

EE393 Python for Engineers

Dr. Orhan Gökçöl

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WEEK #1

2020-2021 Fall Semester

online

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Welcome to EE393 Python for Engineers

- Who am I?
 - See my LinkedIn Profile
- Have you heard about Python?
- (Why) do we need to learn (another) programming language?



LET'S GET TO
**KNOW EACH
OTHER**



LEARNINGSTUDIO

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Orhan Gökçöl

- PhD in Aeronautics (İTÜ)
 - Computational modeling, visualization and data analysis for industrial problems
- Actively working in information security, cyber security, IT services & management, resilience and business continuity areas
 - Consultancy, training and Auditing – TÜV NORD (Germany)
- Faculty @Bahçeşehir Univ., School of Education (formerly @Mechatronics Engineering till 2015).
- Experience in software security and software management
- Did and managed many software projects in different fields including automotive, electronics, e-commerce, finance and education
- Been a software developer since 1987. Did development in various languages and frameworks including C/C++, Java, PHP, Python, R, Fortran, Rexx, System 360 Assembly, Pascal, Systems programming etc.

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IMPORTANT!!!!

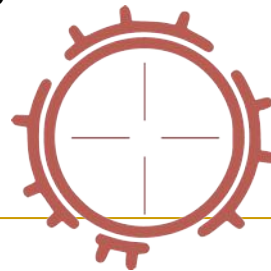
- You are **required** to have your mobile computer (Mac, Win or Linux are OK!) with you!!!.
- Alternatively:
 - For iPad, you may use “Pythonista” (your own responsibility, there will be no support ☺. You are on your own, but it seems very promising)
 - For android, I have no experience
 - For any internet-connected device (with a physical keyboard!), it is possible to use cloud-based Python (colab, azure notebooks, repl...)



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EE393 aims at

- Make you comfortable in using Python to solve problems occurred in your engineering disciplines.
- Review important engineering libraries such as numpy, scipy, pandas and matplotlib.
- Semester mini projects -using python in engineering problem solving.



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First things first....

- EE393 is a **programming course**
- It is not an “Introduction to.....” course. You are assumed to have already passed CS101 or equivalent, thus, must feel yourself (a little bit) comfortable with a high level language (C, Java, C#, PHP, Ruby, JavaScript etc. all fine)
 - You don’t need to be an expert, but know the basic programming ideas such as **variables**, **functions**, **operators**, **loops**, **if-s**, programming logic in general
 - Otherwise, drop the course ☹

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Weekly Schedule

- ❑ **MONDAY, 08:40 (via Zoom Meetings)**
- **Course web support and distance learning**
 - ❑ I'll use OzU LMS
- **Course e-mail (use this email for communication)**
 - ❑ orhan.gokcol@ozyegin.edu.tr
- **Communication with course instructor and TAs**
 - ❑ We'll have an active communication channel through LMS

Course Logistics

(email / instant messaging) gokcol@gmail.com

(business phone) (532)483-4545

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ASSESSMENT METHODS, WEIGHTS AND RULES											
Type	Weight	Assessment Method	Implementation Rule					Makeup Rule			
Final Exam	25	Online with Respondus proctoring	Final exam will be closed books and notes. No calculation or communication devices will be allowed during the exam.					BUT exam will serve as the makeup for the final exam			
Midterm Exam	20	Online with Respondus proctoring	Midterm exam will be closed books and notes. No calculation or communication devices will be allowed during the exam.					Only valid excuses with an official report are accepted to qualify for a midterm makeup. At most one makeup will be given in the course due to health reports.			
Quiz	5	Offline	Take-home quiz. Students will have a limited amount of time (e.g. 6 hours) to complete a task. Copying the work of others is not permitted.					---			
Homework	25	Offline									
Project	15	Offline									
Other	10	Online collaboration - such as using LMS discussion boards effectively									
Total	100%										

2019-20 EE393 Grade Distribution

Points	100-90	89-85	84-80	79-75	74-70	69-66	65-62	61-58	57-54	53-50	0-49
Grade	A	A-	B+	B	B-	C+	C	C-	D+	D	F

Academic honesty is important. You will face with disciplinary actions for the cases against academic honesty

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Course Resources

VISIT FREQUENTLY

Navigation

- Dashboard
- Site home
- Site pages
- My courses
 - EE 393.A
 - Participants
 - Badges
 - Competencies
 - Grades
 - General
 - 5 October - 11 October
 - Week 1**
 - Welcome to course
 - Office hours
 - 12 October - 18 October
 - 19 October - 25 October
 - 26 October - 1 November
 - 2 November - 8 November
 - 9 November - 15 November
 - 16 November - 22 November
 - 23 November - 29 November
 - 30 November - 6 December
 - 7 December - 13 December
 - 14 December - 20 December
 - 21 December - 27 December
 - 28 December - 3 January

ozu.lms

Orhan Gokcol
Student

Dashboard Support / Destek My courses

Dashboard > My courses > EE 393.A > 5 October - 11 October > Week 1

Week 1

Introduction to course - get to getherCourse logistics - course delivery, interaction, communication with the instructor, gradingSet the Python environmentIntroduction to Python languageIMPORTANT: Ensure that you are with your Mac/Win/Linux computersYC REQUIRED TO JOIN ZOOM MEETING USING YOUR *ozu.edu.tr accounts. Please register to zoom using your OzU account

Unable to join at this time

Add to calendar Calendar icon Download iCal

Start Time	Monday, 5 October 2020, 8:20 AM
Duration (minutes)	2 hours
Passcode Protected	Yes
Passcode	902230
Join link	https://ozyegin-edu-tr.zoom.us/j/94641167972?pwd=ek1sdFdv01NdZirVlpU2VGyWhDdz0
Host	Orhan Gökçöl orhan.gokcol@ozyegin.edu.tr

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Course support –Helpdesk Forum

ozu.lms

Orhan Gokcol

Dashboard Support / Destek My courses

Dashboard > My courses > EE 393.A > General > EE393 Support

Search forums

EE393 Support

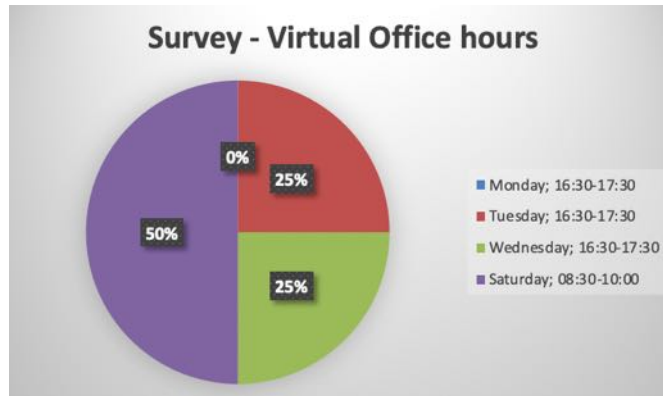
General discussions related to course subjects. Course TAs and myself will answer your questions. It would be great if you could also contribute to answers.

