Introduction to programming in Python

Jules Kreuer

Uni Tübingen

fsi@fsi.uni-tuebingen.de
contact@juleskreuer.eu

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Based on:

Ana Bell, Eric Grimson, and John Guttag.
6.0001 Introduction to Computer Science and Programming in Python.
Fall 2016. Massachusetts Institute of Technology: MIT OpenCourseWare
https://ocw.mit.edu.
License: Creative Commons BY-NC-SA.

Nick Parlante, John Cox, Steve Glassman, Piotr Kaminksi, Antoine Picard.
Google's Python Class.
July 2015. Google LLC
License: Creative Commons BY 2.5.

Part 1: Hello World

- Introduction
- Installation
- REPL

Break

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Part 2: Basics

- Common operators
- Data types, type-casting
- Lists, dicts
- Control flow: for, while, break, continue

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Part 3: Abstraction

- Functions, variable scope, lambda
- Exceptions
- recursion
- Objects, Classes

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Part 4: Development

- Arguments
- Modules / imports
- Virtual-Envs
- Tests

Demo

```
jules@T480:~$ python3
Python 3.8.10 (default, Nov 26 2021, 20:14:08)
[GCC 9.3.0] on linux
Type "help", "copyright", "credits" or "license"...
>>> a = 5
>>> a
5
>>> a = "Hello World"
>>> a
'Hello World'
>>> a + "!"
'Hello World!'
>>>
```

Installation / REPL

`https://www.python.org/downloads/`
Debian / Ubuntu: *sudo apt install python3*

Type in your shell: *python3*

```
jules@T480: ~
Datei  Bearbeiten  Ansicht  Suchen  Terminal  Hilfe
jules@T480:~$ python3
Python 3.8.10 (default, Nov 26 2021, 20:14:08)
[GCC 9.3.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

Figure: Python3 REPL

Running code

- REPL
- python3 file args

Example

```
python3 hello-world.py
```

Combining Editor and Interpreter

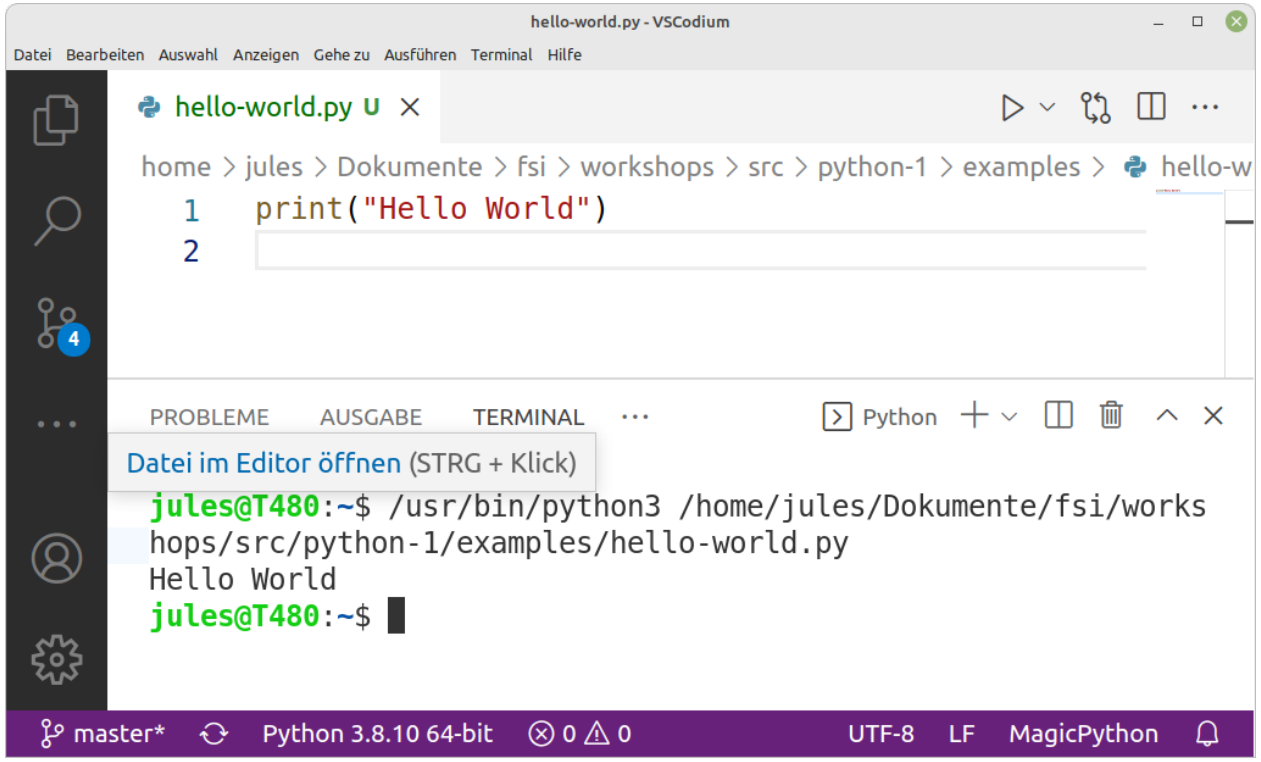

Figure: VS Codium

Possible IDEs / Editors:

- VS Codium: `https://vscodium.com/`
- PyCharm: `https://www.jetbrains.com/pycharm/`
- Atom: `https://atom.io/`
- ...

hello-world.py

- Content: `print("Hello World")`
- Run it!

Basic operators and types

Just like 'any other' language.

Math

