



Python

Basics



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A simple interpreted language

A simple interpreted language
no separate compilation step

A simple interpreted language
no separate compilation step

```
$ python
```

```
>>>
```

A simple interpreted language
no separate compilation step

```
$ python  
>>> print 1 + 2  
3  
>>>
```

A simple interpreted language
no separate compilation step

```
$ python
```

```
>>> print 1 + 2
```

```
3
```

```
>>> print 'charles' + 'darwin'
```

```
charlesdarwin
```

Or remove print (when in the interactive python shell):

```
>>> 'charles' + 'darwin'
```

```
charlesdarwin
```

Put commands in a file and execute that

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```
$ gedit very-simple.py
```


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\$ gedit very-simple.py

```
print 1 + 2  
print 'charles' + 'darwin'
```

Put commands in a file and execute that

```
$ gedit very-simple.py
```

```
print 1 + 2  
print 'charles' + 'darwin'
```

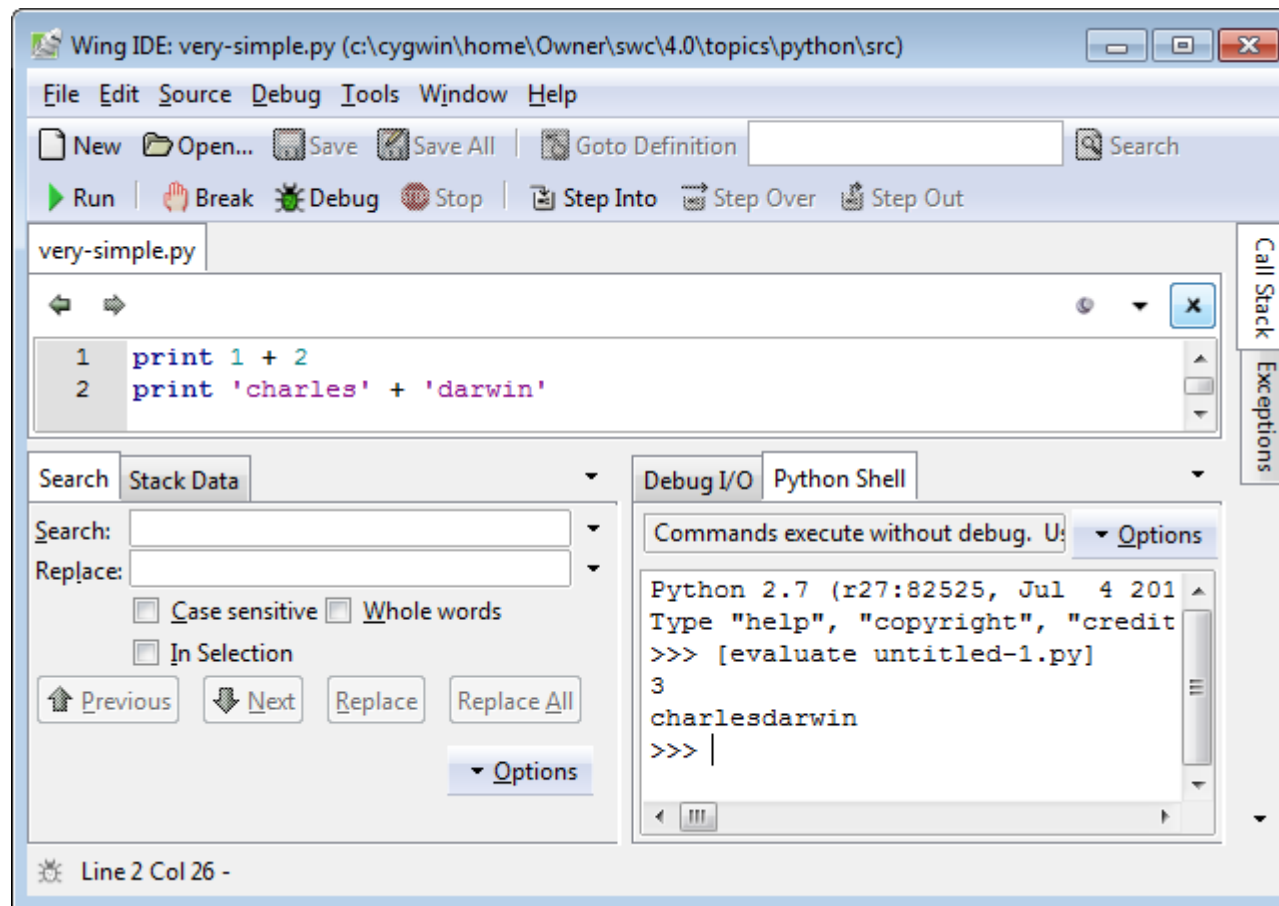
```
$ python very-simple.py
```