Add a new discussion topic

Discussion	Started by	Last post	Replies	Subscribe
<p>Connecting to ZOOM meetings</p> <p>Locked</p>	<p>Orhan Gokcol</p> <p>3 Oct 2020</p>	<p>Orhan Gokcol</p> <p>3 Oct 2020</p>	0	<p><input checked="" type="checkbox"/></p> <p>...</p>
<p>☆ Setting up Anaconda</p>	<p>Orhan Gokcol</p> <p>3 Oct 2020</p>	<p>Orhan Gokcol</p> <p>3 Oct 2020</p>	0	<p><input checked="" type="checkbox"/></p> <p>...</p>

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Course support – Virtual Office Hour

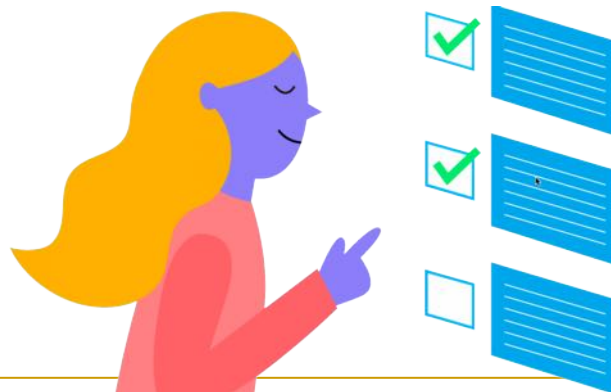


(ZOOM)

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Survey....

- Please respond to survey. It contains five questions, and will not take more than a minute!!!



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Rules for online classes

- Be ready before the class starts! (i.e. before 08:40)
- Microphones are muted by default. Do not unmute unless you are permitted.
- **It is not permitted to**
 - record the class video or audio
 - stream the class through social media or web
 - take pictures of the screens
- If you have a question, please type your question in the chat area. While I answer your question, you may unmute your mic & talk to me.
- You may prefer not to turn your camera on. It is OK for me. However, I prefer you turn it on.
- Respect the privacy of your friends and me.
- OzU Distance learning regulations are applied!!

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Python is a popular language

Sep 2020	Sep 2019	Change	Programming Language	Ratings	Change
1	2	▲	C	15.95%	+0.74%
2	1	▼	Java	13.48%	-3.18%
3	3		Python	10.47%	+0.59%
4	4		C++	7.11%	+1.48%
5	5		C#	4.58%	+1.18%
6	6		Visual Basic	4.12%	+0.83%
7	7		JavaScript	2.54%	+0.41%
8	9	▲	PHP	2.49%	+0.62%
9	19	▲	R	2.37%	+1.33%
10	8	▼	SQL	1.76%	-0.19%
11	14	▲	Go	1.46%	+0.24%
12	16	▲	Swift	1.38%	+0.28%
13	20	▲	Perl	1.30%	+0.26%
14	12	▼	Assembly language	1.30%	-0.08%
15	15		Ruby	1.24%	+0.03%
16	18	▲	MATLAB	1.10%	+0.04%
17	11	▼	Groovy	0.99%	-0.52%
18	33	▲	Rust	0.92%	+0.55%
19	10	▼	Objective-C	0.85%	-0.99%
20	24	▲	Dart	0.77%	+0.13%

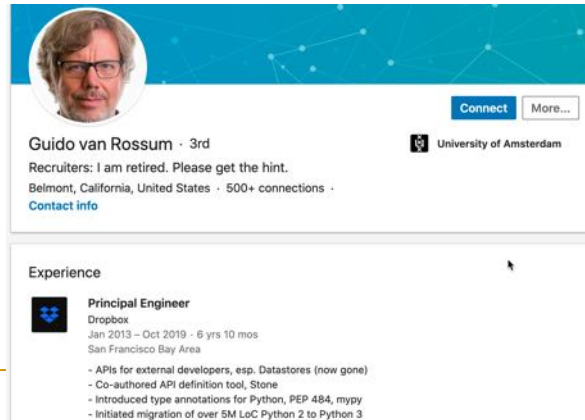
Ref:
www.tiobe.com

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Python....

Python was created in the early 1990s by **Guido van Rossum** at Stichting Mathematisch Centrum in the NL as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

He **named** it **after** the television show Monty **Python's** Flying Circus.



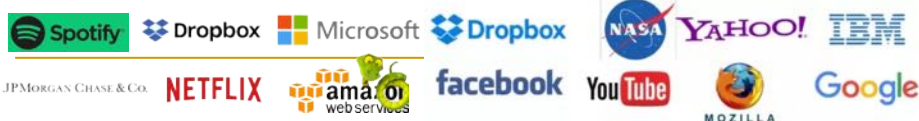
(As of Oct. 2020)

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Where do we use Python?

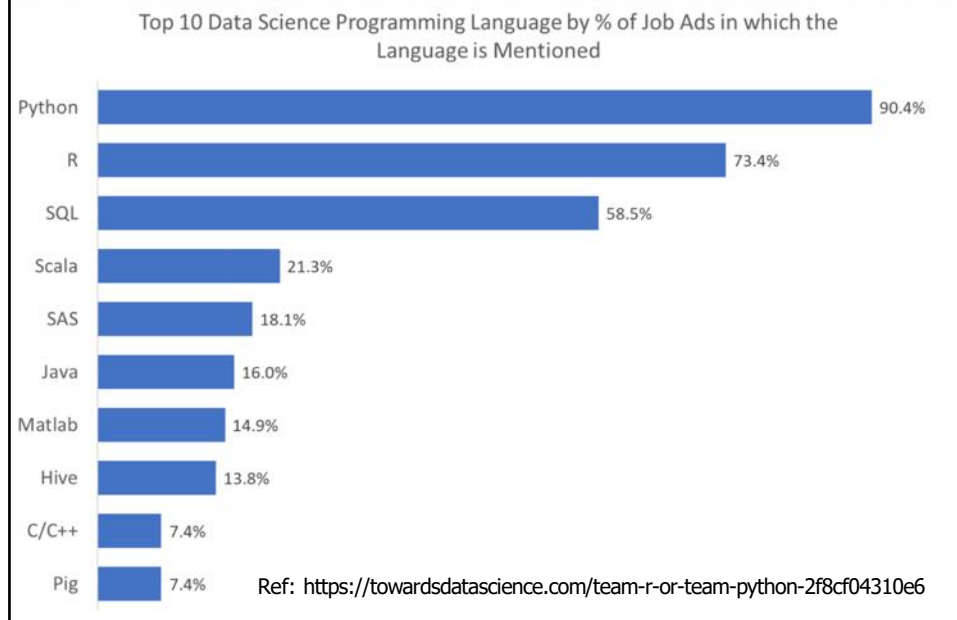
- Web and internet programming & development
 - Frameworks: Django, flask
 - Standard library supporting TCP/IP protocols (http, smtp etc.)
- Scientific and numeric computing
 - Libraries: SciPy, NumPy, Matplotlib
 - Data analysis and modeling Lib: Pandas
- Machine learning
- Image Processing
- Digital Signal Processing
- GUI development for desktop and mobile
- Software development (build control, software testing)
- Scripting and shell programming
- Education (for teaching programming languages)