```
s = (a + b - c) / d * e
p = a ** 2 # a to the power of 2
b = a^2    # bitwise shifting
m = a%2    # mod
```

Numeric types

```
int, float, complex
i = 1 = int("1") = int(1.0)
f = 4.2
c = 4+2j
```

Strings

```
s = "Hello " + "World"
c = "A" * 10 + "HHHH"
S = s.upper()
length = len(S)    # Returns Integer
pos = s.find("W") # Return Integer (Position of first W)
```

Text types

```
str
s = str(1)
```

Booleans

```
a = (True or False) and not False
```

Boolean types

```
bool
t = bool(1) = bool("Not Empty")
f = bool(0) = bool("")
```

Comparision

`<, >, ==, !=, <=, >=`

Example

```
t = 3 < 5
t = not "A" == "B"
f = 4.2 == 2
f = 0 == "Hello" # Comparision in between types is possible
```

01-types.py

Exercise

Desired output: 'The sum of 41.8 and 0.2 is 42'.

Use following variables:

```
i = 41.8
f = 0.2
prefix = "The sum of "
```

Lists

Mutable, dynamic in length, non-homogenous, ordered

```
aList = [1, 2, 3, 4, "What?", 6]
aList[0]                # -> 1
aList[4:]               # -> ['What?', 6]
aList[1::2]             # -> [2, 4, 6]
aList[-1]               # -> 6
aList.append(7)         # -> [..., 6, 7]
aList.extend([8,9])     # -> [..., 6, 7, 8, 9]
aList[0] = "New Zero"
general form: [from:to:step]
```

Lists

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aList = [1, 2, 3, 4, "What?", 6]
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aList[4:]               # -> ['What?', 6]
aList[1::2]             # -> [2, 4, 6]
aList[-1]               # -> 6
aList.append(7)         # -> [..., 6, 7]
aList.extend([8,9])     # -> [..., 6, 7, 8, 9]
aList[0] = "New Zero"
general form: [from:to:step]
```

Tuples

Non-Mutable, fixed length, non-homogenous

```
aTuple = ("A", "a", 1)
a[0]            # -> "A"
```

Dicts

Mutable, dynamic in size, non-homogenous, unordered[a]

```
d = {"key": "value", 1: 3}
d["key"]      # -> "value"
d["new"] = 2 # Insert new value to d
d.keys()      # -> ["key", 1, "new"]
d.values()    # -> ["value, 3, 2]
d.items()     # -> [("key", "value"), (1, 3), ("new", 2)]
```

[a] Somehow..

See: https://docs.python.org/3/tutorial/datastructures.html

Control flow: if, for, while, break, continue

Regular control flow with if:

```
if condition:
  doThis()
elif cond2:
  doThat()
else:
  otherWise()
```

Looping has two different approaches:

while / condition

```
i = 0
while i < 10:
  print(i)
  i = i + 1
```

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```

for / iterable

```
for element in iterable:
  print(e)
```

Iterables: something with an order and members.

Example

```
tuples = (0, 1,2,3,4)
lists  = [0, 1,2,3,4]
string = "Hello World"
dicts = {"a", 2}
range(0, 6, 2) # start, stop, interval
               # somehow comparable to [0,2,4]
file objects
...
```

for / iterable

```
for element in iterable:
  print(e)
```

for / iterable

```
for element in iterable:
  print(e)
```

Example

```
for i in range(5):
  print(e) # 0, 1, 2, 3, 4
for c in "Hello World":
  print(e) # Every char
for k in {"k": "v", "k2": "v2"}:
  print(k) # Only the keys
for k, v in {"k": "v", "k2": "v2"}.items():
  print(k, v) # Unpacking
```

Unpacking:
- Object with ordered members
- Number of vars equal to members[1].

Example

```
a, b, c = (1, 2, 3)
a, b,   = [1,2]
```

[1] `x, *xs = [1, 2, 3, 4]` → `xs = [2,3,4]`

Exit the loop early?

Break

```
while True:    # works for "for i in .." aswell
  doThis()
  if exitCondition:
     break
```

Skip to the next element?

Continue

```
for i in range(4):
  if i == 2:
    continue
  print(i)
-> 0, 1, 3
```

02-number-guess.py

Exercise

Implement a basic python number guessing game.

1. Generate a random number.
2. Ask for a guess.
3. Check if guess was correct.
4. If not, say if number was smaller / larger
5. Repeat from step 2, but only 7 times max.

Use following functions:

```
from random import randint(a, b)
randint(0,1024)  # random integer N such that a <= N <= b
input("Number?") # Takes input from user
```