

Problem Solving with Python

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Chapter 1

Preface

1.1 Motivation

The motivation for writing this book is that many undergraduate engineering students have to take a programming course based on MATLAB. MATLAB is a great piece of software, but it currently costs \$49.00 for a student license and requires a site license to be used on school computers. Subsequently, it is costly for a student to use MATLAB and it is costly for a college to support a course that uses MATLAB. In addition, this site license expires eventually and students need to purchase another copy often before they finish their degree.

The Python programming language, on the other hand, is open source and free. To download and use Python, the cost to both the student and the college is zero (minus time spent). By moving an undergraduate engineering programming class to Python, students will save money and have greater access to the software they use in class. Further in their engineering education, students can continue to use Python for free.

1.2 Acknowledgments

The creation of this book and supporting material would not be possible without the gracious support of my wife and family. Students at Portland Community College continue to give me hope that the next generation of engineers will be a diverse group of team problem solvers.

The Python Data Science Handbook and *Machine Learning in Python* as well as *Reiman Equations in Python* served as inspiration and examples of using Jupyter notebooks to construct a book. The *bookbook* repository on GitHub provided a starting point for the tooling used to convert this book from Jupyter notebooks into a website and into LaTeX for printing.

1.3 Supporting Materials

Supporting materials for this text can be found on the textbook website:

<https://problemsolvingwithpython.com>

The textbook website contains all of the text in web format. Code examples and Jupyter notebooks for the text can be found in the GitHub repository for the book:

<https://github.com/ProfessorKazarinoff/Problem-Solving-with-Python>

Live notebooks, where code examples found in the text can be run without installing any software, are available at:

<https://mybinder.org/v2/gh/ProfessorKazarinoff/Problem-Solving-with-Python/master>

If you are an instructor and using this book in a course with students- please send me an email using your school email address. In the email, include the course you are teaching and the term, approximate enrollment, and a link to the course listing on your school website.

peter.kazarinoff@problemsolvingwithpython.com

I am happy to reply with a solution key for the end of chapter review problems as well as quiz and exam question banks.

1.4 Formatting Conventions

This book and supporting materials use the following formatting conventions:

Web Address

Web address will be shown as:

<https://github.com/professorkazarinoff/Problem-Solving-with-Python>

Import terms and vocabulary

Important terms and vocabulary are shown in *italic text*

There is a difference between *local variables* and *global variables* in Python code

File Names

File Names are shown in **bold and italic text**

After completing the code, save the file as *hello.py* in the current directory.

Module and Package Names

Module and Package names will be shown in **bold text**

Numpy and **matplotlib** are two useful packages for problem solvers.

Inline code

Inline code including variable names and extensions are shown in `monospace font`

To compare a variable use `var == 'string'` and make sure to include `==`, the double equals sign.

Separate code blocks

Separate code blocks will appear in their own sections in `monospaced font`

```
import numpy as np
import pandas as pd
import matplotlib.pyplot as plt
```

Anaconda Prompt Commands

Commands typed into the **Anaconda Prompt** are shown in separate boxes which contain the prompt symbol > before each line. Note the prompt > should not be typed. It is included to indicate **Anaconda Prompt**, not a character for the user to enter.

```
> conda create -n newenv python=3.6
> conda activate newenv
```

Terminal Commands

Commands typed into the terminal appear in separate boxes which contain the dollar symbol \$ before each line. Note the dollar symbol \$ should not be typed. It is included to indicate a terminal prompt, not a character for the user to enter.

```
$ pip install pint
$ cd pint_srcipts
```

Python REPL Commands

Commands typed into the **Python REPL**, or Python Interpreter appears in separate code boxes, which contain the triple arrow prompt `>>>`. Note the triple arrow `>>>` sign should not be typed. Triple arrows are included to indicate the Python REPL prompt, not a character for the user to enter. The output from the Python REPL is shown on a separate line below the command, without the `>>>` prompt.

```
>>> 2 + 2
4
>>> print('Problem Solving with Python')
Problem Solving with Python
```

Jupyter Notebook cells

Commands typed into Jupyter notebook cells will appear with the label In [#]:. The output from Jupyter notebook cells is shown after the input cell. Only code in the input cells needs to be typed. Output cell are produced automatically by clicking the run button or typing [shift]+[Enter]

```
In [1]: A = 2
        B = 3
        C = A + B
        print(C)
```

5

Keystrokes and Buttons

Keystrokes directly entered by the keyboard or buttons that are indicated on programs or web pages will be shown inside square brackets and in [monospaced font].

In order to delete a line use the [Backspace] key. To exit the shell type [shift]+[c]

1.5 Errata

Errata including any typos, code errors and formatting inconsistencies can be submitted to:

errata@problemsolvingwithpython.com

Please include the chapter number and section number in your email. Thank-you in advance for helping improve this text for future readers.

Chapter 2

Orientation

2.1 Introduction

Welcome to the world of problem-solving with Python. This first Orientation Chapter will help you get started by guiding you through the process of installing Python on your computer.

