

▼ Essential Python 101

Today we are learning Python 101 for beginners.

- variables
- data types
- data structures
- function
- control flow
- OOP

```
1 print("hello world")
2 print("the world is mine")
```

```
hello world
the world is mine
```

```
1 print("I'm lernaning python 101") # Go
```

```
I'm lernaning python 101
```

```
1 # Basic calculation
2 print(2 +2)
3 print(2 - 2)
4 print(4 / 2)
5 print(5 * 2)
```

```
4
0
2.0
10
```

```
1 print(7 // 2)
2 print(pow(5, 4))
3 print(abs(-234)) # absolute
4 print(5 % 2) # modula
```

```
3
625
234
1
```

```
1 # 5 building blocks
2 # 1. variables
3 # 2. data types
4 # 3. data structures
5 # 4. function
6 # 5. control flow
7 # 6. OOP
```

```
1 # variables
2 my_name = "nay"
3 age = 27
4 gpa = 3.28
5 dog_lover = True
```

```
1 print(my_name, my_name)
2 gpa
```

```
nay nay
3.28
```

```
1 # over wirte a value
2 age = 27
3 new_age = age + 50
4 print(age, new_age)
```

```
27 77
```

```

1 iphone_price = 39990
2 discount = 0.2
3 new_iphone_price = iphone_price * (1-discount)
4 print(new_iphone_price)

```

```

31992.0

```

```

1 # remove variable
2 del new_iphone_price

```

```

1 # count variable
2 age = 27
3 age += 1
4 age -= 2
5 age *= 2
6 age /= 3
7 print(age)

```

```

17.333333333333332

```

```

1 # data types
2 age = 27 #int
3 gpa = 3.28 #float
4 school = "Kasetsart" #str
5 dog_lover = True #bool

```

```

1 print( type(age))
2 print( type(gpa))
3 print( type(school))
4 print( type(dog_lover))

```

```

<class 'int'>
<class 'float'>
<class 'str'>
<class 'bool'>

```

```

1 # convert type
2 x = 100
3 x = str(x)
4 print(x, type(x))

```

```

100 <class 'str'>

```

```

1 y = False # T=1, F=0
2 y = int(y)
3 print(y, type(y))

```

```

0 <class 'int'>

```

```

1 r = 1
2 r = bool(r)
3 print(r, type(r))

```

```

True <class 'bool'>

```

```

1 age = 27
2 print(age+age, age*2, age/2)

```

```

54 54 13.5

```

```

1 text = "what's up"
2 text2 = "wowwww"
3 print(text, text2)

```

```

what's up "wowwww"

```

```

1 print(text*4)