Everybody and every industry uses Python

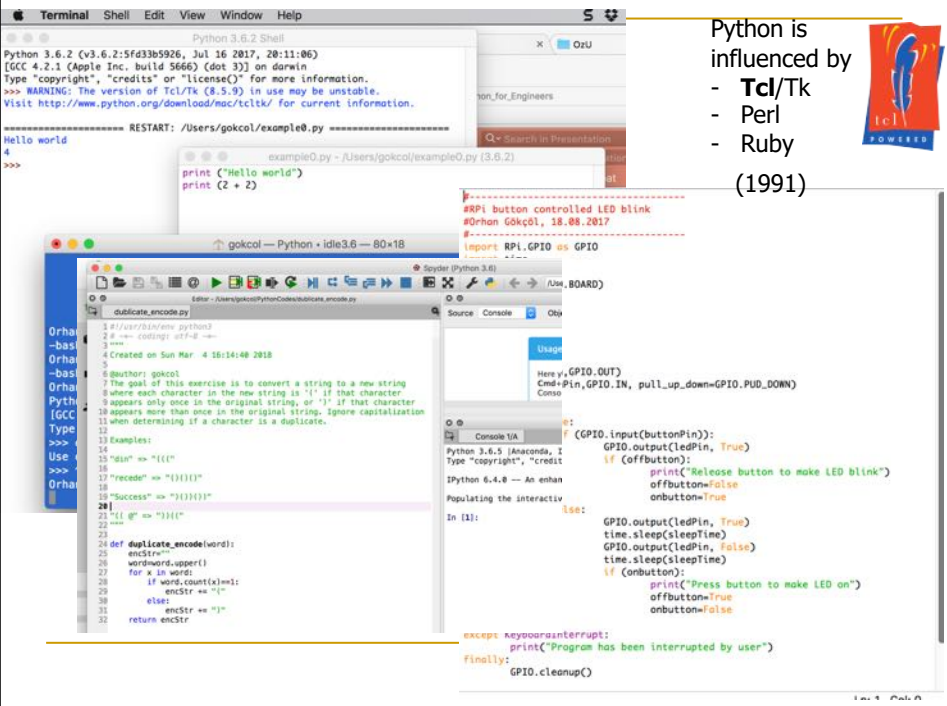


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Python is popular in data science




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Python is influenced by

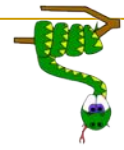
- Tcl/Tk
- Perl
- Ruby

(1991)



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Why Python?



- Productivity –fast coding, very fast!
- Open source and community driven
- Large collection of support libraries
- Coherence
 - Ease of use and learn –almost as easy as speaking English (!)
 - Rapid learning curve
 - Easy code maintenance
 - Type-safe – no need to declare variable types
 - Interpreted; but compilation is possible
 - Rapid development
- IoT applications
- Big Data
- Machine Learning

"Hello World!"

In Python:

```
print("Hello World!")
```

In the C++ programming language:

```
#include <iostream>
int main() {
    std::cout << "Hello World!\n";
}
```

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Important features

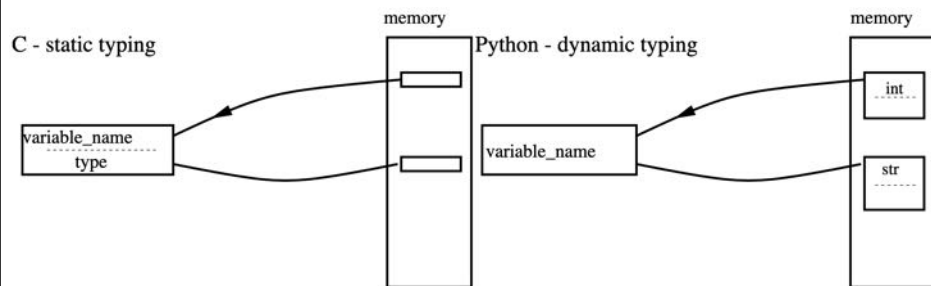
no compiling or linking	rapid development cycle
no type declarations	simpler, shorter, more flexible
automatic memory management	garbage collection
high-level data types and operations	fast development
object-oriented programming	code structuring and reuse, C++
embedding and extending in C	mixed language systems
classes, modules, exceptions	"programming-in-the-large" support
dynamic loading of C modules	simplified extensions, smaller binaries
dynamic reloading of C modules	programs can be modified without stopping



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Python is an interpreted language with dynamic typing

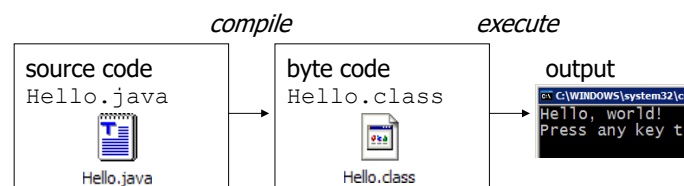
- This means that, Python programs are executed line by line, from top to bottom, and we don't declare types for the variables



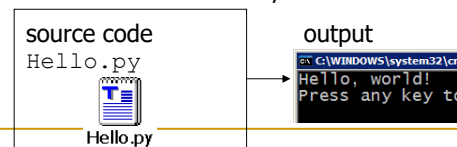
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Compiling and interpreting

- Many languages require you to *compile* (translate) your program into a form that the machine understands.



- Python is instead directly *interpreted* into machine instructions.

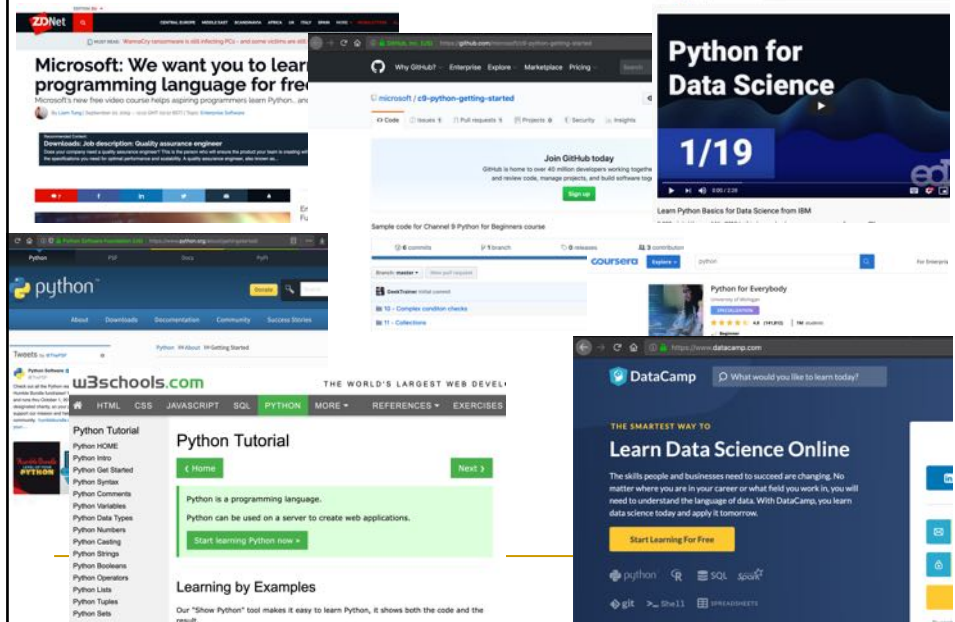


It is possible to compile python

PyPy, JIT Compiler

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Lots of online and free learning resources – See LMS



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First things first:

- I won't give you anything that you would be unable to find on the internet.
 - There are countless number of resources on the internet and you can learn Python all by yourself.
- Please see me as a "curator" who brings different resources together, manage and merge them with my experience in a theme.
- EE393 reflects my way about how I see the Python as a programming language for engineers. I will try to guide you through your learning experience. And, I will value your experience.