By the end of this chapter, you will be able to:

- Describe why Python is a good programming language for undergraduate engineers
- Describe applications where Python is used
- Detail advantages of Python over other programming languages
- Know the cost of Python
- Know the difference between Python and Anaconda
- Install Python on your computer
- Install Anaconda on your computer

2.2 Why Python?

You might be wondering “Why should I solve problems with Python?” There are other programming languages in the world such as MATLAB, LabView, C++ and Java. What makes Python useful for solving problems?

Python is a powerful programming language

Python defines the types of objects you build into your code. Unlike some other languages such as C, you do not need to declare the object type. The object type is also mutable, you can change the type of object easily and on the fly. There is a wide array of object types built into Python. Objects can change in size. Python objects can also contain mixed data types. Strings and floating point numbers can be part of the same list.

Python has an extensive standard library. A huge number of object types, functions and methods are available for use without importing any external modules. These include math functions, list methods, calls to a computer’s system. There is a lot that can be done with the standard library. The first couple of chapters of this book will just use the standard library. It can do a lot.

Python has over 100,000 external packages available for download and use. They are easy to install off of the python package index, commonly called PyPI (“pie pee eye”). There is a python package for just about everything. There are packages which can help you: interact with the web, make complex computations, do unit conversions, plot data, work with .csv, .xls, and .pdf files, manipulate images and video, read data from sensors and test equipment, train machine learning algorithms, design web apps, work with GIS data, work with astronautical data, and many more added every day. In this book, we will use some of the more useful Python packages for engineers such as numpy, matplotlib, pandas, and scipy.

Python is easy to learn and use

Engineers solve the world’s problems in teams. One way Python helps solve these problems faster than other programming languages is that it is easy to learn and use. Python programs tend to be shorter and quicker to write than a program that does a similar function in other languages. In the rapid design, prototype, test, iterate cycle programming solutions can be spun up quickly. Python is also an easy language for fellow engineers on your team to learn. It is also quite human readable. While programmers can become preoccupied with a program’s runtime, it is development time that takes the longest.

Python is transportable

Python can be installed and run on each of the three major operating systems: Windows, Mac and Linux. On Mac and Linux Python comes installed out of the box. Just open up a terminal in on a Mac OSX or Linux machine and type `python`. That’s it, you are now using Python. On Windows, I recommend downloading and using the Anaconda distribution. The Anaconda distribution is free and can be installed on all three major operating systems. The same programming environment can be replicated across the three different operating systems.

Python is free

MATLAB and LabView cost students to use and cost companies and colleges even more. Python is free to download and use. It is also open source and free to modify, contribute to, and propose improvements. All of the packages available for download on the Python Package Index, PyPI (pronounced pie-pee-eye) are free to download and install. Many more packages, scripts and utilities can be found in open source repos on GitHub and bitbucket.

Python is growing

Python is growing in popularity. Python is particularly growing in the data sciences and in use with GIS systems, physical modeling, machine learning and computer vision. These are growing team problem-solving areas for engineers.

Python has an extensive standard library of modules and a vast array of external modules

The Python Standard Library

The Python Standard Library includes:

math, statistics, os, urllib, table for what they are used for. More can be found on Read-the-docs

External Modules available on PyPI

There are over 100,000 external modules available for Python on PyPI. Ones useful for engineers include

numpy, matplotlib and jupyter table for what they are used for

installing Python modules can be done on the command line or at the Anaconda Prompt using;

```
$ pip install <module_name>
```

where <module_name> is the name of the module you want to install.

2.3 The Anaconda Distribution of Python

I recommend problem solvers install the *Anaconda Distribution of Python*. The following section details the differences between the Anaconda distribution of Python and the version of Python you can download from [Python.org](#)

How is Anaconda different from Python?

When you download Python from Python.org, you get the *Python Interpreter*, a little text editing program called IDLE and all of the Python Standard Library modules. The Python Interpreter is

an application or program that runs your Python code. A program written in the Python programming language is run with the Python Interpreter. So Python corresponds to both the language that a program is written in as well as the application that runs the program.

When you download Anaconda from Anaconda.com, you get a Python Interpreter, Anaconda Prompt (a command line program), Spyder (a code editor) and about 200 extra Python modules that aren't included in The Standard Library. The Anaconda distribution of Python also includes a program called Anaconda Navigator that allows you to launch Jupyter Notebooks quickly.

Why download Anaconda, if I want to use is Python?

Regardless if you download Python from Python.org or if you download Anaconda (with all the extra stuff it comes with) from Anaconda.com, you will be able to write and execute Python code. However, there are a couple of advantages to using the Anaconda distribution of Python.

