

# Refreshing Your Knowledge: Python Fundamentals for This Course

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# History of Python



## **Conceived in the late 1980's**

- Guido van Rossum

## **Implementation began in 1989**

- First release in 1991
- Version 2 in 2000
- Version 3 in 2008

## **Adopted widely**



# About Python



**Multi-paradigm programming language**

**Interpreted language**

- REPL

**Dynamic typing**

**Many libraries and built-in functions**

**Functional programming**



# Functional Programming

## Paradigm

### Break a problem into a set of functions

- No internal state
- Same input, same output

### Opposite of OOP

### Expressions, not statements



# Philosophy: Zen of Python



PEP 20

Beautiful is better than ugly.  
Explicit is better than implicit.  
Simple is better than complex.  
Complex is better than complicated.  
Flat is better than nested.  
Sparse is better than dense.  
Readability counts.  
...

```
>>> import this
```



# Running Python Code



Two ways of executing code

Run from terminal

```
# python test.py
```



```
# cat test.py
def tell_running():
    print "I am a running application in Python"
if __name__ == "__main__":
    tell_running()

# tell_running
```

---

Run from Terminal

**Sample program**

**A function and scope**

**Execute and see the result**



# Running Python Code



Two ways of executing code

Run from terminal

```
# python test.py
```

Use the interactive shell

```
# python
```

```
>>>
```





# Read Evaluate Print Loop



## REPL

### Work interactively

- Take inputs
- Evaluate
- Return result to user
- Keep going

**Great for testing and prototyping**



```
def tell_running():  
    print "I am a running application in Python"  
tell_running()  
  
# tell_running  
# exit()
```

---

## REPL

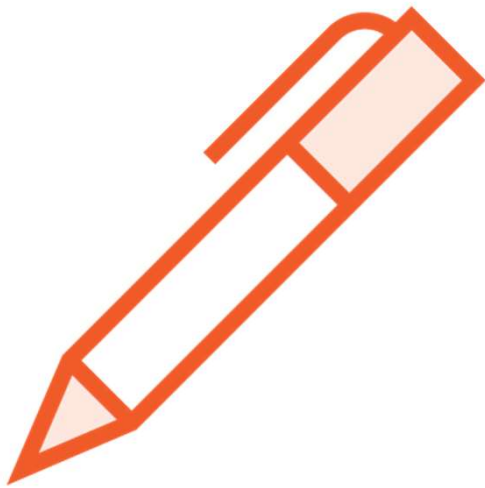
**Declared variables and functions remain in memory**

**History available**

**Ctrl + I to clean your screen, but you can scroll up**



# A Few Things to Note on the REPL



**Immediate feedback from your expressions**

- Including errors

**Powerful, but only for specific purposes**

**Does not include type ahead**

**No interface with your system**

- No path completion



# The Basics Required to Write Python Code

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```
>>> message = "This is a physical line"
>>> message = "These are two
>>> message = "This is a logical \
line"
```

---

## A Python Program

**Made up of multiple logical lines**

- Ends with **NEWLINE**

**Each logical line can be made up of multiple physical lines**

- Separate with **\**



```
# This is a single line comment
# This is not a good \
comment
""" This is a
multiline comment
"""
```

---

## Comments

### Single line

#

### Multiline

////



```
valid = "This is a valid variable"
```

```
1invalid = "This is invalid"
```

```
b88l = True
```

```
sp%$# = 1
```

```
message
```

```
Message
```

---

## Variables

**Begin with a letter, then letters, numbers and underscores**

- No special characters

**Case sensitive**



# Variables in Python

## Primitive

Strings

Integers

Booleans

Floats

## Compound

Lists

Tuples

Sets





```
message = "This is a variable"  
message  
type(message)  
message = 42  
message  
type(message)
```

---

## Variables & Types

**Create variable by assigning a value**

**Type is inferred**

- Dynamic typing



# Python vs. Scala

Python

```
total = 42
```



Scala

```
val total = 42
```



```
message = "Use double quotes  
message = 'Use single quotes'  
message = "But do not mix"  
message = "Unless it's for combining quotes"  
message = 'It\'s ok to escape as well'  
message = "Learn also the escape chars \nThey are useful"  
message[0]
```

---

## Strings

**Use double quotes or single quotes**

**Do not mix**

**Escape characters**



True

False