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Official Warning

- This course requires your attention!!!!
- It is highly practical and programming intensive.
- I assumed you would require three to four hours of time per week as a minimum for EE393.



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Python core language and extensions (libraries)

- Python core language consists of programming constructions and data structures.
- A **Python library** is a reusable chunk of code that you may want to include in your programs/ projects.
- Important libraries :
 - ❑ NumPy: Numerical Python, mathematics
 - ❑ SciPy: Scientific Python
 - ❑ Matplotlib: Graphics & Visualization
 - ❑ Pandas: Data analysis
 - ❑ Flask, Django: Web programming
 - ❑ Scikit-learn: Machine learning
 - ❑ Many other libraries in different fields

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Installing Python :

- If you are on Mac or Linux, it is installed by default (most of the time!)



You also need to install a package manager for python : **pip** to have a hassle-free and up-to-date environment

- **Library updates**
- **Binary updates etc.**

www.python.org/downloads

- Alternatively, you may use a python distribution packaged with engineering libraries. One of the most important distribution is Anaconda. This option is recommended.

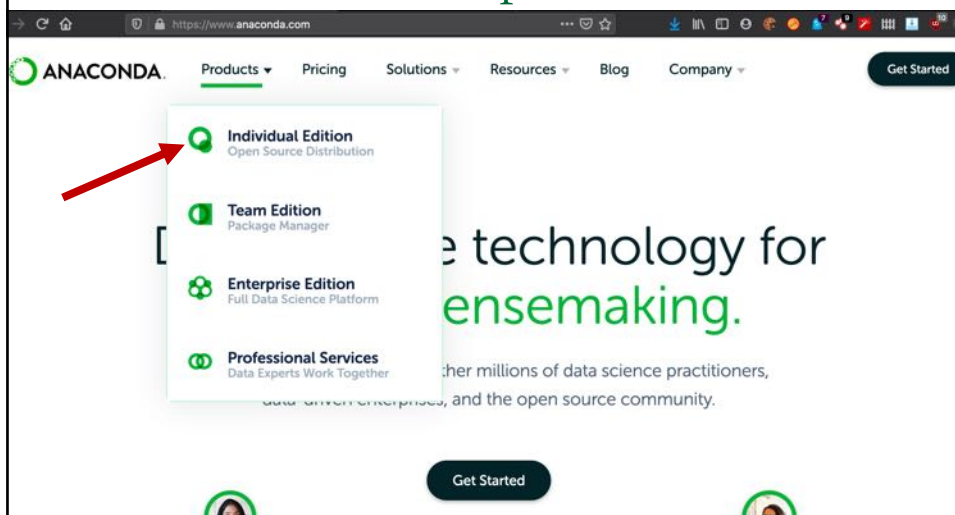


<https://www.anaconda.com/>

- Another option is to use Cloud environments. However, there are limitations like not able to accessing local file system and limited resources availability.

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Recommended Setup



<https://www.anaconda.com/>

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Python development environments

- Countless of possibilities: IDLE, Ipython, Shell, Text editors, PyCharm, Geddit, Eclipse, Xcode, Jupyter Notebooks, Anaconda, Visual Studio
 - ❑ However we mainly use two of them:
 - 1) **Jupyter Notebooks**, 2) Spyder
 - ❑ The trend in the software industry seems to go with Jupyter
- Several cloud computing environments (free for basic use! Be careful, you are sharing your data!)
 - ❑ Google colab (Jupyter)
 - ❑ Repl (Ipython)
 - ❑ Microsoft Azure Notebooks (practically Jupyter)
- ❑ <.....>

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IDLE

IDLE is the official Python "Shell" to interact with python and to write python programs. It is available in the standard python.

```
(base) Orhans-MacBook-Pro-6:bin gokcol$ ipython
Python 3.7.4 (default, Aug 13 2019, 15:17:50)
Type 'copyright', 'credits' or 'license()' for more information
Python 7.8.8 -- An enhanced Interactive Python. Type '?' for help.

In [1]: x = 3
In [2]: y = "hello"
In [3]: x*y
Out[3]: 'hellohellohello'
In [4]: print ("Hello world\Hello OzU")
Hello world
Hello OzU
In [5]:
```

Interaction is possible (like Matlab)

```
Python 3.6.2 Shell
Python 3.6.2 (v3.6.2:5fd33b5926, Jul 16 2017, 20:11:06)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "copyright", "credits" or "license()" for more information.
>>> WARNING: The version of Tcl/Tk (8.5.9) in use may be unstable.
Visit http://www.python.org/download/mac/tcltk/ for current information.
2+2
4
>>> a=3
>>> print (a**2)
9
>>>
```

Interactive Python (Ipython)

IDLE helps you program in Python by:

- color-coding your program
- code
- debugging
- auto-indent
- interactive shell

```
Python 3.6.2 Shell
Python 3.6.2 (v3.6.2:5fd33b5926, Jul 16 2017, 20:11:06)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "copyright", "credits" or "license()" for more information.
>>> WARNING: The version of Tcl/Tk (8.5.9) in use may be unstable.
Visit http://www.python.org/download/mac/tcltk/ for current information.
2+2
4
>>> a=3
>>> print (a**2)
9
>>>

===== RESTART: /Users/gokcol/idle-test.py =====
danez hello
danez2 hello--nuber
orhan gokcol has brown eye color
orhan gokcol has brown eyes.
>>>

mydict={"first":"orhan","last":"gokcol","color":"brown"}
mydicti={}
mydicti["danez"]="hello"
mydicti["danez2"]="hello--nuber"
for i in mydicti:
    print(i, mydicti[i])

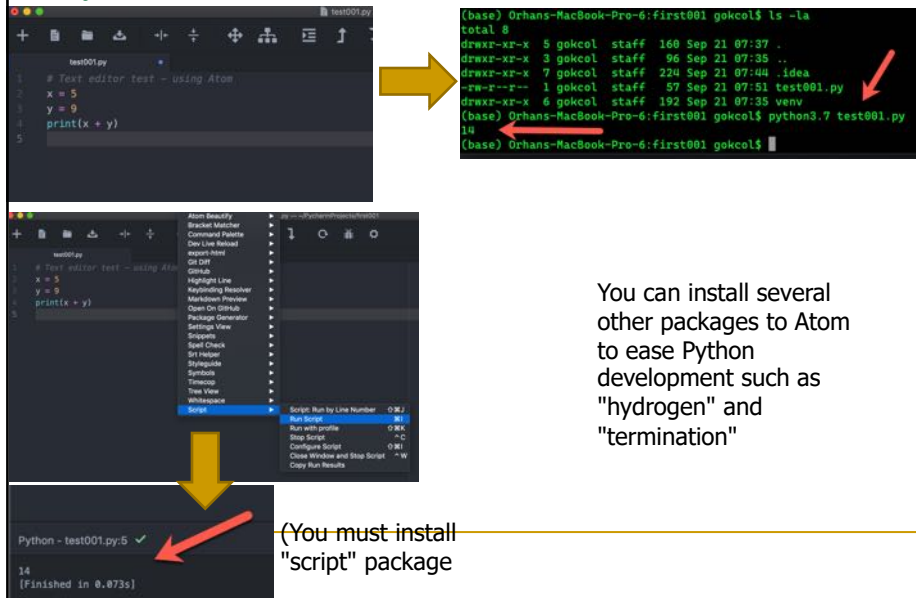
#Print basics
print(mydict["first"]+" " +mydict["last"]+" has " + mydict["color"] + " eye color")
print("(0) (1) has (2) eyes.",format(mydict["first"], mydict["last"], mydict["color"])))
```