Anaconda includes Python plus about 200 additional Python packages

Anaconda is advantageous because it includes Python as well as about 200 additional Python packages. These other packages are all free to use. The packages that come with Anaconda includes many of the most common Python packages used to solve problems. If you download Anaconda, you get Python including The Standard Library plus 200 extra packages. If you download Python from Python.org, you just get Python and The Standard Library but no additional modules. You could install the extra modules that come with Anaconda (that don't come with plain old Python), but why not save a step (or 200 steps) and download one thing (Anaconda) instead of downloading 201 and one things (200 extra modules + 1 Python download).

Anaconda installs without administrator privileges

Even if you don't have the ability to install programs on a computer, like a computer in a school computer lab, you can still download and use Anaconda. The Anaconda distribution of Python will also allow you to install additional modules from the Python package index ([PyPI.org](#)) and conda-forge, the conda package index.

Anaconda works on MacOS

If you use MacOS, you probably already have Python installed on your computer. Most MacOS installations come with Python included. The problem is that the version of Python that comes with MacOS is old (usually legacy Python, Python 2) and the version of Python that comes with MacOS is locked up behind a set of administrator privileges. Because the pre-installed version of Python can require administrator privileges, you can have trouble using the version of Python that comes on MacOS. Some things will seem to work fine, and then other things won't run at all, or you will keep getting asked for an administrator password over and over. Downloading and installing Anaconda (separate from the version of Python that came with MacOS) prevents most of these problems.

Anaconda makes package management and virtual environments easier

Another advantage of Anaconda is that package management and virtual environments are a lot easier when you have Anaconda. Virtual environments and package handling might not seem to make a huge difference right now. If you just downloaded Anaconda for the first time, you are probably not dealing with package management and virtual environments yet. (It's OK if you don't even know what those two things are yet). After you write a couple of Python programs and start downloading a couple of extra modules from PyPI or conda-forge, dealing with package management and virtual environments becomes more critical.

2.4 Installing Anaconda on Windows

For problem solvers, I recommend installing and using the Anaconda Distribution of Python.

This section details the installation of the Anaconda Distribution of Python on Windows 10. I think the Anaconda distribution of Python is the best option for problem solvers who want to use Python. Anaconda is free (although the download is large which can take time) and can be installed on school or work computers where you don't have administrator access or the ability to install new programs. Anaconda comes bundled with over 100 packages pre-installed including **numpy**, **matplotlib** and **sympy**. These three packages are very useful for problem solvers and will be discussed in subsequent chapters.

Steps:

1. Visit [Anaconda.com/downloads](https://www.anaconda.com/downloads)
2. Select Windows
3. Download the .exe installer
4. Open and run the .exe installer
5. Open the Anaconda prompt and run some Python code

1. Visit the Anaconda downloads page

Go to the following link: [Anaconda.com/downloads](https://www.anaconda.com/downloads)

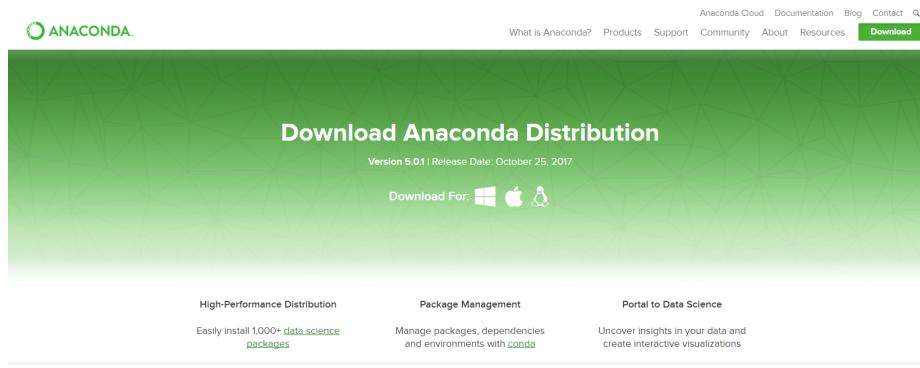
The Anaconda Downloads Page will look something like this:

2. Select Windows

Select Windows where the three operating systems are listed.

3. Download

Download the most recent Python 3 release. At the time of writing, the most recent release was the Python 3.6 Version. Python 2.7 is legacy Python. For problem solvers, select the Python 3.6 version.



anaconda download page



anaconda select Windows

If you are unsure if your computer is running a 64-bit or 32-bit version of Windows, select 64-bit as that is most common.

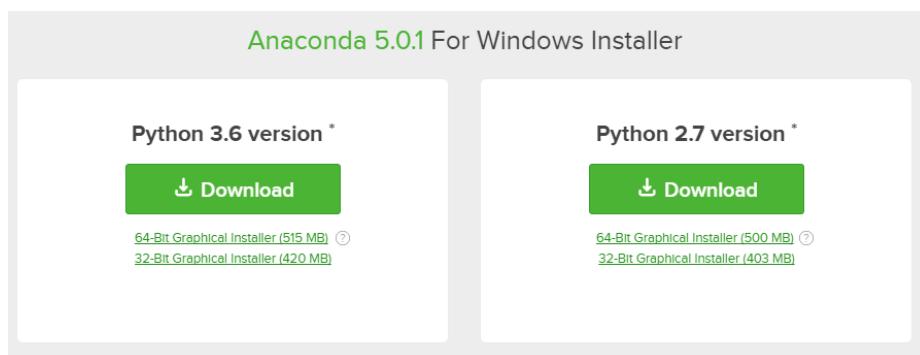
You may be prompted to enter your email. You can still download Anaconda if you click [No Thanks] and don't enter your Work Email address.

