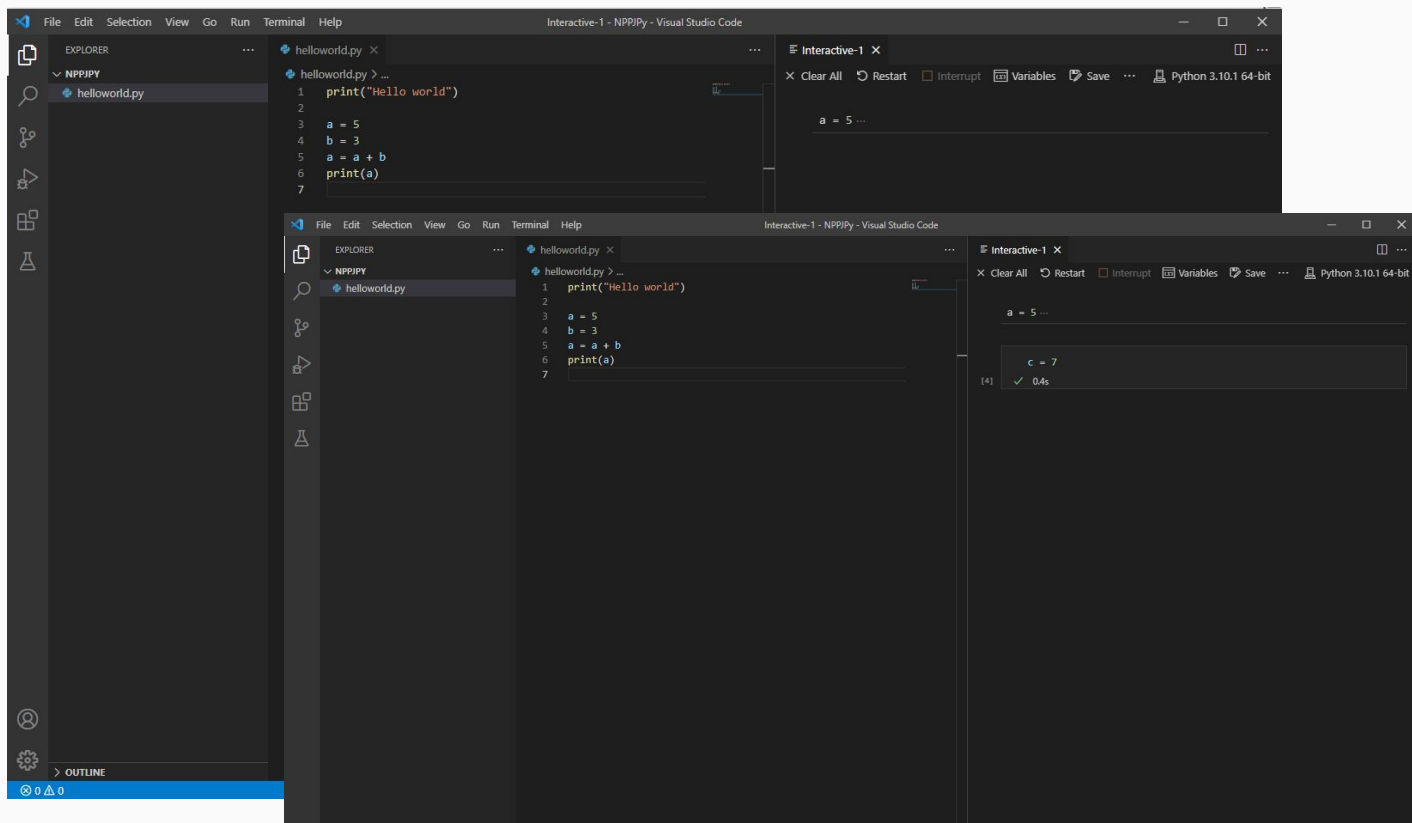
PS D:\NPPJPy> & D:/Python/Python310/python.exe d:/NPPJPy/helloworld.py
Hello world
PS D:\NPPJPy> & D:/Python/Python310/python.exe d:/NPPJPy/helloworld.py
Hello world
8
PS D:\NPPJPy>
```

The status bar at the bottom indicates 'Python 3.10.1 64-bit', '0 errors, 0 warnings', and 'Ln 7, Col 1 | Spaces: 4 | UTF-8 | CRLF | Python'.









Jupyter notebooks

```
#include <iostream>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    cout << "Hello world!" << endl;
```

```
    return 0;
```

```
}
```

```
print("Hello world")
```

```
public class HelloWorldApp {
```

```
    public static void main(String[] args) {
```

```
        System.out.println("Hello world");
```

```
    }
```

```
}
```

C++ - gcc kompajler

Java - kompajler, JVM

Python - kompajler, PVM

```
print("Hello world")
```

```
a = 5
```

```
b = 3
```

```
a = a + b
```

```
print(a)
```

c++ - funkcije, klase

java - klase

python ?


```
print("Hello world")  
  
a = 5  
b = 3  
a = a + b  
print(a)
```

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms.

<https://www.python.org/>

```
import this
```

The Zen of Python, by Tim Peters

Beautiful is better than ugly.
Explicit is better than implicit.
Simple is better than complex.
Complex is better than complicated.
Flat is better than nested.
Sparse is better than dense.
Readability counts.
Special cases aren't special enough to break the rules.
Although practicality beats purity.
Errors should never pass silently.
Unless explicitly silenced.
In the face of ambiguity, refuse the temptation to guess.
There should be one-- and preferably only one --obvious way to do it.
Although that way may not be obvious at first unless you're Dutch.
Now is better than never.
Although never is often better than **right** now.
If the implementation is hard to explain, it's a bad idea.
If the implementation is easy to explain, it may be a good idea.
Namespaces are one honking great idea -- let's do more of those!