Code editor

(We won't use IDLE; but it is the base development environment)

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Using a text editor (such as Atom) to write Python code; then run from the command shell



You can install several other packages to Atom to ease Python development such as "hydrogen" and "termination"

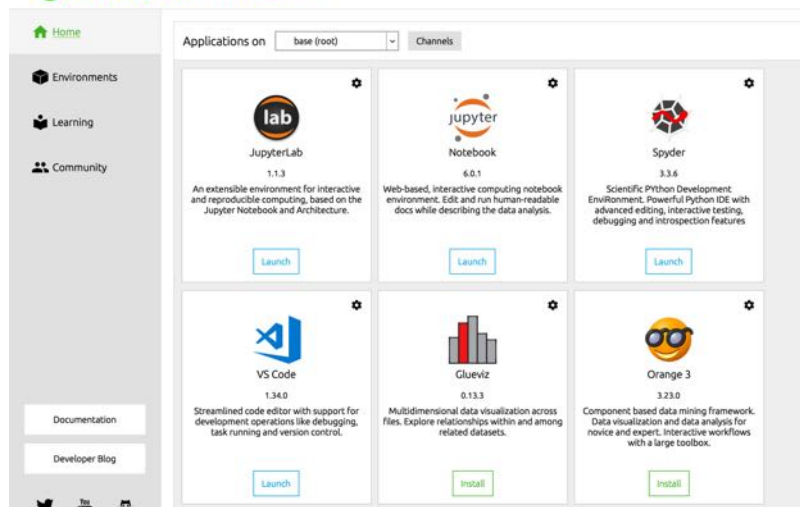
(You must install "script" package)

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Anaconda

Anaconda is a free and open-source distribution of the Python and R programming languages for scientific computing that aims to simplify package management and deployment.

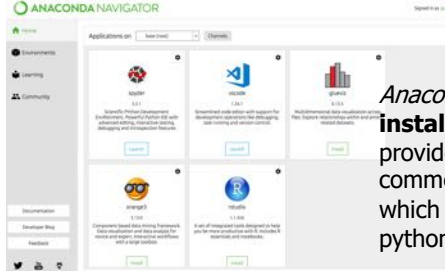
ANACONDA NAVIGATOR




A working environment with a package manager : **conda**

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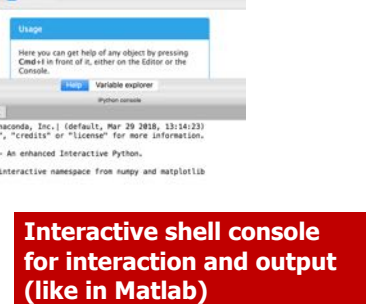
Anaconda Navigator & spyder



Anaconda is a python distribution, with **installation** and **package management** tools. It provides large selection of packages and commercial support. It is an environment manager, which provides the facility to create different python environments, each with their own settings.



Code editor

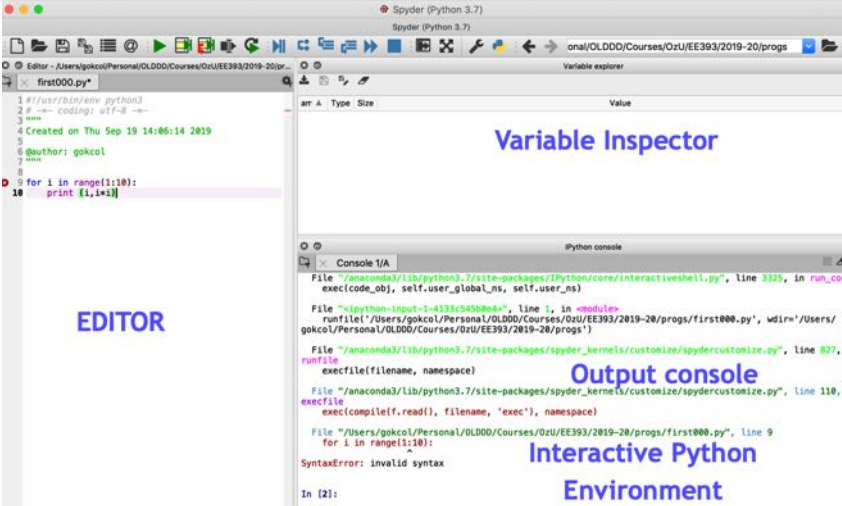


Interactive shell console for interaction and output (like in Matlab)

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Spyder

I will use Spyder



EDITOR

Variable Inspector

Output console

Interactive Python Environment

(It is also available as a stand alone editor)

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Jupyter Notebooks

I will use Jupyter

.ipynb : Interactive Python Notebook

WEB BASED INTERACTIVE ENVIRONMENT

Jupyter Notebook is VERY POPULAR to write Python applications. From Anaconda, it runs on your browser.

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Jupyter exercises

- <Follow the instructions of your instructor>

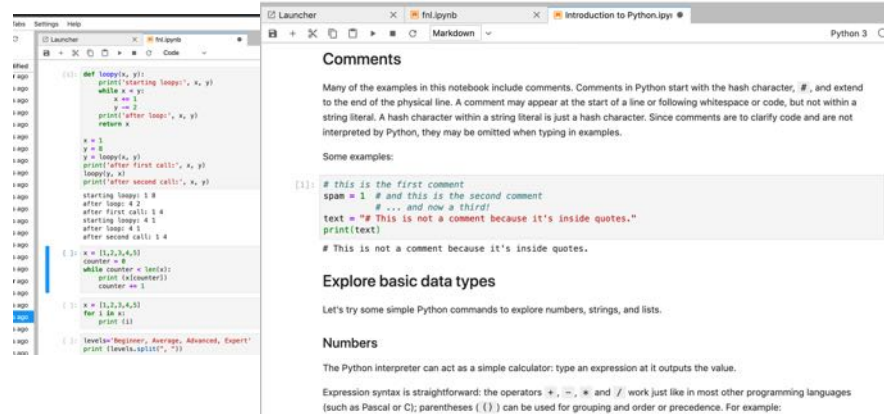
TASKS

- Get familiarized with Jupyter
- Use Python as a calculator
- Experiment on variables and print statement