The download is quite large (over 500 MB) so it may take a while to complete

4. Open and run the installer

Once the download completes, open and run the .exe installer

At the beginning of the install, you need to click **Next** to confirm the installation.



Anaconda select Python 3.6

Thank You for Downloading Anaconda!

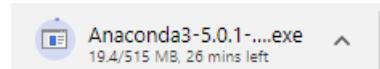
Get Started with the Anaconda Cheat Sheet

Work Email *

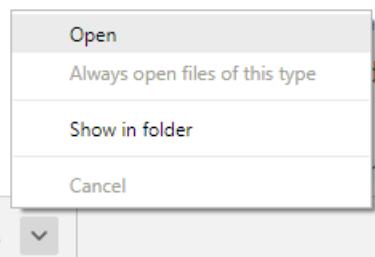
Get the Starter Guide

No Thanks

anaconda



anaconda downloading



anaconda installer



anaconda installer click next

Then agree to the license.

At the Advanced Installation Options screen, I recommend that you **do not check** “Add Anaconda to my PATH environment variable”

5. Open the Anaconda Prompt from the Windows start menu

After the installation of Anaconda is complete, you can go to the Windows start menu and select the Anaconda Prompt.

This will open up the **Anaconda Prompt**, which is often called the **conda prompt**. **Anaconda** is the Python distribution and the **Anaconda Prompt** is a command line shell (a program where you type in your commands instead of using a mouse). The black screen and text that makes up the **Anaconda Prompt** doesn't look like much, but it is really helpful for an undergraduate engineer using Python.

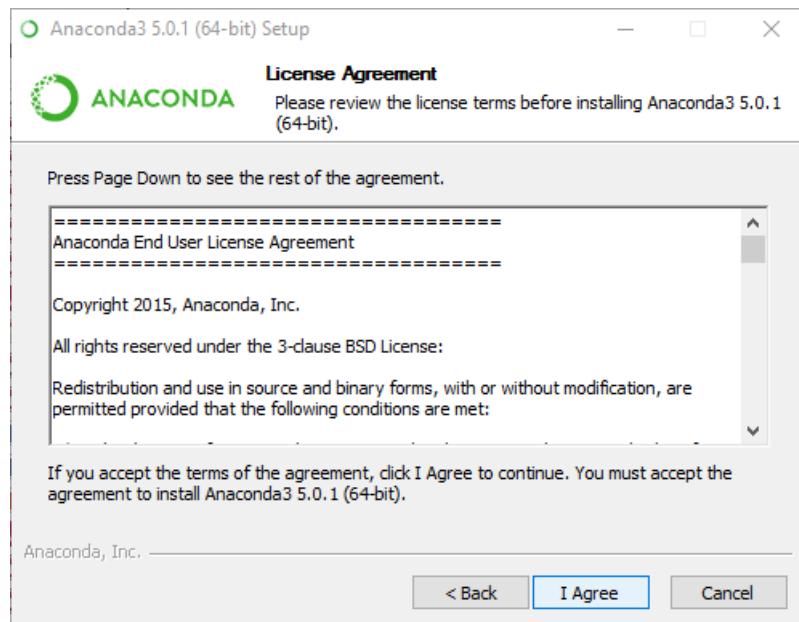
At the Anaconda prompt, type `python`. This will start the Python interpreter, also called the Python REPL (for Read Evaluate Print Loop).

```
> python
```

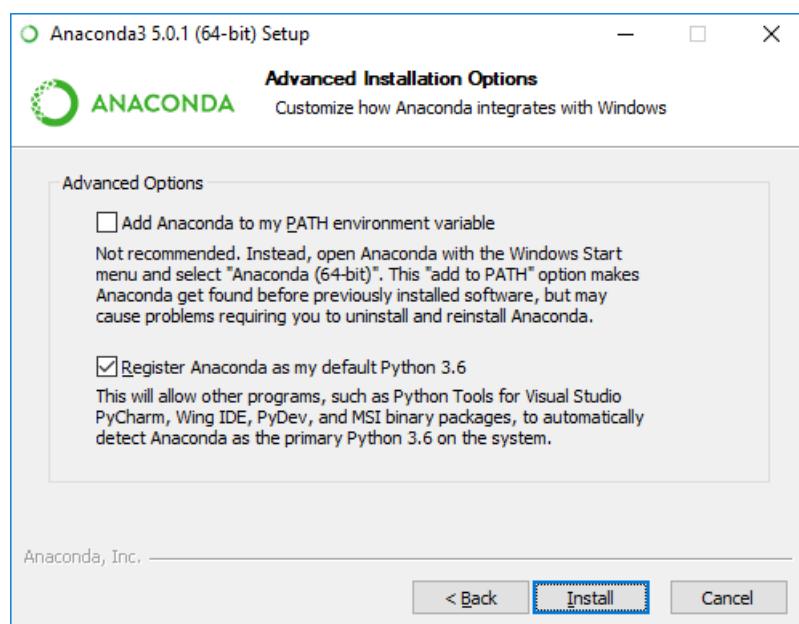
Note the Python version. You should see something like Python 3.6.1. With the interpreter running, you will see a set of greater-than symbols `>>>` before the cursor.

