

# Pink Programming

**Python  
Camp**



Code  
Handouts





# How to read

The handouts are meant to match the slides. They are also meant as a practical reminder. **You would need to run the code to see the output.**



run in **commandline**



run in **interpreter**



concepts - not pure code



write in a python file then execute file



output



input

This handout belongs to:


---

# Install and “Hello, World!”

Checking If you have python and pip installed

 **python3 -V**  
**pip3 -V**

Example output


 \$ python3 -V  
Python 3.6.1  
\$ pip3 -V  
pip ...

If it does not work, download and install python here: [www.python.org/downloads/](http://www.python.org/downloads/)

**Python Interpreter** - an interactive commandline tool to try out python code

 **python3**

You will now be in the interpreter.

 **print("Hello, world!")**  
**exit() # or quit()**



# Command Line - Mac/Unix

## Basic commands



```
cd path    #Changing a folder  
ls -la     #Listing folder contents  
pwd        #Listing your current location  
mkdir folder_name #Making a folder  
touch filename.txt #Creating a file  
cat filename.py #print file content
```

## Special folders



```
/    the root of your system  
~    your user's home  
.    current directory  
..   parent directory
```

## Tips:

Use **Tab** for autocomplete

Windows users can use this with:


- <https://cygwin.com/>

# Command Line - Windows

**Note!!!** In windows, the **interpreter** is opened with:

 **python**

Basic commands

 **cd** path #Changing a folder  
**dir** #Listing folder contents  
**cd** #Listing your current location  
**mkdir** folder\_name #Making a folder  
**echo** "" > filename.txt #Create file  
**type** filename.py #print file content

Special folders



**c:\** the root of your system  
.  
..

- current directory
- parent directory

Tip:

Use **Tab** for autocomplete

Use **\** instead of **/**

# Data types

# Python data types



**int** (*integer*) - numbers: -3, 0, 23

**float** - decimal numbers: -34.5, -2.0, 3.98

**string** - words: "game", 'Game', "SAME"

## bool (boolean): True, False

None

# Strings



```
print("Game Over")
```

```
print('Game Over')
```

```
print("Game", "Over")
```

```
print("Here", end = " ")
```

```
print("it is...")
```

## Escaping sequences with Strings



New line - \n

Tab - \t

## Backslash - \\

## Inserting a Quote - \', \"



```
print("a\nb")
```

```
print("c\td")
```

```
print("e\\f")
```

```
print("g\"h")
```

```
print("\a")
```

## Concatenating Strings



```
print("snow" + "ball")
```

```
print("Pie" * 10)
```

# Variables

Simple create

```
» name = "Nadia"  
print(name)  
print("Hi,", name)
```

Naming variables



Only **numbers**, **letters** or **\_**

Can't start with a number

Descriptive names **score** not **sc**

Be consistent **snow\_ball** not **snowBall**

Not too long (under 15 char)

# Mathematical Operators

```
» 2 + 3 # Addition / Plus  
4 - 6 # Subtraktion / Minus  
2 * 5 # Multiplication  
5 / 2 # Division  
5 // 2 # Division  
5 % 2 # Modulus
```

Augmented Assignment Operators

```
» x = 10 ; print(x)  
x *= 5 ; print(x) # x=x*5  
x /= 5 ; print(x) # x=x/5  
x %= 5 ; print(x) # x=x%5  
x += 5 ; print(x) # x=x+5  
x -= 5 ; print(x) # x=x-5
```



# User input



```
name = input("Hi! What's your name?")  
print("Your name is: " + name)
```

# String methods



```
name = "NadIa"  
name.upper()  
name.lower()  
name.title()  
name.replace("d", "taI")
```

# Converting types



```
int("42")  
float("3.42")  
str(3)  
age = int(input("How old are you?"))  
print("Your age is: ", age)
```

# Comparison operators



```
5 == 5 # equal-to  
8 != 5 # not equal to  
3 > 10 # greater than  
5 >= 10 # greater than or = to  
5 < 8 # less than  
5 <= 5 # less than or = to
```

# If statement



```
password = "secret"  
if password == "secret":  
    # note the indentation  
    print("Access granted!")
```

if - elif - else



```
weekday = 1  
if weekday == 1:  
    print("It's Monday!")  
elif weekday == 2:  
    print("It's Tuesday!")  
else:  
    print("It's Weekend!!!")
```

# While loop

Using condition



```
response = ""  
while response != "Because":  
    response = input("Why?")
```

Using counters



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

## Break and continue



```
count = 0
while True:
    count += 1
    if count > 10: #end if count > 10
        break     #to exit a loop
    if count == 5: #skip 5
        continue  #to jump back
    print(count)
```

## Multiple conditions



```
cookies = True
hungry = True
if cookies and hungry:
    print("Fika time!")
```



```
cookies = True
hungry = False
if cookies and not hungry:
    print("No fika yet!")
```