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Jupyter examples

Download from OzU LMS /week 1

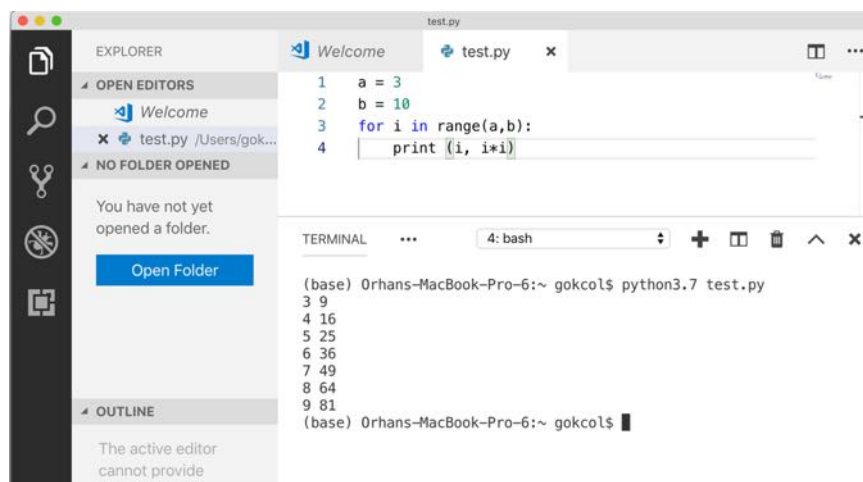


We will go through an example Jupyter notebook which covers Fundamentals of Python (courtesy of Microsoft)

Ref:
<https://notebooks.azure.com/Microsoft/projects/2018-Intro-Python/html/Introduction%20to%20Python.ipynb>

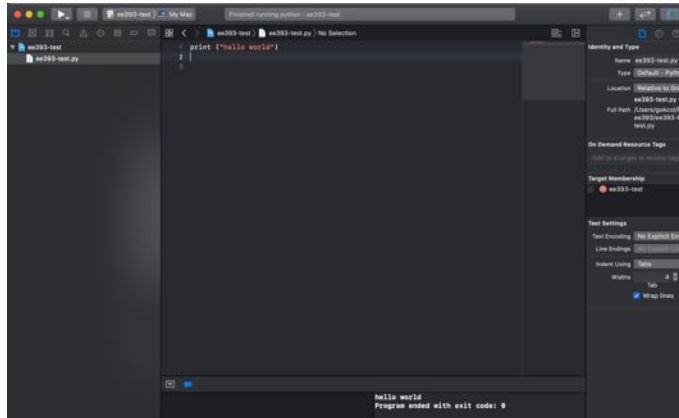
37

Visual Studio Code



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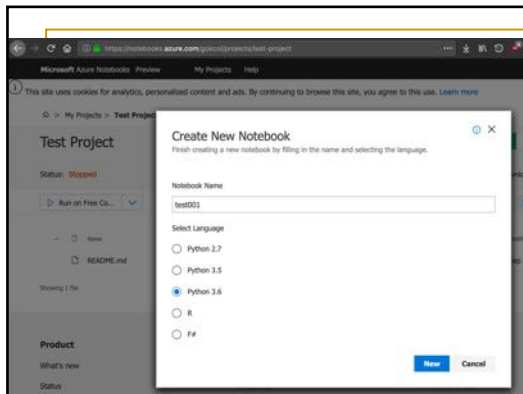
Mac OS XCode



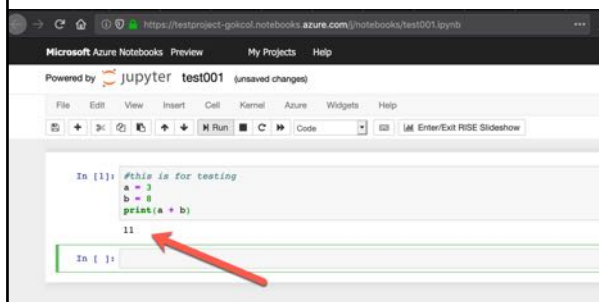
You need some manual adjustments. See <https://www.youtube.com/watch?v=GUBGoeCu19I> for instructions

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Azure Notebooks



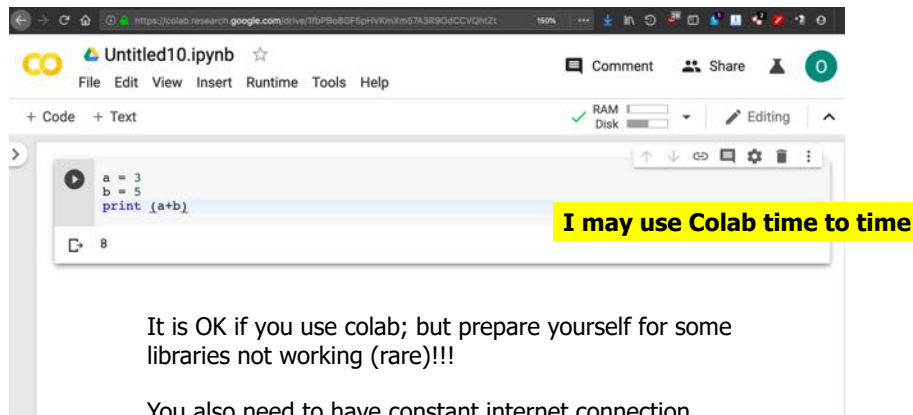
It is a cloud computing environment. You can log in to **notebooks.azure.com** Using your student email account



Sometimes web site crashes or responds slowly!!

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Google colab: <http://colab.research.google.com>



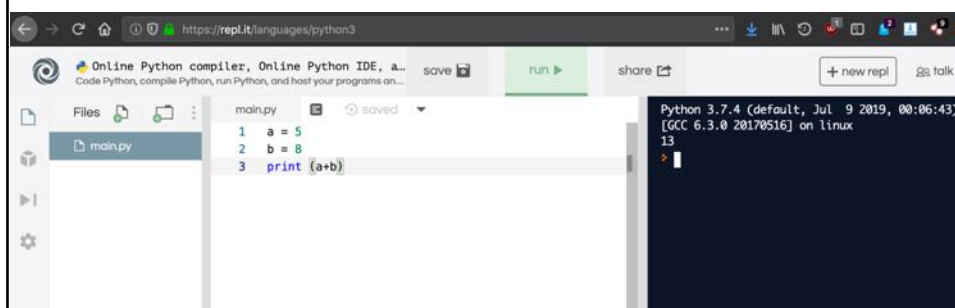
It is OK if you use colab; but prepare yourself for some libraries not working (rare)!!!

You also need to have constant internet connection

Sometimes web site crashes or responds slowly!!

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Repl



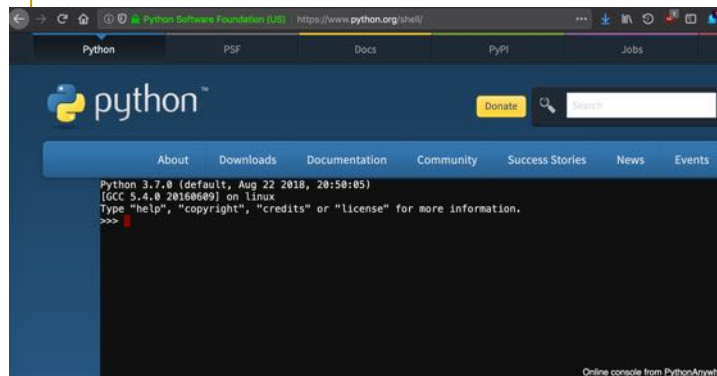
It is OK if you use Repl; but prepare yourself for some libraries not working!!!

You also need to have constant internet connection


Sometimes web site crashes (more than colab!!)