```
3
```

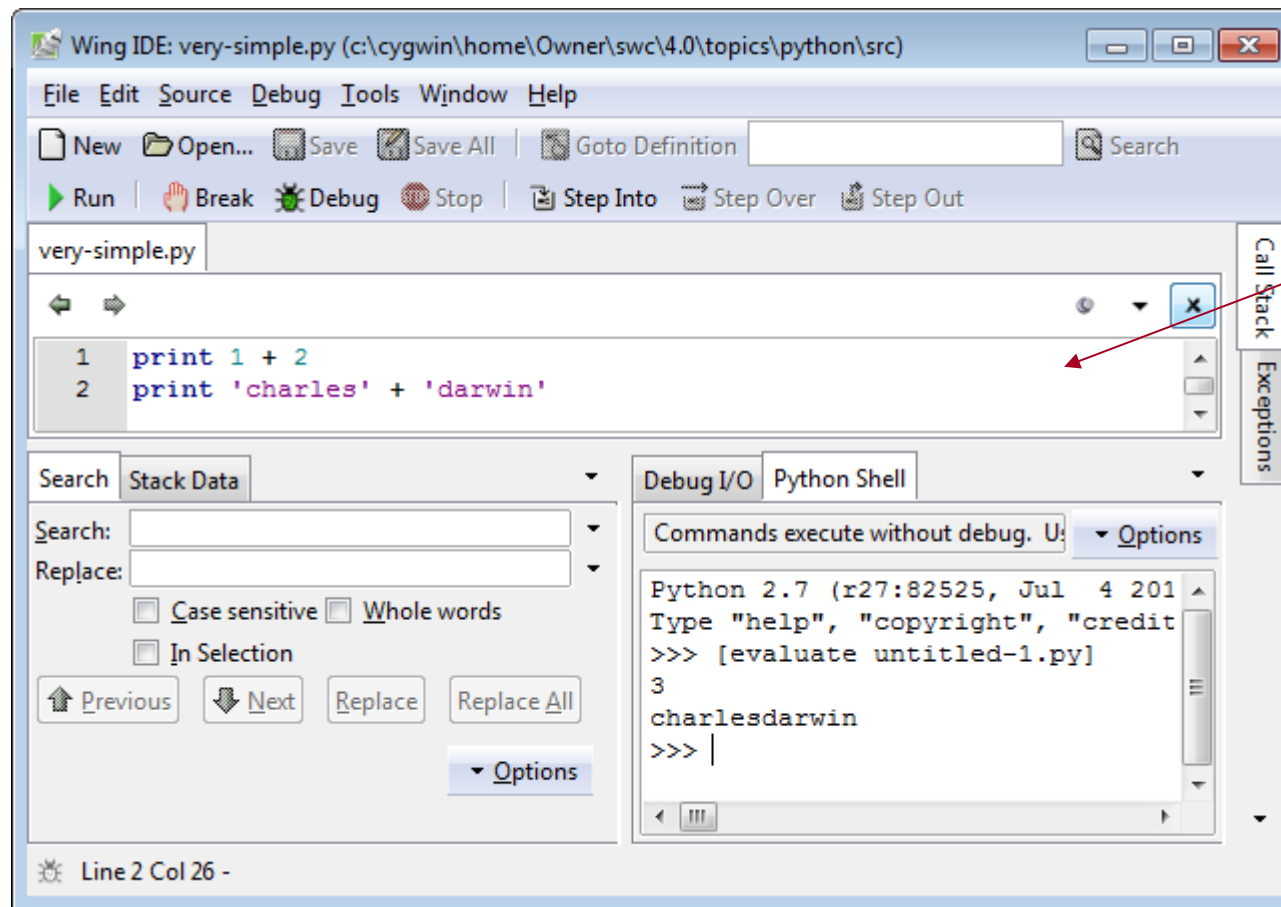
```
charlesdarwin
```

```
$
```

Use an *integrated development environment* (IDE)

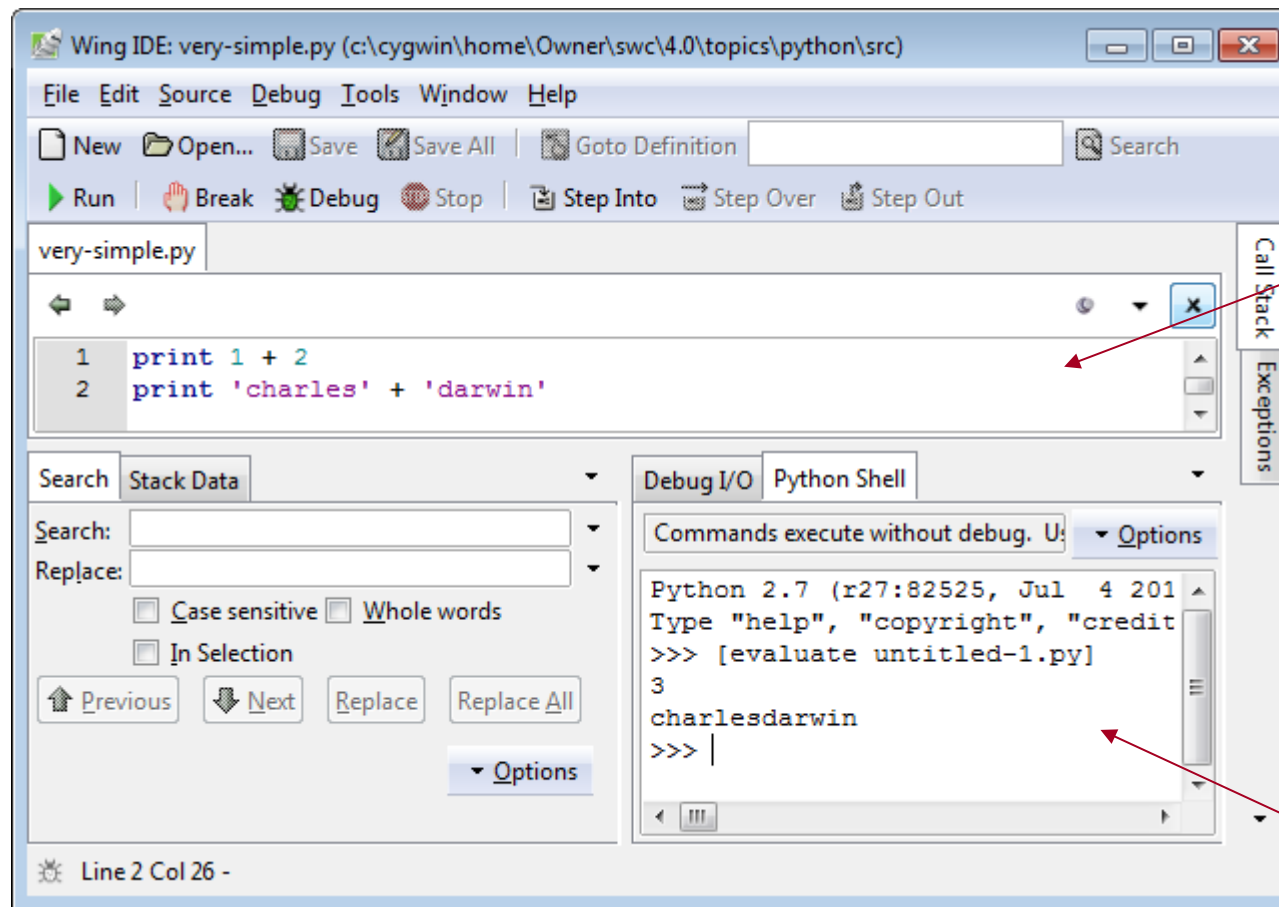


Use an *integrated development environment* (IDE)



Source
file

Use an *integrated development environment* (IDE)



Source
file

Execution
shell

Variables are names for values

Variables are names for values

Created by use

Variables are names for values

Created by use: no declaration necessary

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
```

```
>>>
```