Now you can type Python commands. Try typing `import this`. You should see the *Zen of Python* by Tim Peters

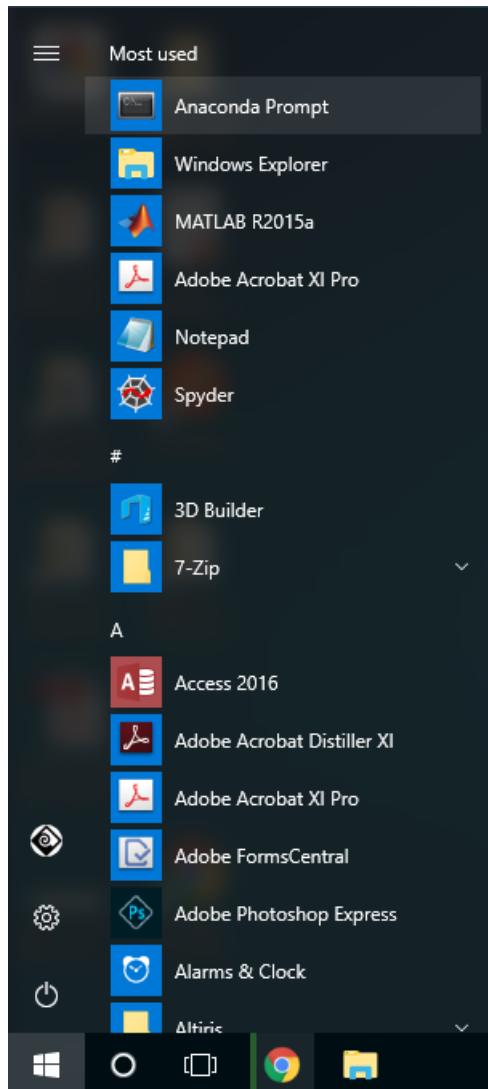
To close the Python interpreter, type `exit()` at the prompt `>>>`. Note the double parenthesis at the end of the `exit()` command. The `()` is needed to stop the Python interpreter and get back out to the **Anaconda Prompt**.



anaconda license



anaconda path variable



anaconda in start menu

A screenshot of a Windows terminal window titled "Anaconda Prompt". The command line shows "(C:\Users\peter.kazarinoff\AppData\Local\Continuum\Anaconda3) C:\Users\peter.kazarinoff>python".

conda prompt type python

A screenshot of a Windows terminal window titled "python". The command line shows "(C:\Users\peter.kazarinoff\AppData\Local\Continuum\Anaconda3) C:\Users\peter.kazarinoff>python". Below the command line, the Python version information is displayed: "Python 3.6.1 |Anaconda 4.4.0 (64-bit)| (default, May 11 2017, 13:25:24) [MSC v.1900 64 bit (AMD64)] on win32". It also says "Type "help", "copyright", "credits" or "license" for more information." and has a prompt ">>> -".

anaconda prompt

```
(C:\Users\peter.kazarinoff\AppData\Local\Continuum\Anaconda3) C:\Users\peter.kazarinoff>python
Python 3.6.1 |Anaconda 4.4.0 (64-bit)| (default, May 11 2017, 13:25:24) [MSC v.1900 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>> import this
The Zen of Python, by Tim Peters

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.
Special cases aren't special enough to break the rules.
Although practicality beats purity.
Errors should never pass silently.
Unless explicitly silenced.
In the face of ambiguity, refuse the temptation to guess.
There should be one-- and preferably only one --obvious way to do it.
Although that way may not be obvious at first unless you're Dutch.
Now is better than never.
Although never is often better than *right* now.
If the implementation is hard to explain, it's a bad idea.
If the implementation is easy to explain, it may be a good idea.
Namespaces are one honking great idea -- let's do more of those!
>>> -
```

anaconda_import_this

To close the **Anaconda Prompt**, you can either close the window with the mouse, or type `exit`, no parenthesis necessary.

When you want to use the Python interpreter again, just click the Windows Start button and select the **Anaconda Prompt** and type `python`.