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Python anywhere: www.python.org/shell



(Don't use; but it is ok for learning)



```
Python 3.7.0 (default, Aug 22 2018, 20:50:05)
[GCC 5.4.0 20160609] on linux
Type "help", "copyright", "credits" or "license"
>>> a = 5
>>> b = 8
>>> a+b
13
>>>
```

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Some tasks till next week:

- Install Python 3.8.x
- Experiment with IDLE interface and write simple Python programs and run it within IDLE
- Install anaconda (www.anaconda.com) and experiment with Spyder and Jupyter.
- Simplest rules for Python codes:
 - No semicolon is needed at the end of each statement
 - No type declaration (i.e. no int, no float etc). Just use the variables
 - Same arithmetic operators (+,-,*,/(=power))
 - Use print() method to print something on to console
 - Strings are anything you give in "...."
 - Experiment some string methods

```
myString="hello world"
myString.title()
myString.upper()
myString.isdigit()
myString.islower()
```

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Basic Rules for operations between variables

- **expression:** A data value or set of operations to compute a value.
Examples: $1 + 4 * 3$
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- Arithmetic operators we will use:

$+$	$-$	$*$	$/$	addition, subtraction/negation, multiplication, division
$\%$				modulus, (i.e. remainder)
$**$				exponentiation
$//$				integer division (discard remainder)
- **precedence:** Order in which operations are computed.
 - $*$ $/$ $\%$ $**$ have a higher precedence than $+$ $-$
 $1 + 3 * 4$ is 13
 - **Parentheses** can be used to force a certain order of evaluation.
 $(1 + 3) * 4$ is 16

All operators work with integer and real numbers. Expression result is integer if all operands are integers, and is real if one of the operands is real number.

See

<https://stackoverflow.com/questions/15193927/what-do-these-operators-mean>

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Math commands

- Some built-in commands to perform scientific calculations:
 - To use many of these commands, you must write the following at the top of your Python program:

```
from math import *
```

Function	Description
<code>sqrt(x)</code>	square root of x
<code>exp(x)</code>	exponential of x , i.e., e^x
<code>log(x)</code>	natural log of x , i.e., $\ln x$
<code>log10(x)</code>	base 10 log of x
<code>degrees(x)</code>	converts x from radians to degrees
<code>radians(x)</code>	converts x from degrees to radians
<code>sin(x)</code>	sine of x (x in radians)
<code>cos(x)</code>	cosine x (x in radians)
<code>tan(x)</code>	tangent x (x in radians)
<code>arcsin(x)</code>	Arc sine (in radians) of x
<code>arccos(x)</code>	arc cosine (in radians) of x
<code>arctan(x)</code>	arc tangent (in radians) of x
<code>fabs(x)</code>	absolute value of x
<code>math.factorial(n)</code>	$n!$ of an integer
<code>round(x)</code>	rounds a float to nearest integer
<code>floor(x)</code>	rounds a float <i>down</i> to nearest integer
<code>ceil(x)</code>	rounds a float <i>up</i> to nearest integer
<code>sign(x)</code>	-1 if $x < 0$, +1 if $x > 0$, 0 if $x = 0$

Constant	Description
<code>e</code>	2.7182818...
<code>pi</code>	3.1415926...

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Variables

- **variable:** A named piece of memory that can store a value.

- Usage:
 - Compute an expression's result,
 - store that result into a variable,
 - and use that variable later in the program.

- **assignment statement:** Stores a value into a variable.

- Syntax:

name = ***value***

Usual variable naming rules
apply!!! (same as C, Java etc.)

- Examples: `x = 5`
 `gpa = 3.14`

- A variable that has been given a value can be used in expressions.

`x + 4` is 9

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Reserved Words

- You can not use **reserved words** as variable names / identifiers

and del for is raise
assert elif from lambda return
break else global not try
class except if or while
continue exec import pass yield
def finally in print



All reserved words are in small letter!!!!

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Use variable names "wisely" !!!!!!!!!

```
x1q3z9ocd = 35.0
x1q3z9afd = 12.50
x1q3p9afd = x1q3z9ocd * x1q3z9afd
print (x1q3p9afd)
```

```
a = 35.0
b = 12.50
c = a * b
print (c)
```

What is this
code doing?

```
hours = 35.0
rate = 12.50
pay = hours * rate
print pay
```

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print

- `print` : Produces text output on the console.
- Syntax:
 - `print ("Message")`
 - `print (Expression)`
 - Prints the given text message or expression value on the console, and moves the cursor down to the next line.
 - `print (Item1, Item2, ..., ItemN)`
 - Prints several messages and/or expressions on the same line.
- Examples:

```
print ("Hello, world!")
age = 45
print ("You have", 65 - age, "years until retirement")
```

Output:

```
Hello, world!
You have 20 years until retirement
```

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input

- `input` : Reads a number from user input.
 - You can assign (store) the result of `input` into a variable.
 - Example:

```
age = input("How old are you? ")
print ("Your age is", age)
print ("You have", 65 - int(age), "years
until retirement")
```

Output:

```
How old are you? 53
Your age is 53
You have 12 years until retirement
```

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Comments in Python

- Anything after a **#** is ignored by Python
- Why comment?
 - Describe what is going to happen in a sequence of code
 - Document who wrote the code or other ancillary information
 - Turn off a line of code - perhaps temporarily

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The for loop

- **for loop:** Repeats a set of statements over a group of values.

- Syntax:

```
for variableName in groupOfValues:  
    statements
```

- We indent the statements to be repeated with tabs or spaces.
- **variableName** gives a name to each value, so you can refer to it in the **statements**.
- **groupOfValues** can be a range of integers, specified with the `range` function.

- Example:

```
for x in range(1, 6):  
    print (x, "squared is", x * x)
```

Output:

```
1 squared is 1  
2 squared is 4  
3 squared is 9  
4 squared is 16  
5 squared is 25
```



A range is to be provided and for loop iterates over the range

Indentation is used whenever we need a "scope"

Discussion : is «for» loop any different from other languages such as C?

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range

- The `range` function specifies a range of integers:

- `range(start, stop)` - the integers between **start** (inclusive) and **stop** (exclusive)

- It can also accept a third value specifying the change between values.

- `range(start, stop, step)` - the integers between **start** (inclusive) and **stop** (exclusive) by **step**

- Example:

```
for x in range(5, 0, -1):  
    print (x)  
print ("Blastoff!")
```

Output:

```
5  
4  
3  
2  
1  
Blastoff!
```

PAY CAREFUL
ATTENTION TO THE
"INDENT" USED IN
for loop

What does the following loop do?

```
sum = 0  
for i in range(1, 11):  
    sum = sum + (i * i)  
print ("sum of first 10 squares is", sum)
```

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if

- **if statement:** Executes a group of statements only if a certain condition is true. Otherwise, the statements are skipped.

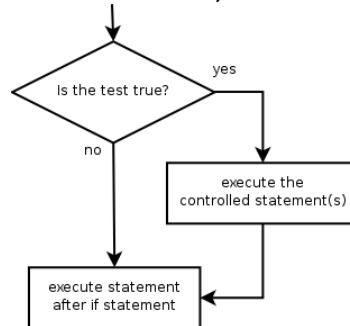
- **Syntax:**

```
if condition:  
    statements
```

- **Example:**

```
gpa = 3.4  
if gpa > 2.0:  
    print "Your application is accepted."
```

PAY CAREFUL
ATTENTION TO
THE "INDENT"
USED in if block



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if/else

- **if/else statement:** Executes one block of statements if a certain condition is True, and a second block of statements if it is False.

