

Introduction to Python

@PrimeKey Solutions

February 9th, 2020

Agenda

- Introduction to programming
- Introduction to Jupyter Notebook
- Programming:
 - Variables
 - Data types
 - Lists
 - For-loops
 - Dictionaries
 - Functions
 - Currency converter

Your expectations?

Introduction to programming

What is a program?

- "A sequence of instructions, written to perform a specific task on a computer" Wikipedia
- The instructions has to be written in a language that the computer can understand, a **programming language**
 - Ex: Java, JavaScript, C++, Python

Introduction to programming

Why learn Python?

- Python is the fastest-growing major programming language today
- Syntax is simple and easy to learn
- Versatile language:
 - Web development
 - o Data science
 - o Machine learning
 - o Game development
 - o ...and much more!
- Widely used in the industry, both in large and small companies
- Extremely popular with a huge community of developers who can support you



Let's move around:)

Introduction to Jupyter Notebook

What is it?

- A very popular and powerful tool that combines:
 - o Code
 - Rich text
 - o Images
 - Mathematical equations
 - Plots
 - Interactive figures and widgets





Introduction to Jupyter Notebook

Let's try it out!

- 1. Download .ipynb file from https://github.com/mykys
- 2. Open the file in https://jupyter.org/try

Introduction to Jupyter Notebook

Exercise

1. Add new cell

- a. [+]
- b. esc + a
- c. esc + b

2. Remove cell

- a. [scissor]
- b. esc + dd

3. Run cell

a. Shift + enter

Data types

- int :10
- float : 10.5
- String : "Pink"
- boolean: True

What is a variable?

- a reserved memory location to store values
- a variable name can be anything the more descriptive, the better :)
 - \circ $x = 30 \mid age = 30$
- good to remember when naming variables:
 - the name should start with a letter
 - o cannot start with a number
 - o alpha-numeric characters (A-z & o-9) and underscores
 - o case sensitive, Age and AGE are different
- snake case is preferred
 - pink_programming | PinkProgramming | pinkProgramming

What is a variable?

- how much memory being reserved depends on what value you want to store
- no need to declare (create) a variable explicitly
- the equal sign (=) is used to assign a value to a variable
 - o age = 30 | variable to the left and value to the right
- the value of a variable can change
 - \circ age = 40

Exercise: Create four variables and assign values of different types to them (1a-c)

How do we use variables?

Exercise: Explore with arithmetic operators +, -, *, /! (2)

Lists

- a data structure that can store a collection of items
- defined using square brackets [item1, item2, item3,]
- each item is separated with a comma
- index (position) starts from 0,1,2,...,n

Exercise: Get the first, second and last value from the list fruits (ex)

Exercise: Create a new list with names of your friends. Repeat the exercise above. (3a-b)

Lists

- count number of items in the list : len([...])
- add an item to the end of the list : append(item)
- insert an item at a given position : insert(position, item)
- remove the first occurrence of this item : remove(*item*)

These are some of the basic functions. More can be found in the documentation:)

Exercise: Try some of the basic functions implemented for lists (4a-f)

For-loops

• useful when we want to go through every item in i.e. a list

Exercise: Print each name in your list of names.

Exercise: Add a small change to each name in your list

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Dictionaries

- a data structure that can store a collection of key-value pairs
- defined using curly brackets {key1 : value1, key2 : value 2, ...}
- a colon (:) separates each key from its associated value
- each key-value pair is separated with a comma

Exercise: Get the capital of other countries using the dictionary *countries* (6a)

Dictionaries

- add a new key-value pair : countries["germany"] = "berlin"
- update existing key-value pair : countries["sweden"] = "malmo"
- remove existing key-value pair : **del** countries["sweden"] (delete key)

Exercise: (6b-g)

- Add a new key-value pair to *countries*
- Update existing key-value pair
- Remove existing key-value pair

Dictionaries

Exercise: Print all countries and capitals in your dictionary *countries*

Functions

- What is a function?
 - o a block of code that will run when being called
- Why do we want to use functions?
 - o reuse code
 - o a function usually performs one action, i.e. add two numbers
- How do we create a function?
 - See Jupyter Notebook

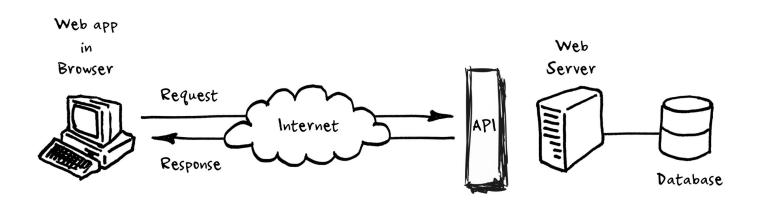
Exercise: Create three functions that can subtract, multiply and divide two numbers.

Currency converter

API

Application Programming Interface

- What exactly is it?
 - API allows applications to communicate with one another.



API

Application Programming Interface

- Why do we want to use API's?
 - Imagine, you want to build a currency converter application and need access to the latest conversion rates from SEB...



API

How do we use it?

- 1. Go to https://developer.sebgroup.com/
- 2. Click on **API Products**
- 3. Click on **Documentation** for *Foreign Exchange Rates*
- 4. Important information:
 - The url address to access the exchange rates
 - An APIKey is needed for an input parameter called header
 - Parameters to get specific exchange rates:
 - listed_currency | the currency to convert *from*
 - unit_currency | the currency to convert to (only SEK is supported)

Currency converter

Create a function to convert USD into SEK

- import requests
 - standard API library in Python
 - o a library is a set of functions someone else has written
- headers
 - additional information to your API call
 - APIKey
 - Data format

Public APIs

https://github.com/public-apis/public-apis

How do you feel?

Thank you for your participation! :)