2.5 Installing Anaconda on MacOS

This section details the installation of the Anaconda Distribution of Python on MacOS. Most versions of MacOS come pre-installed with legacy Python (Version 2.7). You can confirm this legacy version of Python is installed by opening and running a command at the MacOS **terminal**. To open the MacOS terminal use **[command] + [Space Bar]** and type **terminal** in the Spotlight Search bar.

In the MacOS Terminal type (note: the dollar sign \$ is used to indicate the terminal prompt. The dollar sign \$ does not need to be typed):

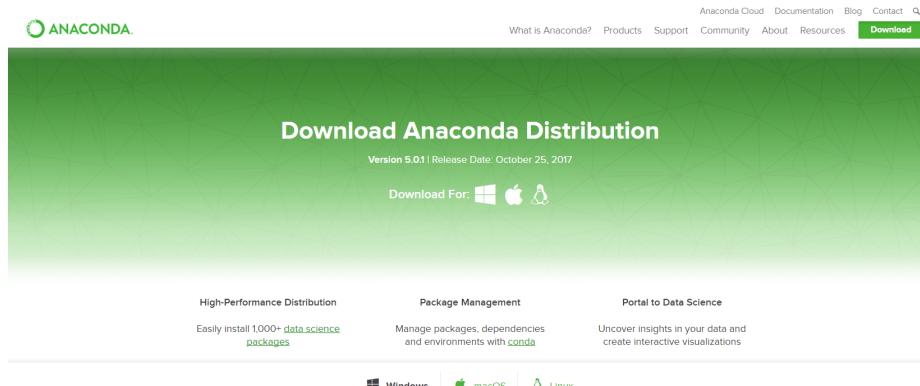
```
$ python
```

You will most likely see version 2.7 is installed. An issue for MacOS users is that the installed system version of Python has a set of permissions that will not always allow Python to run and may not allow Python to install external packages. Therefore, I recommend the Anaconda Distribution of Python is installed alongside the system version of Python that comes with MacOS. You will be able to run Python code using the Anaconda Distribution of Python, and you will be able to install external packages on the Anaconda Distribution of Python.

To install the Anaconda Distribution of Python, follow the steps below:

Steps:

1. Visit [Anaconda.com/downloads](https://www.anaconda.com/downloads)
2. Select MacOS and Download the `.pkg` installer



anaconda download page

3. Open the *.pkg* installer
4. Follow the installation instructions
5. Source your *.bash-rc* file
6. Open a terminal and type python and run some code.

1. Visit the Anaconda downloads page

Go to the following link: [Anaconda.com/downloads](https://www.anaconda.com/downloads)

The Anaconda Downloads Page will look something like this:

2. Select MacOS and download the .pkg installer

In the operating systems box, select [MacOS]. Then download the most recent Python 3 distribution (at the time of this writing the most recent version is Python 3.6) graphical installer by clicking the Download link. Python 2.7 is legacy Python. For problem solvers, select the most recent Python 3 version.

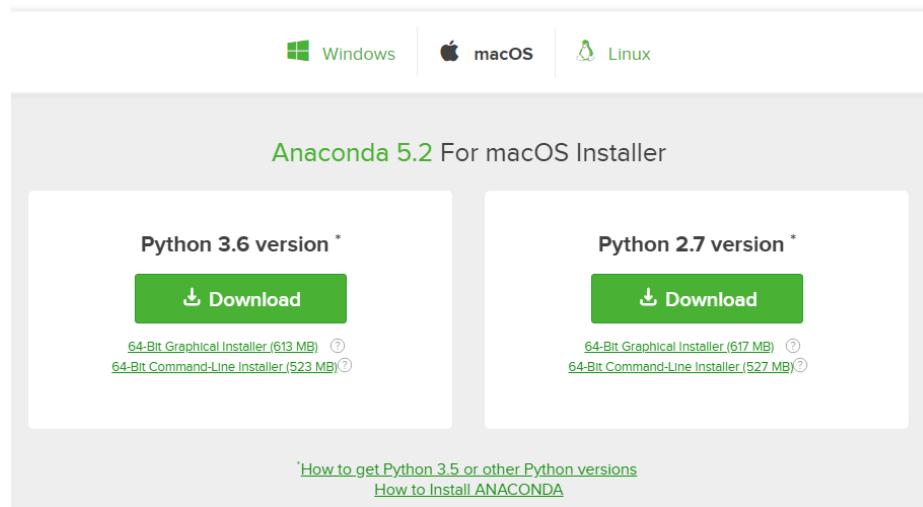
You may be prompted to enter your email. You can still download Anaconda if you click [No Thanks] or [x] and don't enter your Work Email address.

3. Open the .pkg installer

Using the MacOS Finder, navigate to the downloads folder and double-click the *.pkg* installer file you just downloaded. It may be helpful to order your downloads by date to find the *.pkg* file.

4. Follow the installation instructions

Follow the installation instructions. It is advised that you install **Anaconda** for the current user and that **Anaconda is added to your PATH**.



Anaconda Select Python 3.6

Thank You for Downloading Anaconda!