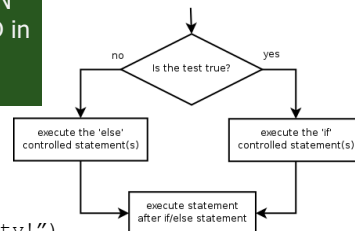
- **Syntax:**

```
if condition:  
    statements  
else:  
    statements
```

PAY CAREFUL ATTENTION
TO THE "INDENT"s USED in
the scopes in
if/else/elif block

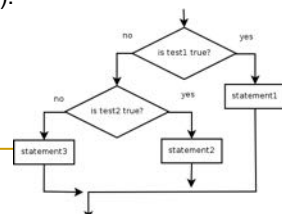
- **Example:**

```
gpa = 1.4  
if gpa > 2.0:  
    print ("Welcome to Ozyegin University!")  
else:  
    print ("Your application is denied.")
```



- Multiple conditions can be chained with `elif` ("else if"):

```
if condition:  
    statements  
elif condition:  
    statements  
else:  
    statements
```



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while

- Executes a group of statements as long as a condition is True.
 - good for *indefinite loops* (repeat an unknown number of times)

- Syntax:

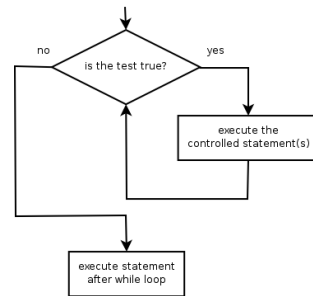
```
while condition:  
    statements
```

- Example:

```
number = 1  
while number < 200:  
    print (number, end=" ")  
    number = number * 2
```

- Output:

1 2 4 8 16 32 64 128



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Logic

- Many logical expressions use *relational operators*:

Operator	Meaning	Example	Result
==	equals	1 + 1 == 2	True
!=	does not equal	3.2 != 2.5	True
<	less than	10 < 5	False
>	greater than	10 > 5	True
<=	less than or equal to	126 <= 100	False
>=	greater than or equal to	5.0 >= 5.0	True

- Logical expressions can be combined with *logical operators*:

Operator	Example	Result
and	9 != 6 and 2 < 3	True
or	2 == 3 or -1 < 5	True
not	not 7 > 0	False

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Strings

- **string**: A sequence of text characters in a program.
 - Strings start and end with quotation mark " or apostrophe ' characters.
 - Examples:

```
"hello"
"This is a string"
"This, too, is a string.  It can be very long!"
```
 - A string may not span across multiple lines or contain a " character.

```
"This is not
a legal String."
"This is not a "legal" String either."
```
 - A string can represent characters by preceding them with a backslash.
 - \t tab character
 - \n new line character
 - \" quotation mark character
 - \\ backslash character
- Example: "Hello\tthere\nHow are you?"

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Strings and numerics

```
[2]: x = "hello"
y = 5
print (x+y)

TypeError                                 Traceback (most recent call last)
<ipython-input-2-a7595bc38d88> in <module>
      1 x = "hello"
      2 y = 5
----> 3 print (x+y)

TypeError: can only concatenate str (not "int") to str
```

```
x = "hello"
y = "world"
print (x+y)

helloworld
```

```
x = "hello-"
y = 5
print (y*x)

hello-hello-hello-hello-hello-
```

```
x = "hello "
y = "world|"
print (5*(x+y))

hello world|hello world|hello world|hello world|hello world|
```

```
x = "hello "
y = "world|"
z = x > y
print (z)
print (x!=y)

False
True
```

- Some **operators** apply to strings
 - + implies "concatenation"
 - * implies "multiple concatenation"
 - Relational operators (>, <, == ...) can be used
- Python knows when it is dealing with a string or a number and behaves appropriately

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Indexes

- Characters in a string are numbered with *indexes* starting at 0:

- Example:

```
name = "A. Ahmet"
```

index	0	1	2	3	4	5	6	7
character	A	.		A	h	m	e	t

- Accessing an individual character of a string:

***variableName* [*index*]**

- Example:

```
print (name, "starts with", name[0])
```

Output:

```
A. Ahmet starts with A
```

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String properties

- `len(string)` - number of characters in a string (including spaces)
- `str.lower(string)` - lowercase version of a string
- `str.upper(string)` - uppercase version of a string

- Example:

```
name = "Michael Douglas Jr."  
length = len(name)  
big_name = str.upper(name)  
print (big_name, "has", length, "characters")
```

Output:

```
MICHAEL DOUGLAS JR. has 19 characters
```

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Text processing

- **text processing:** Examining, editing, formatting text.
 - often uses loops that examine the characters of a string one by one
- A `for` loop can examine each character in a string in sequence.

- Example:

```
for c in "hello":  
    print (c)
```

Output:

```
h  
e  
l  
l  
o
```

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Home study : Warm-up exercise to recall your basic programming skills (optional)

Al-Khwarizmi (Harezmi) Approach to easy multiplication

To multiply two decimal numbers x and y , write them next to each other, as in the example below. Then repeat the following: divide the first number by 2, rounding down the result (that is, dropping the .5 if the number was odd), and double the second number. Keep going till the first number gets down to 1. Then strike out all the rows in which the first number is even, and add up whatever remains in the second column.

11	13	
5	26	
2	52	(strike out)
1	104	
<hr/>		
143		(answer)

**Multiplication by
repeated halving
(Harezmi)**

Develop a Python program to multiply two numbers taken from the console input by using Khwarizmi algorithm. Result will be outputted to the console.

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Home study

- In Jupyter, it is very common to use a special language to create text explanations to the code. It is called MARKDOWN.
- Your task is to research "Markdown" language and learn the basic uses.
 - Coloring
 - Text/content formatting
 - Writing formulas

Markdown is a lightweight, easy to learn markup language for formatting plain text. Its syntax has a one-to-one correspondance with HTML tags, so some prior knowledge would be helpful but is definitely not a prerequisite.

Ref: <https://www.dataquest.io/blog/jupyter-notebook-tutorial/>

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```
import this
"""The Zen of Python, by Tim Peters. (poster by Joachim Jablon)"""

1 Beautiful is better than ugly.
2 Explicit is better than impl..
3 Simple is better than complex.
4 Complex is better than cOmpl|c@ted.
5 Flat is better than nested.
6 Sparse is better than dense.
7 Readability counts.
8 Special cases aren't special enough to break the rules.
9 Although practicality beats purity.
10 raise PythonicError("Errors should never pass silently.")
11 # Unless explicitly silenced.
12 In the face of ambiguity, refuse the temptation to guess.
13 There should be one-- and preferably only one --obvious way to do it.
14 # Although that way may not be obvious at first unless you're Dutch.
15 Now is better than ... never.
16 Although never is often better than rightnow.
17 If the implementation is hard to explain, it's a bad idea.
18 If the implementation is easy to explain, it may be a good idea.
19 Namespaces are one honking great idea -- let's do more of those!
```

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SEE YOU NEXT WEEK!!!



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