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
```

```
>>> print planet
```

```
Pluto
```

```
>>>
```

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
>>> print planet
Pluto
>>>
```

variable	value
planet	'Pluto'

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
>>> print planet
Pluto
>>> moon = 'Charon'
>>>
```

variable	value
planet	'Pluto'
moon	'Charon'

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
>>> print planet
Pluto
>>> moon = 'Charon'
>>> p = planet
>>>
```

variable	value
planet	'Pluto'
moon	'Charon'

Variables are names for values

Created by use: no declaration necessary

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>>> planet = 'Pluto'
>>> print planet
Pluto
>>> moon = 'Charon'
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```

variable	value
planet	'Pluto'
moon	'Charon'
p	

Variables are names for values

Created by use: no declaration necessary

```
>>> planet = 'Pluto'
>>> print planet
Pluto
>>> moon = 'Charon'
>>> p = planet
>>> print p
Pluto
>>>
```

variable	value
planet	'Pluto'
moon	'Charon'
p	'Pluto'

A variable is just a name

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Does not have a type

A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
```

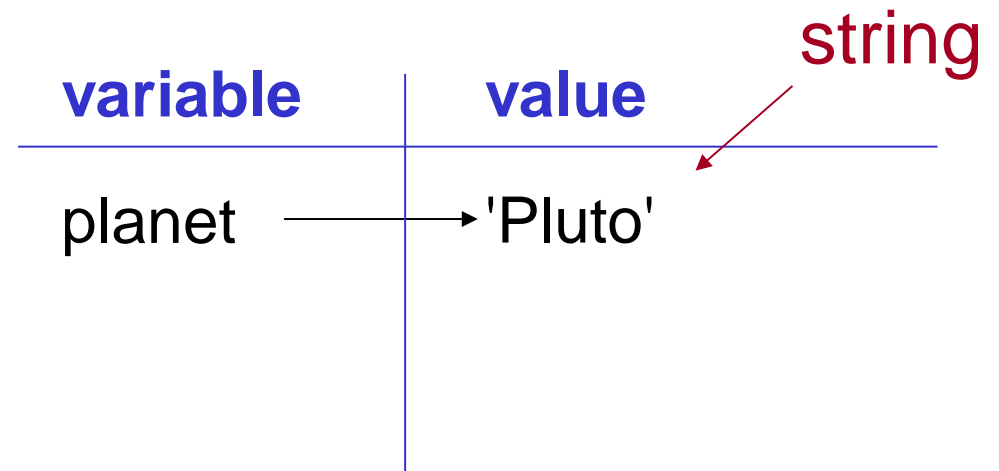
```
>>>
```

A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
```

```
>>>
```



