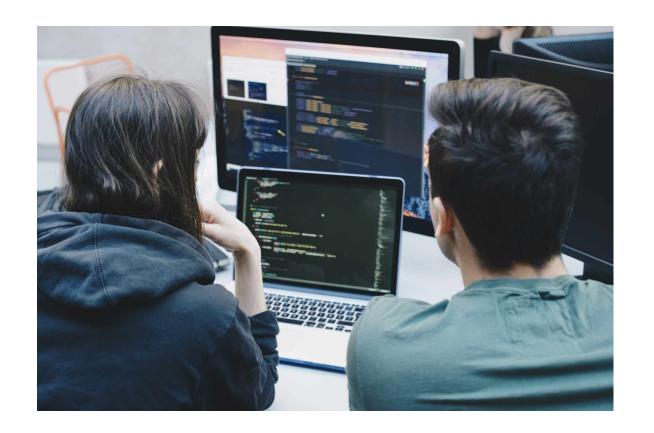
Intro to Programming I: Intro to Python

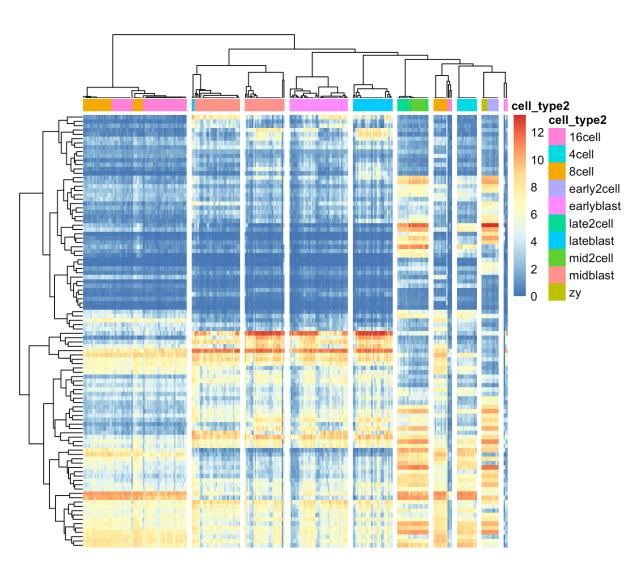
June 20th, 2024

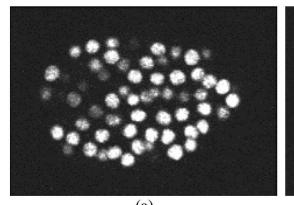
Motivation

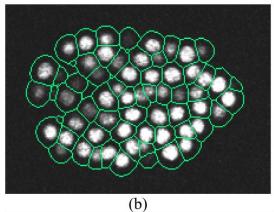
- Computer Programming: Creating a schedule of events for a computer to follow to complete a task.
- Why learn programming?
 - To become a programmer
 - To think computationally
 - To apply computational tools to problems

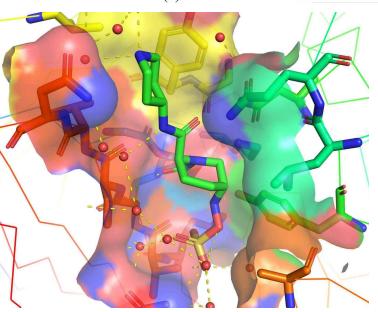


Motivation







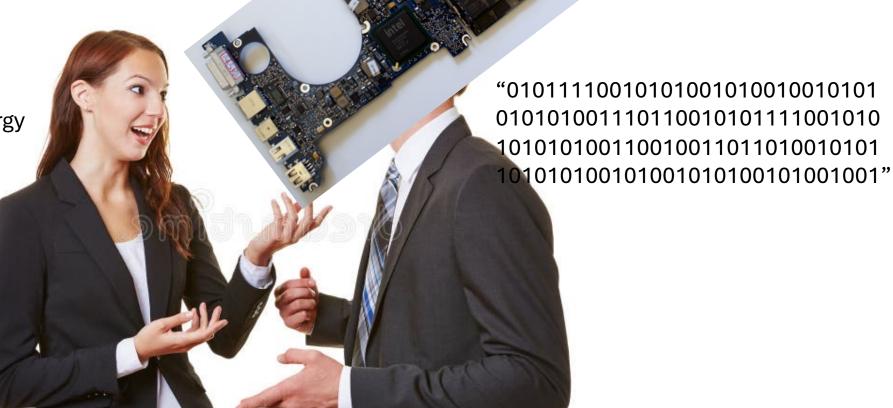


What do **you** use programming for?