## and, or and not

a	b	a and b	a or b	not a	not b
True	True	True	True	False	False
True	False	False	True	False	True
False	True	False	True	True	False
False	False	False	False	True	True

# Importing a module



```
import random
#produces a random integer between 10-40
print(random.randint(10, 40))
#random integer between 0 and 10
print(random.randrange(10))
```

## For loops



```
for i in range(0, 3):
    print("i1 = ", i)
for i in range(0, 50, 5):
    print("i2 = ", i)
for i in range(50, 0, -5):
    print("i3 = ", i)
```

## Index



0	1	2	3	4
i	n	d	e	x

## String as a sequence




```
word = "programming"
print(word[0])
print(word[5])
```



```
for i in "index":
    print(i)
```

# Lists

Sequence - like string, but can contain anything you want



index	0	1	2	3	4	5
	"cat"	"dog"	"fish"	"cow"	"pig"	"fox"

```
animals = ["cat", "dog", "fish", "cow", "pig", "fox"]
```

## Accessing elements




```
animals = ["cat", "dog", "fish", "cow",  
           "pig", "fox"]  
print(animals[2])  
print(animals[1:4])  
print(animals[:3])  
print(animals[4:])  
print(len(animals))
```

## Concatenating lists



```
farm_animals = ["sheep", "cow", "pig"]  
wild_animals = ["fox", "wolf", "eagle"]  
all_animals = farm_animals + wild_animals  
print(all_animals)
```

# Negative index



0	1	2	3	4
i	n	d	e	x
-5	-4	-3	-2	-1



```
word = "programming"  
print(word[-1])  
print(word[-3:])  
print(word[:-2])  
print(word[-4:-2])
```

## Lists

### Deleting



```
all_animals = ["sheep", "cow", "pig",  
               "fox", "wolf", "eagle"]  
del all_animals[5]  
print(all_animals)  
del all_animals[-1]  
print(all_animals)
```

### Appending



```
all_animals = ["sheep", "cow", "pig",  
               "fox", "wolf"]  
all_animals.append("horses")  
print(all_animals)
```

### Change a value



```
all_animals = ["sheep", "cow", "pig",  
               "fox", "wolf", "horses"]  
all_animals[-1] = "horse"  
print(all_animals)
```

### Loop



```
all_animals = ["sheep", "cow", "pig",  
               "fox", "wolf", "horse"]  
for animal in all_animals:  
    print(animal)
```

## Lists in lists



```
farm_animals = ["sheep", "cow", "pig",  
"horse"]  
wild_animals = ["fox", "wolf", "eagle"]  
all_animals = [farm_animals, wild_animals]  
print(all_animals)
```

## Dictionaries

### List of key-value pairs



```
animal_info = {"sheep": "stubborn", "cow": "gives milk"}
```

**key**      **value**      **key**      **value**

### Try it



```
animal_info = {"sheep": "stubborn",  
"cow": "gives milk"}  
print(animal_info["sheep"])
```

### Adding an item



```
animal_info = {"sheep": "stubborn",  
"cow": "gives milk"}  
animal_info["wolf"] = "wants to eat cow"  
print(animal_info)
```

### Deleting an item



```
animal_info = {"sheep": "stubborn",  
"cow": "gives milk",  
"wolf": "wants to eat cow"}  
del animal_info["wolf"]  
print(animal_info)
```

## Dictionary loop



```
animal_info = {"sheep": "stubborn",  
               "cow": "gives milk"}  
for key in animal_info:  
    print(key)  
    print(animal_info[key])
```



```
animal_info = {"sheep": "stubborn",  
               "cow": "gives milk"}  
for key, value in animal_info.items():  
    print(key + " has info: " + value)
```

## Functions

You've actually already used them!



- ☐ print(<string>)
- ☐ len(<list>)
- ☐ range(<from>, <to>, <step>)
- ☐ ...

## Writing a function



```
def circle_circumference(radius):  
    """ Return circle circumference """  
    circumference = 2 * 3.14 * radius  
    return circumference
```

Annotations in the code above:

- name**: points to the function name `circle_circumference`
- parameter**: points to the parameter `radius`
- docstring**: points to the docstring `""" Return circle circumference """`
- return value**: points to the return statement `return circumference`



Try it



```
def circle_circumference(radius):  
    """ Return circle circumference """  
    circumference = 2 * 3.14 * radius  
    return circumference  
my_circumference = circle_circumference(5)  
print(my_circumference)
```



**Note!!!** Functions - can be reused. That is why we return the value, to be used by the code calling it.

Functions import



```
from <filename> import circle_circumference
```

Try it



```
from math import pi  
def circle_circumference(radius):  
    """ Return circle circumference """  
    circumference = 2 * pi * radius  
    return circumference  
my_circumference = circle_circumference(5)  
print(my_circumference)
```