A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
>>> planet = 9
>>>
```

variable	value
planet	'Pluto'
	9

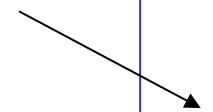
integer

A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
>>> planet = 9
>>>
```

variable	value
planet	'Pluto'
	9



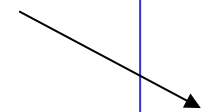
Values are *garbage collected*

A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
>>> planet = 9
>>>
```

variable	value
planet	'Pluto'
	9



Values are *garbage collected*

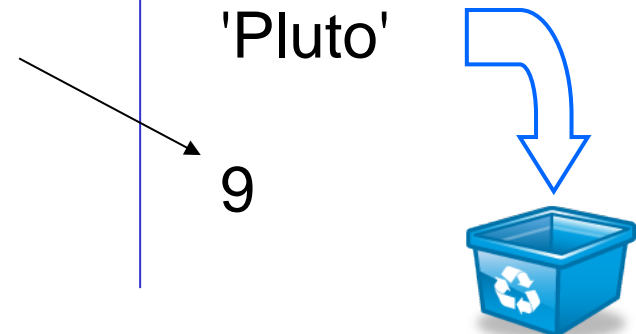
If nothing refers to data any longer, it can be recycled

A variable is just a name

Does not have a type

```
>>> planet = 'Pluto'
>>> planet = 9
>>>
```

variable	value
planet	'Pluto'
	9



The diagram illustrates the state of the variable 'planet' after the second assignment. The variable 'planet' is shown in the 'variable' column, and the value '9' is shown in the 'value' column. A blue arrow points from the 'planet' variable to the value '9'. To the right of the table, there is a blue recycling bin icon with a white recycling symbol. A blue arrow points from the '9' value to the recycling bin, indicating that the previous value 'Pluto' is being recycled.

Values are *garbage collected*

If nothing refers to data any longer, it can be recycled

Must assign value to variable before using it

Must assign value to variable before using it

```
>>> planet = 'Sedna'
```

```
>>>
```

Must assign value to variable before using it

```
>>> planet = 'Sedna'
```

```
>>> print plant      # note the deliberate misspelling
```

Must assign value to variable before using it

```
>>> planet = 'Sedna'
```

```
>>> print plant      # note the deliberate misspelling
```

Traceback (most recent call last):

print plant

NameError: name 'plant' is not defined

```
>>>
```

Must assign value to variable before using it

```
>>> planet = 'Sedna'
```

```
>>> print plant      # note the deliberate misspelling
```

Traceback (most recent call last):

print plant

NameError: name 'plant' is not defined

```
>>>
```

Python does not assume default values for variables

Must assign value to variable before using it

```
>>> planet = 'Sedna'
>>> print plant      # note the deliberate misspelling
Traceback (most recent call last):
  print plant
NameError: name 'plant' is not defined
>>>
```

Python does not assume default values for variables

Doing so can mask many errors

Must assign value to variable before using it

```
>>> planet = 'Sedna'
>>> print plant      # note the deliberate misspelling
Traceback (most recent call last):
  print plant
NameError: name 'plant' is not defined
>>>
```

Python does not assume default values for variables

Doing so can mask many errors

Anything from # to the end of the line is a comment

Values *do* have types

Values *do* have types

```
>>> string = "two"
>>> number = 3
>>> print string * number  # repeated concatenation
twotwotwo
>>>
```


Values *do* have types

```
>>> string = "two"
```

```
>>> number = 3
```

```
>>> print string * number  # repeated concatenation
twotwotwo
```

```
>>> print string + number
```

Traceback (most recent call last)

number + string

TypeError: cannot concatenate 'str' and 'int' objects

```
>>>
```

Values *do* have types

```
>>> string = "two"
>>> number = 3
>>> print string * number  # repeated concatenation
twotwotwo
>>> print string + number
Traceback (most recent call last):
  number + string
TypeError: cannot concatenate 'str' and 'int' objects
>>>
```

Would probably be safe here to produce 'two3'

Values *do* have types

```
>>> string = "two"
>>> number = 3
>>> print string * number  # repeated concatenation
twotwotwo
>>> print string + number
Traceback (most recent call last):
  number + string
TypeError: cannot concatenate 'str' and 'int' objects
>>>
```

Would probably be safe here to produce 'two3'

But then what should '2'+ '3' be?

Values *do* have types