```

```

what's upwhat's upwhat's upwhat's up

```

```

1 # type hint
2 age: int = 27

```

```
3 my_name: str = "Nay"
4 gpa: float = 3.28
5 seafood: bool = True
```

```
1 # function
2 print("hello, world")
3 print(pow(5, 3), abs(-4))
```

```
hello, world
125 4
```

```
1 #greeting()
2 def greeting(name="Nay", location="London"):
3     print("Hello!", name)
4     print("He is at", location)
```

```
1 greeting(location="Japan", name="Bob")
```

```
Hello! Bob
He is at Japan
```

```
1 def add_two_nums(num1, num2, num3):
2     print("the world")
3     return num1 + num2 + num3
```

```
1 x = add_two_nums(15, 5, 6)
2 print(x)
```

```
the world
26
```

```
1 # work with string
2 text = "Hello world"
3
4 long_text = """
5 this is a
6 very long text
7 this is a new line"""
8
9 print(text)
10 print(long_text)
```

```
Hello world
```

```
this is a
very long text
this is a new line
```

```
1 # string template : fstrings
2 my_name = "John"
3 location = "London"
4
5 text = f"Hi! my name is {my_name} and I live in {location}"
6
7 print(text)
```

```
Hi! my name is John and I live in London
```

```
1 text = "a duck walks into a bar"
2 print(text)
```

```
a duck walks into a bar
```

```
1 len(text)
```

```
23
```

```
1 # slicing, index start with 0
2 print(text[0], text[22], text[-1])
```

```
a r r
```

```
1 print(text[2:6])
2 print(text[7: ])
3 print(text[-3: ])
```

```
duck
walks into a bar
bar
```

```
1 # string is immutable
2 name = "Python" # - > Cython
3 name = "C" + name[1: ]
4 print(name)
```

```
Cython
```

```
1 text = "a duck walks into a bar"
2 len(text)
```

```
23
```

```
1 # function vs. method
2 # string methods
3 text = text.upper()
4 print(text)
```

```
A DUCK WALKS INTO A BAR
```

```
1 text.lower()
```

```
'a duck walks into a bar'
```

```
1 text.title()
```

```
'A Duck Walks Into A Bar'
```

```
1 text.replace("DUCK", "LION")
```

```
'A LION WALKS INTO A BAR'
```

```
1 text.split(" ")
```

```
['A', 'DUCK', 'WALKS', 'INTO', 'A', 'BAR']
```

```
1 words = text.split(" ")
2 print(words, type(words))
```

```
['A', 'DUCK', 'WALKS', 'INTO', 'A', 'BAR'] <class 'list'>
```

```
1 " ".join(words)
```

```
'A DUCK WALKS INTO A BAR'
```

```
1 # data structures
2 # 1. list []
3 # 2. tuple ()
4 # 3. dictionary {}
5 # 4. set {unique}
```

```
1 # list
2 shopping_item = ["banana", "eeg", "milk"]
3 print(shopping_item[0])
4 print(shopping_item[1])
5 print(shopping_item[2])
6 print(shopping_item[1:])
7 print(len(shopping_item))
```

```
banana
eeg
milk
['eeg', 'milk']
3
```

```
1 shopping_item = ["banana", "egg", "milk"]
2
3 shopping_item[0] = "pine apple"
4 shopping_item[1] = "cheese"
5
6 print(shopping_item)

['pine apple', 'cheese', 'milk']

1 # list methods
2 shopping_item.append("egg")
3 print(shopping_item)

['pine apple', 'cheese', 'milk', 'egg', 'egg']

1 # sort items (ascending order, A-Z)
2 shopping_item.sort()
3 print(shopping_item)

['cheese', 'egg', 'egg', 'milk', 'pine apple']

1 shopping_item.sort(reverse=True) # descending order
2 print(shopping_item)

['pine apple', 'milk', 'egg', 'egg', 'cheese']

1 # reusable
2 def mean(scores):
3     return sum(scores) / len(scores)

1 scores = [90, 88, 85, 92, 75]
2 print(len(scores), sum(scores), min(scores), max(scores), mean(scores))

5 430 75 92 86.0

1 # remove last item in list
2 shopping_item.pop()
3 print(shopping_item)

['pine apple', 'milk', 'egg']

1 shopping_item.append("egg")
2 shopping_item

['pine apple', 'milk', 'egg', 'egg']

1 shopping_item.remove("milk")
2 shopping_item

['pine apple', 'egg', 'egg']

1 # .insert()
2 shopping_item.insert(1, "milk")
3 shopping_item

['pine apple', 'milk', 'egg', 'egg']

1 # list + list
2 item1 = ["egg", "milk"]
3 item2 = ["banana", "bread"]
4
5 print(item1 + item2)

['egg', 'milk', 'banana', 'bread']

1 # tuple () is immutable
2 tup_items = ("egg", "bread", "pepsi", "egg", "egg")
3 tup_items

('egg', 'bread', 'pepsi', 'egg', 'egg')
```

```

1 tup_items.count("egg")

3

1 # username password
2 # student1, student2
3 s1 = ("id001", "123456")
4 s2 = ("id002", "654321")
5
6 user_pw = (s1, s2)
7 print(user_pw)

(('id001', '123456'), ('id002', '654321'))

1 # tuple unpacking
2 username, password = s1
3
4 print(username, password)

id001 123456

1 # tuple unpacking 3 values
2 name, age, _ = ("John", 38, 3.4)
3 print(name, age)

John 38

1 # set {unique}
2 courses = ["Python", "Python", "R", "SQL",]

1 set(courses)

{'Python', 'R', 'SQL'}

1 # dictionary key: value pairs
2 course = {
3     "name": "Data Science Bootcamp",
4     "duration": "4 months",
5     "students": 400,
6     "replay": True,
7     "skills": ["Google Sheets", "SQL", "R", "Python", "Stats", "ML", "Dashboard", "Data tranformation"]
8 }

1 course

{'name': 'Data Science Bootcamp',
 'duration': '4 months',
 'students': 400,
 'replay': True,
 'skills': ['Google Sheets',
 'SQL',
 'R',
 'Python',
 'Stats',
 'ML',
 'Dashboard',
 'Data tranformation']}

1 course["name"]

'Data Science Bootcamp'

1 course["start_time"] = "9am"
2
3 course["language"] = "Thai"
4
5 course

{'name': 'Data Science Bootcamp',
 'duration': '4 months',
 'students': 400,
 'replay': True,
 'skills': ['Google Sheets',
 'SQL',