Python is a <u>language</u>

"Calculate the energy of a protein in this conformation."



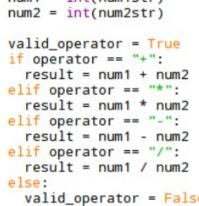
Python is a language

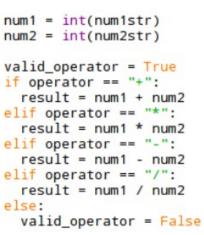
"Calculate the energy of a protein in this conformation.

Human Language



(You are here)









Programmer

Python

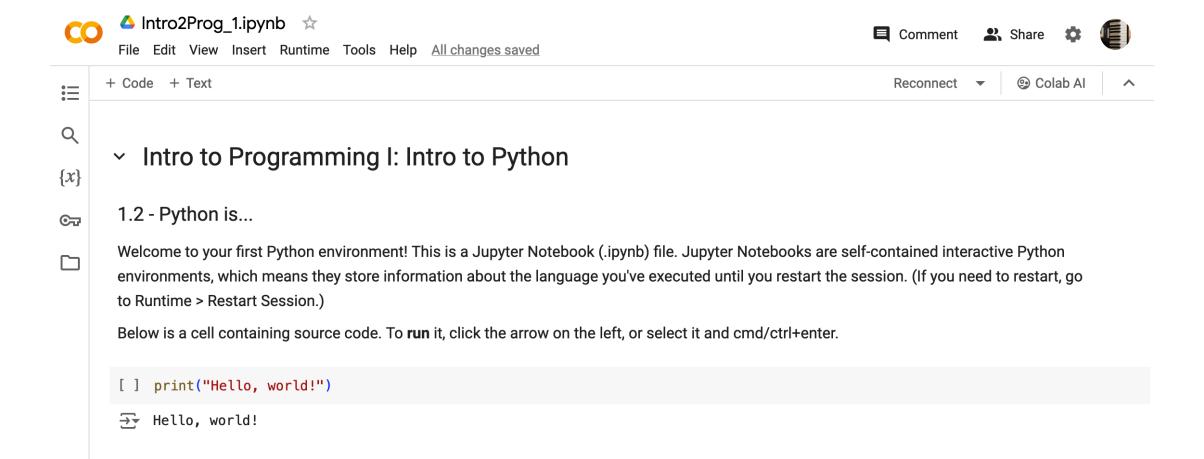
Python Interpreter

Machine Language

- + easy to pick up
- slower than other languages

Let's try Python!

• Colab link



Variables

Now we can fix our bug!

Operators

Functions

Function Invocation

```
>>> info("Spunky")
```

Can you predict what this line of code will do?

In-Built Functions

```
Built-in Functions
                                               R
abs()
                enumerate()
                                len()
                                               range()
aiter()
                eval()
                                list()
                                                repr()
all()
                exec()
                                locals()
                                                reversed()
any()
                                               round()
                F
                                M
anext()
                                               S
                filter()
ascii()
                                map()
                float()
                                                set()
                                max()
В
                format()
                                memoryview()
                                                setattr()
bin()
                frozenset()
                                                slice()
                                min()
bool()
                                                sorted()
                G
breakpoint()
                                N
                                                staticmethod()
bytearray()
                getattr()
                                next()
                                               str()
bytes()
                globals()
                                                sum()
                                0
                                                super()
C
                н
                                object()
callable()
                hasattr()
                                oct()
chr()
                hash()
                                                tuple()
                                open()
classmethod()
                help()
                                ord()
                                               type()
compile()
                hex()
                                               V
                                P
complex()
                                pow()
                                               vars()
D
                id()
                                print()
delattr()
                input()
                                               Z
                                property()
dict()
                int()
                                                zip()
                isinstance()
dir()
                issubclass()
divmod()
                iter()
                                                 import ()
```

Modules

```
import math

print (math.pi)
print (math.factorial(5))
print (math.cos(0))
print (math.log10(100))
```

Python has a way to put definitions in a file and use them in a script or in an interactive instance of the interpreter. Such a file is called a **module**; definitions from a module can be imported into other modules or into the main module (the collection of variables that you have access to in a script executed at the top level and in calculator mode).

Turtles!!!

Back to colab!

```
import turtle
turtle.forward(100)
turtle.right(90)
turtle.backward(100)

from turtle import *
forward(100)
right(90)
backward(100)
```

help(turtle.forward)