Parameters



```
def birthday_wishes1(name, age):  
    print("Happy birthday, " + name +  
          "! You're " + str(age) + ".\n")  
birthday_wishes1("Ana", 10)
```



```
# Positional parameters  
def birthday_wishes2(name = "Ana",  
                     age = 12):  
    print("Happy birthday, " + name +  
          "! You're " + str(age) + ".\n")  
birthday_wishes2(age= 10)
```



**Global variables** are accessible from everywhere  
**Local variables** are only accessible in their block  
**Scope** is the area of the code in which the variable is defined

Scope and functions



```
def func1():  
    variable1 = 1 } local variable  
                    scope func1  
  
def func2():  
    variable2 = 2 } local variable  
                    scope func2  
  
variable0 = 0 } global variable  
                  global scope
```

## Files

Reading - do not use, good to know



```
#Open and Read File  
my_file = open("read_it.txt", "r")  
#Close File after using it  
my_file.close()
```

Access modes



**"r"/"r+"** Read from / Read from and write to.  
Error if the file doesn't exist  
**"w"/"w+"** Write to / Write to and read from.  
Overwrites if file exists, creates a new file otherwise  
**"a"/"a+"** Append / Append and read from  
Appends or creates a new file.

## Better read - closes file automatically



```
# Make sure you create a workfile.txt
# with random text
with open('read_it.txt', 'r') as f:
    read_data = f.read()
print(f.closed) # to show it is closed
print(read_data)
```

## Reading characters



```
with open("read_it.txt", "r") as my_file:
    print(my_file.read(1))
    print(my_file.read(5))
```

## Reading one line at a time



```
with open("read_it.txt", "r") as my_file:
    print(my_file.readline())
    print(my_file.readline())
    print(my_file.readline())
```

## Reading all lines into a list



```
with open("read_it.txt", "r") as my_file:
    lines = my_file.readlines()
    print(lines)
    print(len(lines))
    for line in lines:
        print(line)
```

## Looping through the file



```
with open("read_it.txt", "r") as my_file:
    for line in my_file:
        print(line)
```

## Creating a file



```
with open("read_it.txt", "w") as my_file:
    my_file.write("Line 1\n")
    my_file.write("Line 2\n")
    my_file.write("Line 3\n")
```

## Creating a file from string list



```
with open("read_it.txt", "w") as my_file:
    lines = [ "Line 4\n",
              "Line 5\n",
              "Line 6\n"]
    my_file.writelines(lines)
```

## Recap - file functions



```
read() # reads entire file
read(size) # reads that many characters
readlines() # reads lines in a list
readline() # reads chars to end of line
write(output) # writes output to file
writelines(output) # writes strings in
# the list output to a file
```

# Exceptions

## Examples

(ValueError, ZeroDivisionError, NameError, TypeError)



```
float("Hi!")
10 * (1/0)
4 + spam*3
'2' + 2
```

## Handling exceptions



```
try:
    x = int(input("Type a letter: "))
except(ValueError):
    print("Oops!")
```

## Skipping exceptions



```
try:
    x = int(input("Type a letter: "))
except(ValueError, RuntimeError):
    pass
```

For more exception Types:

[docs.python.org/3/library/exceptions.html](https://docs.python.org/3/library/exceptions.html)

# Json files (JavaScript Object Notation)

## Example json file (**data.json**)



```
{ "name": "Jill",
  "age": 31,
  "city": "New York",
  "cats" : [ "jixy",
             "mixy" ] }
```



```
import json
from pprint import pprint
with open('data.json') as data_file:
    data = json.load(data_file)
pprint(data)
print(data["age"])
print(data["name"])
print(data["cats"][0])
```

If it cannot find **pprint** or **json** run

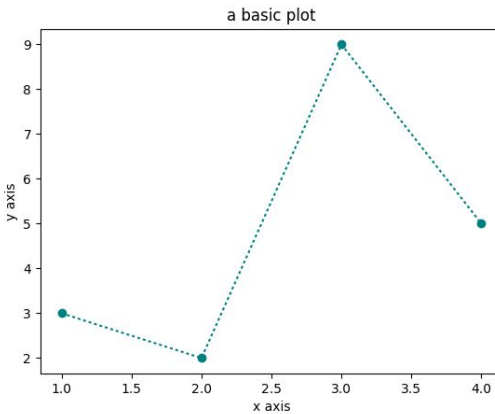


```
pip install pprint json
```

# Basic plots



```
import matplotlib.pyplot as plt
x = [1, 2, 3, 4]
y = [3, 2, 9, 5]
plt.plot(x, y, 'o:', color='teal')
plt.xlabel('x axis')
plt.ylabel('y axis')
plt.title('a basic plot')
plt.show()
```



If it cannot find **matplotlib**, **urllib** or **pprint** run



```
pip install matplotlib urllib pprint
```

## APIs



```
import urllib.request, json
from pprint import pprint
l = "http://weathers.co/api.php?city=Stockholm"
with urllib.request.urlopen(l) as url:
    data = json.loads(url.read().decode())
    pprint(data)
```

# Content credits

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## Image credits



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