



# Input, Processing and Output

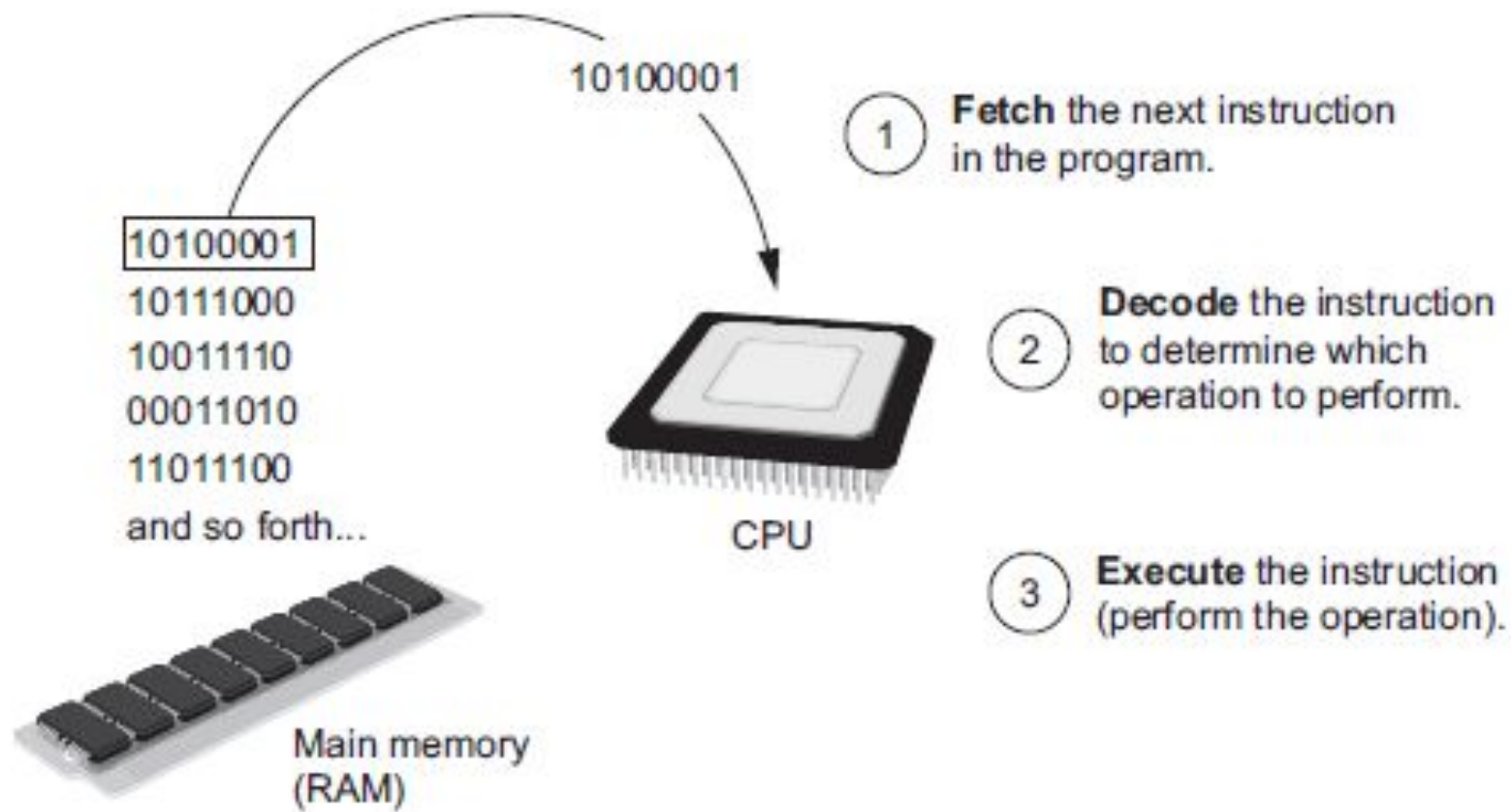


CTEC 102



# Hey Kid, I'm a Computer

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# High-Level Languages

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- Low-Level Language
  - Assembly
- High-Level Language
- Compiled languages vs. Interpreted languages

# Special Terms

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- Key Words - predefined words in a programming language
- Operators - performs operations on data
  - '+'
- Syntax - set of rules to be followed when writing a program
- Statement - an individual instruction

# Python



# Getting Python

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<https://www.python.org/>

# Editing Code

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- IDLE
- Sublime
- Visual Studio Code
- Atom
- Notepad++
- Notepad

But not Word.