Get Started with the Anaconda Cheat Sheet

Work Email *

Job Title: *

Get the Cheat Sheet

Your information will be processed according to Anaconda's [Privacy Policy](#)

Anaconda ask for email

5. Source your .bash-rc file

Once Anaconda is installed, you need to load the changes to your PATH environment variable in the current terminal session.

Open the MacOS Terminal and type:

```
$ cd ~  
$ source .bashrc
```

6. Open a terminal and type python and run some code.

Open the MacOS Terminal and type:

```
$ python
```

You should see something like

```
Python 3.6.3 | Anaconda Inc. |
```

At the Python REPL (the Python >>> prompt) try:

```
>>> import this
```

If you see the Zen of Python, the installation was successful. Exit out of the Python REPL using `>>> exit()`. Make sure to include the double parenthesis () after the `exit` command.

2.6 Installing Anaconda on Linux

This section details the installation of the Anaconda distribution of Python on Linux, specifically Ubuntu 16.04, but the instructions should work for other Debian-based Linux distributions as well.

Ubuntu 16.04 comes pre-installed with Python (Version 3.3) and legacy Python (Version 2.7). You can confirm the legacy version of Python is installed by opening up a terminal.

In the terminal type:

```
$ python
```

You will most likely see version 2.7 is installed. If you enter:

```
$ python3
```

You will most likely see version 3.3 is installed. You can use this version of Python, but each time a new package needs to be downloaded, the `$ pip3 install` command must be used.

Install the Anaconda distribution of Python to follow the examples in the book without the need to install additional third-party packages.

Steps:

1. Visit [Anaconda.com/downloads](https://anaconda.com/downloads)



Anaconda Downloads Page



2. Select Linux
3. Copy the bash (.sh file) installer link
4. Use wget to download the bash installer
5. Run the bash script to install **Anaconda3**
6. source the .bash-rc file to add Anaconda to your PATH
7. Start the Python REPL

1. Visit the Anaconda downloads page

Go to the following link: [Anaconda.com/downloads](https://anaconda.com/downloads)

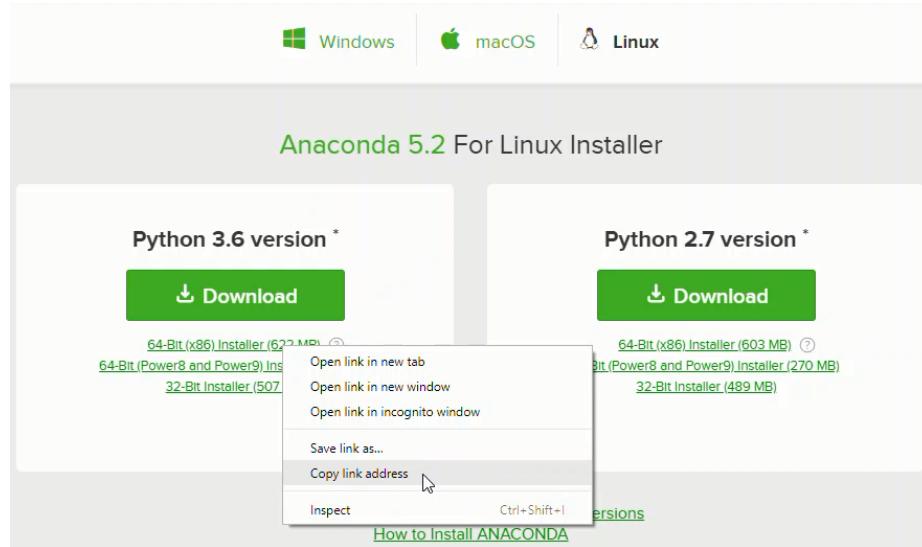
The Anaconda Downloads Page will look something like this:

2. Select Linux

On the downloads page, select the Linux operating system

3. Copy the bash (.sh file) installer link

In the **Python 3.6 Version*** box, right-click on the [64-Bit(x86) Installer] link. Select [copy link address].



Anaconda installation on Linux copy link address

4. Use wget to download the bash installer

Now that the bash installer (.sh file) link is stored on the clipboard, use wget to download the installer script. In a terminal, cd into the home directory and make a new directory called tmp. cd into tmp and use wget to download the installer. Although the installer is a bash script, it is still quite large and the download will not be immediate.

```
$ cd ~
$ mkdir tmp
$ cd tmp
$ wget https://repo.anaconda.com/archive/Anaconda3-5.2.0-Linux-x86_64.sh
```

5. Run the bash script to install Anaconda3

With the bash installer script downloaded, run the .sh script to install **Anaconda3**. Ensure you are in the directory where the installer script downloaded:

```
$ ls
Anaconda3-5.2.0-Linux-x86_64.sh
```

Run the installer script with bash

```
$ bash Anaconda3-5.2.0-Linux-x86_64.sh
```

Accept the Licence Agreement and allow Anaconda to be added to your PATH. By adding Anaconda to your PATH the Anaconda distribution of Python will be called when you type \$ python.