```

```

    'R',
    'Python',
    'Stats',
    'ML',
    'Dashboard',
    'Data tranformation'],
    'start_time': '9am',
    'language': 'Thai'}

1 # delete
2 del course["start_time"]
3 course

{'name': 'Data Science Bootcamp',
 'duration': '4 months',
 'students': 400,
 'replay': True,
 'skills': ['Google Sheets',
            'SQL',
            'R',
            'Python',
            'Stats',
            'ML',
            'Dashboard',
            'Data tranformation']}

1 # update data
2 course["replay"] = False
3 course

{'name': 'Data Science Bootcamp',
 'duration': '4 months',
 'students': 400,
 'replay': False,
 'skills': ['Google Sheets',
            'SQL',
            'R',
            'Python',
            'Stats',
            'ML',
            'Dashboard',
            'Data tranformation']}

1 course["skills"][0:3]

['Google Sheets', 'SQL', 'R']

1 course["skills"][-3:]

['ML', 'Dashboard', 'Data tranformation']

1 list( course.keys() )

['name', 'duration', 'students', 'replay', 'skills']

1 list( course.values() )

['Data Science Bootcamp',
 '4 months',
 400,
 False,
 ['Google Sheets',
  'SQL',
  'R',
  'Python',
  'Stats',
  'ML',
  'Dashboard',
  'Data tranformation']]

1 list( course.items() )

[('name', 'Data Science Bootcamp'),
 ('duration', '4 months'),
 ('students', 400),
 ('replay', False),
 ('skills',
  ['Google Sheets',
```

```
'SQL',
'R',
'Python',
'Stats',
'ML',
'Dashboard',
'Data tranformation']])
```

```
1 course.get("replay")
```

```
False
```

```
1 # Recap
2 # list, dictionary = mutable
3 # tuple, string = immutable
```

```
1 # control flow
2 # if for while
```

```
1 # final exam 150 questions, pass>=120
2 score = 125
3 if score >=120:
4     print("passed")
5 else :
6     print("failed")
```

```
passed
```

```
1 def grade(score):
2     if score >=120:
3         return "passed"
4     else :
5         return "failed"
```

```
1 result = grade(119)
2 print(result)
```

```
failed
```

```
1 def grade(score):
2     if score >=120:
3         return "Excellent"
4     elif score >= 100:
5         return "Good"
6     elif score >= 80:
7         return "Okay"
8     else :
9         return "Need to read more!"
```

```
1 result = grade(95)
2 print(result)
```

```
Okay
```

```
1 # use and, or in condition
2 # course == data science, score >= 80 passed
3 # course == english, score >=70 passed
4 def grade(course, score):
5     if course == "data science" and score >= 80:
6         return "passed"
7     if course == "english" and score >= 70:
8         return "passed"
9     else :
10        return "failed"
```

```
1 result = grade("english ", 60)
2 print(result)
```

```
failed
```

```
1 # for loop
2 # if socre >= 80 passed
```



```
3 scores = [88, 90, 75]
4
5 for score in scores:
6     print(score)

88
90
75
```

```
1 new_scores = []
2
3 for score in scores:
4     new_scores.append(score-2)
5 print(new_scores)

[86, 88, 73]
```

```
1 def grading_all(scores):
2     new_scores = []
3     for score in scores:
4         new_scores.append(score+2)
5     return new_scores
```

```
1 grading_all([75, 88, 90, 95, 52])

[77, 90, 92, 97, 54]
```

```
1 # list comprehension
2 scores = [75, 88, 90, 95, 52]
```

```
1 for s in scores:
2     print(s*2)
```

```
150
176
180
190
104
```

```
1 new_scores = [s*2 for s in scores]
2 new_scores

[150, 176, 180, 190, 104]
```

```
1 friends = ["toy", "ink", "bee", "zue", "yos"]
2 for f in friends:
3     print(f.upper())
```

```
TOY
INK
BEE
ZUE
YOS
```

```
1 [f.upper() for f in friends]

['TOY', 'INK', 'BEE', 'ZUE', 'YOS']
```

```
1 # while loop
2 count = 0
3
4 while count < 5:
5     print("hello")
6     count += 1
```

```
hello
hello
hello
hello
hello
```

```
1 # chatbot for fruit order
2 user_name = input("What is your name? ")
```