```
print("Hello world")
```

```
a = 5
```

```
b = 3
```

```
a = a + b
```

```
print(a)
```

Nema ;

Gde su tipovi?

```
print("Hello world")
```

```
a = 5
```

```
b = 3
```

```
a = a + b
```

```
print(a)
```

```
a = "Dobar dan"
```

```
print(a)
```

```
Hello world
```

```
8
```

```
Dobar dan
```

```
print("Hello world")
```

```
a = 5
```

```
b = 3
```

```
a = a + b
```

```
print(a)
```

```
a = "Dobar dan"
```

```
print(a)
```

```
Hello world
```

```
8
```

```
Dobar dan
```

Sve vrednosti su objekti

Objekti imaju nepromenljiv tip

Promenljive → imena, reference

Mogu da menjaju objekte "na koje pokazuju" (koje referenciraju)

```
print("Hello world")
```

```
a = 5
```

```
b = 3
```

```
a = a + b
```

```
print(a)
```

```
a = "Dobar dan"
```

```
print(a)
```

Svaki objekat ima svoj ID - nepromenljivo

```
print("Hello world")
```

```
a = 5
```

```
b = 3
```

```
a = a + b
```

```
print(a)
```

```
a = "Dobar dan"
```

```
print(a)
```

```
print(a, b)
```

```
print(id(a), id(b))
```

```
Hello world
```

```
8
```

```
Dobar dan
```

```
Dobar dan 3
```

```
2045520525040 2045515202864
```

```
print("Hello world")

a = 5
b = 3
a = a + b
print(a)

a = "Dobar dan"
print(a)

print(a, b)
print(id(a), id(b))
```

Kad pokrećemo skriptu sa programom

```
a = "Dobar dan"
b = 3
a, b
[13] ✓ 0.6s
... ('Dobar dan', 3)

a = "Dobar dan"
b = 3
id(a), id(b)
[14] ✓ 0.6s
... (2883614595440, 2883524624688)
```

Interaktivno


```
print("Hello world")

a = 5
b = 3
a = a + b
print(a)

a = "Dobar dan"
print(a)

print(a,b)
print(id(a), id(b))
print(type(a), type(b))
```

Svaki objekat ima svoj tip - nepromenljivo

```
print("Hello world")

a = 5
b = 3
a = a + b
print(a)

a = "Dobar dan"
print(a)

print(a, b)
print(id(a), id(b))

print(type(a), type(b))
```

```
Hello world
8
Dobar dan
Dobar dan 3
2021368215280 2021366890800
<class 'str'> <class 'int'>
```

```
print("Hello world")

a = 5
b = 3
a = a + b
print(a)

a = "Dobar dan"
print(a)

print(a, b)
print(id(a), id(b))
```

Svaki objekat ima svoju vrednost - može biti promenljivo
(*int, string, tuple - immutable; list - mutable*)

Objekti mogu imati i druge podatke

Tipovi

- numerički (int, float, complex)
- tekst sekvence - stringovi (str)
- bool
-
- sekvence (list, tuple, range)
- rečnik (dict)

//

- binarne sekvence (bytes, bytearray, memoryview)
- skupovi (set, frozenset)
- iteratori
- funkcije, metode
- klase, instance
- ...

Operation	Meaning
<	strictly less than
<=	less than or equal
>	strictly greater than
>=	greater than or equal
==	equal
!=	not equal
is	object identity
is not	negated object identity

Operation	Result	Notes
x + y	sum of x and y	
x - y	difference of x and y	
x * y	product of x and y	
x / y	quotient of x and y	
x // y	floored quotient of x and y	(1)
x % y	remainder of x / y	(2)
-x	x negated	
+x	x unchanged	
abs(x)	absolute value or magnitude of x	
int(x)	x converted to integer	(3)(6)
float(x)	x converted to floating point	(4)(6)
complex(re, im)	a complex number with real part <i>re</i> , imaginary part <i>im</i> . <i>im</i> defaults to zero.	(6)
c.conjugate()	conjugate of the complex number c	
divmod(x, y)	the pair (x // y, x % y)	(2)
pow(x, y)	x to the power y	(5)
x ** y	x to the power y	(5)

Operation	Result	Notes
x y	bitwise <i>or</i> of x and y	(4)
x ^ y	bitwise <i>exclusive or</i> of x and y	(4)
x & y	bitwise <i>and</i> of x and y	(4)
x << n	x shifted left by <i>n</i> bits	(1)(2)
x >> n	x shifted right by <i>n</i> bits	(1)(3)

Operator	Description
(expressions...),	Binding or parenthesized expression, list display, dictionary display, set display
[expressions...], {key: value...}, {expressions...}	Subscription, slicing, call, attribute reference
x[index], x[index:index], x(arguments...), x.attribute	Subscription, slicing, call, attribute reference
await x	Await expression
**	Exponentiation [5]
+x, -x, ~x	Positive, negative, bitwise NOT
*, @, /, //, %	Multiplication, matrix multiplication, division, floor division, remainder [6]
+, -	Addition and subtraction
<<, >>	Shifts
&	Bitwise AND
^	Bitwise XOR
	Bitwise OR
in, not in, is, is not, <, <=, >, >=, !=, ==	Comparisons, including membership tests and identity tests
not x	Boolean NOT
and	Boolean AND
or	Boolean OR
if - else	Conditional expression
lambda	Lambda expression
:=	Assignment expression

<https://docs.python.org/3/library/stdtypes.html>
<https://docs.python.org/3/reference/expressions.html>