```
one_var = "One"
```

```
"One" == one_var
```

```
"one" == one_var
```

```
"Oneis" == one_var
```

---

## Booleans & Comparison

**True & False**

**Truthy and Falsy**



```
10 * 100 == 100 * 10
10 - 100 == 100 - 10
a_list = []
len(a_list)
len(a_list) == False
True == 1
True == 0
True == -1
```

---

## Booleans & Comparison

**True & False**

**Truthy and Falsy**



```
message = "a string"
message
print message
print "This is %s" % message
message2 = "another string"
print "One %s, two %s" % (message, message2)
print "%d" % 3.141519
print "%f" % 3.141519
```

---

## Output

### Use **print**

- Special statement, not a function

### Format output



```
result = "Pi-ish " + 'plus ten is...'  
pi_ish_plus_ten = 3.14159 + 10  
print result + pi_ish_plus_ten  
print result + str(pi_ish_plus_ten)
```

---

## Operations & Typecast Conversions

### **String and mathematical operations**

#### **Concatenate different types**

- Type casting



$10 + 100 + 1000$

$(10 + 100) + 1000$

$10 + (100 + 1000)$

$10 * 1000 * 1000$

$100 * 10 * 1000$

$1000 * 100 * 10$

---

## Associate & Commutative

**And talking about operations...**

**Associate:** how you group

**Commutative:** swap





$10 - 1000 - 1000$

$(10 - 100) - 1000$

$10 - (100 - 1000)$

---

## Associate & Commutative

**And talking about operations...**

**Associate: how you group**

**Commutative: swap**



```
numbers = [1, 2, 3]
type(list)
numbers
other_list = ['xavier', 1, True]
other_list[0]
other_list[0] = 'Xavier Morera'
other_list
```

---

## Lists

**Mutable data structure consisting of an ordered sequence of elements**

- Group related items
- Each element is called an **item**

**Perform operations on lists and on individual items**



# Lists

```
numbers + 4
numbers + [4]
numbers + other_list
numbers = [1, 2, 3]
numbers.append([4, 5])
numbers
numbers = [1, 2, 3]
numbers.extend([4, 5])
numbers
numbers[2:4]
numbers[:2]
```



# Mutable vs. Immutable

Immutable: object cannot be changed after it is created

Mutable: can be modified after it is created



# Mutable vs. Immutable

## Mutable

byte array

list

set

dict

## Immutable

int

float

long

complex

str

tuple

Boolean

array



```
number_five = 5
hex(id(number_five))
number_five += 1
hex(id(number_five))
number_list = [1, 2]
hex(id(number_list))
number_list.append(3)
hex(id(number_list))
```

---

## Mutable vs. Immutable

### **Let's confirm**

**Add one to an int and check the identity**

**Add an element to a list and check the identity**



```
qa_people = {'xavier': 1}
qa_people = {'xavier': 1, 'xavier': 2}
qa_people['xavier']
qa_people['xavier'] = 10
qa_people['irene'] = 100
qa_people.items()
```

---

## Dictionaries

Unordered set of **key:value** pairs, defined with **{}**

Keys unique, no constraints for values

Access by key, and perform operations



```
one_tuple = ('xavier', 1)
one_tuple[0]
bigger_tuple = (1, 'xavier', 'morera')
```

---

## Tuples

Sequence of elements, immutable, and defined **()**

Commonly used to represent a record

Access individual elements using **[]**





{1, 2, 2, 3, 3}

---

## Sets

Unordered collection of objects, inside {}

Similar to list

Difference: do not contain duplicate items



```
def tell_running(count, user):  
    print user + "is running a Python program"  
    return count + 1  
  
tell_running(2, 'Xavier')  
tell_running
```

---

## Functions

**Define a function**

**Input and output**