```
>>> string = "two"
>>> number = 3
>>> print string * number  # repeated concatenation
twotwotwo
>>> print string + number
Traceback (most recent call last):
  number + string
TypeError: cannot concatenate 'str' and 'int' objects
>>>
```

Would probably be safe here to produce 'two3'

But then what should '2'+ '3' be?

Doing too much is as bad as doing too little...

Use functions to convert between types

Use functions to convert between types

```
>>> print int('2') + 3
```

```
5
```

```
>>>
```

Use functions to convert between types

```
>>> print int('2') + 3
```

```
5
```

```
>>> print '2' + str(3)
```

```
23
```

```
>>>
```

Numbers

Numbers

14

32-bit integer
(on most machines)

Numbers

14

32-bit integer
(on most machines)

14.0

64-bit float
(ditto)

Numbers

<code>14</code>	32-bit integer (on most machines)
<code>14.0</code>	64-bit float (ditto)
<code>1+4j</code>	complex number (two 64-bit floats)

Numbers

<code>14</code>	32-bit integer (on most machines)
<code>14.0</code>	64-bit float (ditto)
<code>1+4j</code>	complex number (two 64-bit floats)
<code>x.real,</code> <code>x.imag</code>	real and imaginary parts of complex number

Arithmetic

Arithmetic

Addition

$$| + \quad | 35 + 22 \quad | 57$$

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'
Division	/	3.0 / 2	1.5

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'
Division	/	3.0 / 2	1.5
		3 / 2	1

Arithmetic

Addition	+	<code>35 + 22</code>	<code>57</code>
		<code>'Py' + 'thon'</code>	<code>'Python'</code>
Subtraction	-	<code>35 - 22</code>	<code>13</code>
Multiplication	*	<code>3 * 2</code>	<code>6</code>
		<code>'Py' * 2</code>	<code>'PyPy'</code>
Division	/	<code>3.0 / 2</code>	<code>1.5</code>
		<code>3 / 2</code>	<code>1</code>
Exponentiation	**	<code>2 ** 0.5</code>	<code>1.41421356...</code>

Arithmetic

Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	-	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'
Division	/	3.0 / 2	1.5
		3 / 2	1
Exponentiation	**	2 ** 0.5	1.41421356...
Remainder	%	13 % 5	3

Prefer *in-place* forms of binary operators

Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>>
```


Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>> years += 1
```

```
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>> years += 1
```

← The same as `years = years + 1`

```
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
>>> years += 1
>>> print years
501
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>> years += 1
```

```
>>> print years
```

```
501
```

```
>>> years %= 10
```

```
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>> years += 1
```

```
>>> print years
```

```
501
```

```
>>> years %= 10 ← The same as years = years % 10
```

```
>>>
```

Prefer *in-place* forms of binary operators

```
>>> years = 500
```

```
>>> years += 1
```

```
>>> print years
```

```
501
```

```
>>> years %= 10
```

```
>>> print years
```

```
1
```

```
>>>
```

Comparisons

Comparisons

```
3 < 5      | True
```


Comparisons

3 < 5	True
3 != 5	True

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False

Comparisons

<code>3 < 5</code>	<code>True</code>
<code>3 != 5</code>	<code>True</code>
<code>3 == 5</code>	<code>False</code>

Single = is assignment

Double == is equality

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False
<code>3 >= 5</code>	False

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False
<code>3 >= 5</code>	False
<code>1 < 3 < 5</code>	True

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False
<code>3 >= 5</code>	False
<code>1 < 3 < 5</code>	True
<code>1 < 5 > 3</code>	True

← But please don't
do this

Comparisons

<code>3 < 5</code>	True
<code>3 != 5</code>	True
<code>3 == 5</code>	False
<code>3 >= 5</code>	False
<code>1 < 3 < 5</code>	True
<code>1 < 5 > 3</code>	True
<code>3+2j < 5</code>	<i>error</i>



created by

Greg Wilson

October 2010



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