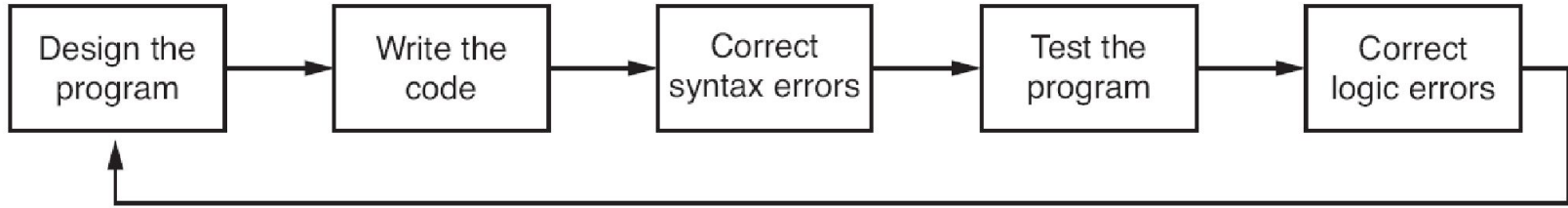


# Designing a Program

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# Program Development Cycle

**Figure 2-1** The program development cycle



# Design Process

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- Understand the Task
  - Software Requirements
  - “Interview the Customer”
- Determine the Steps
  - Algorithms
- Write it Out
  - Pseudocode
  - Flowcharts

# Let's Talk Code

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# Code

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- Syntax
  - New lines are new instructions
  - Spacing matters
- Flow
  - Top to Bottom

# Functions

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- Blocks of prewritten code that perform a task
- Can be named and reused
- Can take some input and return some output
- Where you'll find them:
  - Python includes some built-in functions
  - You can use functions (and other stuff) built by other programmers
  - You can write your own!
- Parts of a Function:
  - Definition
  - Arguments
  - Return Statement

# print()

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- Hello World - the immortal programming ritual

# Let's print() More!

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- `print("I can print", "more than one thing!")`
- `print()` can take multiple arguments
- When a function takes multiple arguments, each argument is separated by a comma (,)

Notes on `print()` specifically:

- Each argument is displayed in the order they are passed to the function
- Items are automatically separated by a space when displayed on screen



# Comments

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- Ignored by the Interpreter
- Useful for humans
  - Provides a framework for you to organize your code
  - Lets other people read your code more easily
- Python Comments
  - # begin with this thing
  - Can begin on their own line or after a line of code
    - But not inside a string literal (don't worry, we'll get to that)

# Variables

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- Data Types
  - int
  - float
  - str
- Static vs. Dynamic
- Buckets

# Assignment

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variable = expression

- Your variable is on the left
- What you want to put in it is on the right
- Examples
  - age = 22
  - name = 'Toby'
  - x = 5 + 4
    - Getting fancy there...

# Naming Your Variables

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- Cannot be a Python keyword
- Cannot contain spaces
- First letter must be a letter or an underscore (\_)
- Other letters can be letters, digits or underscores
- Variables are case sensitive
- Names should reflect use

# Camels, Snakes and Blaise Pascal

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- camelCase
- snake\_case
- PascalCase

*"I am not important to  
this slide"*

- Blaise Pascal



# Variable Reassignment

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`a = a + b`

- Variables can reference different values while a program is running
- Garbage Collection - removes unreferenced stuff
- Type Assignment - variables can be switched from one type to another in Python
  - This can be different language to language

# Literals

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- Basically the free-floating values in your code
  - "I am a string literal"
  - 23
  - True
  - 7.5
- You can assign literals to variables, use them in expressions and use them as function arguments
  - Usually where you can use a variable, you can use a literal