```
tell_running  
x = tell_running  
x(3, 'Irene')  
def execute_it(my_function, count, user):  
    my_function(count, user)  
execute_it(tell_running, 3, 'Xavier')
```

---

## Functions

**Assign a function**

**Pass a function as parameter**



sys

import sys

sys

sys.copyright

---

# Import

**Many built in functions**

**Others you need to import**



```
def tell_running(count, user):  
    print user + "is running a Python program"  
    return count + 1
```

---

## Indentation & Code Blocks

**Code blocks represented with the same indent level**

**4 spaces recommended in PEP 8, don't use tabs**

**Indent levels**



# Lists

```
def tell_running(count, user):  
    print user + "is running a Python program"  
    return count + 1
```

```
def tell_running(count, user):  
    if count == 1:  
        print user + "is running a Python program"  
    return count + 1
```



---

# Flow Control

Statements executed in order

Change flow with **if**, **for** and **while**



```
def tell_running(count, user):  
    if count == 1:  
        print user + " is in the True part of the if"  
    elif count == 2:  
        print user + ' is in the elif'  
    else:  
        print user + " is in the False part of the if"
```

---

|f

Checks for a condition

Executes the **if** block on true, or multiple conditions with **elif**

Then executes the **else** if all conditions evaluate to false





```
names = ['Xavier', 'Irene', 'Juli', 'Luci']  
for n in names:  
    print n
```

---

For

Statement to loop over a sequence

Define a variable to hold each item's value during iteration

Execute all statements in the code block



```
i = 0
executing = True
while executing:
    i = i + 1
    print i
    if i == 5:
        executing = False
```

---

## While

**Execute a block**

**While condition is True**



```
map(add_one, numbers_list)
filter(is_even, numbers_list)
reduce(add_items, numbers_list)
```

---

## Map, Filter & Reduce

### Functions that facilitate a functional programming approach

- **Map**: apply a function to all items on a list
- **Filter**: create new list for items that meet certain criteria
- **Reduce**: perform a computation on a list



```
def add_one(this_item):  
    return this_item + 1  
numbers_list = [1, 2, 3, 4, 5]  
map(add_one, numbers_list)  
  
def is_even(this_item):  
    return this_item % 2 == 0  
numbers_list  
filter(is_even, numbers_list)  
  
def add_items(first, second):  
    return first + second  
reduce(add_items, numbers_list)
```



# PySpark: Apache Spark with Python



**Access with pyspark (pyspark2)**

**Python shell**

- Able to use Spark

**Use Python's functionality**



```
python  
globals()  
spark  
exit()
```

```
pyspark2  
globals  
spark  
sc  
exit()
```

---

## PySpark Shell

**Check out the Python shell**

**Now take a look at PySpark**



## Takeaway



Python is powerful, easy to use & learn

Adopted widely

Many libraries available

Big Data

Data Science



# Takeaway



## Two ways of running code

### Terminal

```
# python test.py
```

### REPL

- One statement at a time
- Great for prototyping and testing





# Takeaway



Python's syntax

Quick tip on *"is this Python or Scala?"*

Types: primitive and compound

Functions

Flow control

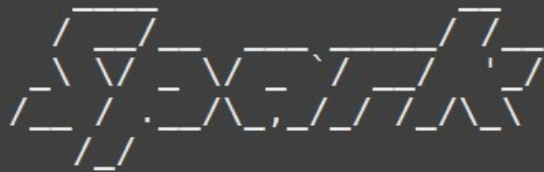
Functional Programming

- Map, Filter & Reduce



```
[hdfs@dn01 stackexchange]$ python
Python 2.7.5 (default, Aug  4 2017, 00:39:18)
[GCC 4.8.5 20150623 (Red Hat 4.8.5-16)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>> █
```

```
[hdfs@dn01 stackexchange]$ pyspark2
Python 2.7.5 (default, Aug  4 2017, 00:39:18)
[GCC 4.8.5 20150623 (Red Hat 4.8.5-16)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
Setting default log level to "WARN".
To adjust logging level use sc.setLogLevel(newLevel). For SparkR, use setLogLevel(newLevel).
Welcome to
```



version 2.2.0.cloudera1

```
Using Python version 2.7.5 (default, Aug  4 2017 00:39:18)
SparkSession available as 'spark'.
>>> █
```