What is your name? John Wick

```
1 user_name
```

```
'John Wick'
```

```
1 def chatbot():
2     fruits = []
3     while True:
4         fruit = input("What fruit do you want to order? ")
5         if fruit == "exit":
6             return fruits
7         fruits.append(fruit)
```

```
1 chatbot()
```

```
What fruit do you want to order? banana
What fruit do you want to order? mango
What fruit do you want to order? grape
What fruit do you want to order? exit
['banana', 'mango', 'grape']
```

```
1 age = input("How old are you? ")
```

```
How old are you? 27
```

```
1 type(age)
```

```
str
```

```
1 age = int( input("How old are you? "))
```

```
How old are you? 27
```

```
1 type(age)
```

```
int
```

```
1 # OOP - Object Oriented Programming
2 # Dog class __ # dunder
```

```
1 class Dog:
2     def __init__(self, name, age, breed):
3         self.name = name
4         self.age = age
5         self.breed = breed
```

```
1 dog1 = Dog("billy", 2, "chihuahua")
2 dog2 = Dog("van", 5, "golden retriever")
3 dog3 = Dog("smurf", 10, "bulldog")
```

```
1 print(dog3.name, dog3.age, dog3.breed)
```

```
smurf 10 bulldog
```

```
1 class Employee:
2     def __init__(self, id, name, dept, pos):
3         self.id = id
4         self.name = name
5         self.dept = dept
6         self.pos = pos
7
8     def hello(self):
9         print(f"Hello! my name is {self.name}")
10
11     def work_hours(self, hours):
12         print(f"{self.name} work for {hours} hours.")
13
14     def change_dept(self, new_dept):
15         self.dept = new_dept
16         print(f"{self.name} is now in {self.dept}.")
```

```
1 empl = Employee(1, "John", "Finace", "Financial Analyst")
```

```
1 print(empl.name, empl.pos)
```

```
John Financial Analyst
```

```
1 empl.hello()
```

```
Hello! my name is John
```

```
1 empl.work_hours(10)
```

```
John work for 10 hours.
```

```
1 empl.dept
```

```
'Finace'
```

```
1 empl.change_dept("Marketing")
```

```
John is now in Marketing.
```

```
1 empl.dept
```

```
'Marketing'
```

```
1 # Object: attribute => name, id, dept, pos
```

```
2 # Object: method => hello(), change_dept()
```

```
1 # create new ATM class
```

```
2
```

```
3 class ATM:
```

```
4     def __init__(self, name, bank, balance):
```

```
5         self.name = name
```

```
6         self.bank = bank
```

```
7         self.balance = balance
```

```
8     def deposit(self, amt):
```

```
9         self.balance += amt
```

```
10    def withdraw(self, amt):
```

```
11        self.balance -= amt
```

```
1 scb = ATM("Nay", "scb", 500)
```

```
1 scb.balance
```

```
500
```

```
1 scb.deposit(100)
```

```
1 scb.balance
```

```
600
```

```
1 scb.withdraw(200)
```

```
1 scb.balance
```

```
400
```