# input()

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A function that allows you to get input from the user.

```
result = input(prompt)
```

Example:

```
name = input('What is your name?')
```



# Reading Numbers with input()

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- `input()` always returns a string
- Other built-in functions can convert between data types
  - `int(item)` converts item to an int
  - `float(item)` converts item to a float

# Nested Function Calls

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- Many functions return values
- In your code, you can think of a value-returning function call being the same thing and replaceable by the value it returns
- We can pass values into functions
- Thus, we can use a Function call as an argument in a Function call

```
function1(function2(argument))
```

```
int(input("Give me a whole number"))
```

# Calculations

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- Operator - tool for performing calculation
- Operands - values surrounding operator
- Resulting value typically assigned to a variable

**Table 2-3** Python math operators

Symbol	Operation	Description
+	Addition	Adds two numbers
−	Subtraction	Subtracts one number from another
*	Multiplication	Multiplies one number by another
/	Division	Divides one number by another and gives the result as a floating-point number
//	Integer division	Divides one number by another and gives the result as an integer
%	Remainder	Divides one number by another and gives the remainder
**	Exponent	Raises a number to a power

I guess let's take a  
minute to talk  
about %

# Operator Precedence

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- Please Excuse My Dear Aunt Sally
  - `()`
  - `**`
  - `*`, `/`, `//` and `%`
  - `+` and `-`
- All things being equal, we go left to right

# Data Conversion

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- Data type resulting from math operation depends on data types of operands:
  - `int * int = int`
  - `float * float = float`
  - `float * int = float`
    - Mixed-type expression
    - `int` is temporarily converted to `float`

# Implicit and Explicit Conversions

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- Implicit - usually occurs when changing to a “wider” data type
  - int to float
- Explicit - required when changing to a more “narrow” data type
  - float to int
- Conversions must be explicit when data can be lost or misconstrued
  - `int(2.7)` equals 2



# More print() Tricks

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- `print()` creates a newline by default
  - Can be changed with the `end='delimiter'` argument
- `print()` uses space to separate multiple printed arguments
  - Can be changed with the `sep='delimiter'` argument

# Escape Characters

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**Table 2-8** Some of Python's escape characters

Escape Character	Effect
<code>\n</code>	Causes output to be advanced to the next line.
<code>\t</code>	Causes output to skip over to the next horizontal tab position.
<code>\'</code>	Causes a single quote mark to be printed.
<code>\"</code>	Causes a double quote mark to be printed.
<code>\\</code>	Causes a backslash character to be printed.

# String Concatenation

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“These strings are “ + “being concatenated”

# format()

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- Takes two arguments:
  - Numeric value to be formatted
  - Format specifier (a specially chosen string)
- Returns a string containing a special formatted number
- Format Specifiers:
  - `'.2f'`
  - `','.3f'`
  - `'d'`
  - `'.0%'`
  - Way too much information:  
<https://docs.python.org/3.7/library/string.html#formatspec>

# Let's Do Some Stuff

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# HeresMe.py

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Create a Python script that

- Displays your name
- Displays a short introduction of what you're hoping to learn in this course

# NumberAdder.py

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Create a python script that asks the user for two numbers, then displays what those two numbers are when added together.

# Celsius to Fahrenheit Temperature Converter

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Write a program that converts Celsius temperatures to Fahrenheit temperatures.

Celsius To Fahrenheit

$$F = \frac{9}{5}C + 32$$

Fahrenheit To Celsius

$$C = \frac{5}{9}(F - 32)$$

**Fahrenheit And Celsius  
Conversion**



# Research Time

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The Python Language documentation can be found at:

<https://docs.python.org/3/>

A list of built-in functions can be found at:

<https://docs.python.org/3/library/functions.html>

# Research Challenges

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- Build a Python script that asks you for your name and tells you the length of it
- Build a Python script that asks you for two numbers, then raise the first number to the power of the second
- Build a Python script that asks you for your name and tells you the letters that come earliest and latest in the alphabet
  - This one may be tough to deduce, so make some guesses and try stuff out