6. source the .bash-rc file to add Anaconda to your PATH

Now that **Anaconda3** is installed and **Anaconda3** is added to our PATH, source the `.bashrc` file to load the new PATH environment variable into the current terminal session. Note the `.bashrc` file is in the home directory. You can see it with `$ ls -a`.

```
$ cd ~  
$ source .bashrc
```

7. Start the Python REPL

To verify the installation is complete, open Python from the command line:

```
$ python  
  
Python 3.6.5 |Anaconda, Inc.| (default, Mar 29 2018, 18:21:58)  
[GCC 7.2.0] on linux  
Type "help", "copyright", "credits" or "license" for more information.  
>>>
```

If you see Python 3.6 from Anaconda listed, your installation is complete. To exit the Python REPL, type:

```
>>> exit()
```

2.7 Installing Python from Python.org

Below are the recommended ways to install a new version of Python from Python.org on the three major operating systems: Windows, MacOS and Linux. This book is based on Python version 3.6. Some of the problems may not work properly on legacy Python (version 2.7). I recommend using the Anaconda Distribution of Python on Windows and Mac OSX. The installation of Anaconda on these operating systems was detailed in previous sections.

Installing Python on Windows

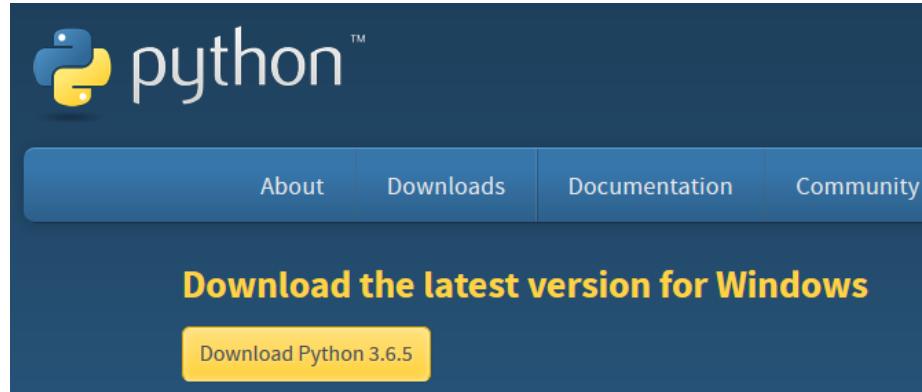
Go to <https://www.python.org/downloads/> and download the latest release. Make sure to select the box [add Python to my path].

Installing Python on Mac OSX

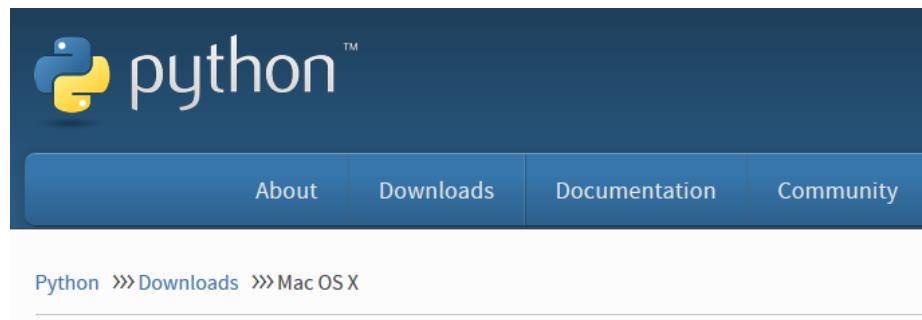
Go to <https://www.python.org/downloads/mac-osx/> and download the latest release.

Installing Python on Linux

Open a terminal and enter `$ python` to see if a version of Python is already installed on the system.



Python.org download for Windows



Python Releases for Mac OS X

- [Latest Python 3 Release - Python 3.6.5](#)

Python.org download for Mac OS X

```
$ python
Python 2.7.12 (default, Dec  4 2017, 14:50:18)
[GCC 5.4.0 20160609] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>> exit()
```

In the code block above the version of Python is Python 2.7.12. If the Python version is 2.7 or below, try the command \$ python3.

```
$ python3
Python 3.5.2 (default, Nov 23 2017, 16:37:01)
[GCC 5.4.0 20160609] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> exit()
```

If no version of Python is shown, you can download a release of Python 3.6 from the deadsnakes package repository.

```
$ sudo add-apt-repository ppa:deadsnakes/ppa
$ [Enter]
$ sudo apt-get update
$ sudo apt-get install python3.6
```

After installation, you may need to append your PATH environment variable to ensure the newly installed Python 3.6 version is the version of Python called when using the terminal. The commands below will add /usr/bin to PATH, and add an alias in *.bashrc* so that the command \$ python3.6 produces the Python 3.6 REPL. Take care to ensure the double chevron >> is used, as a single chevron > will overwrite the *.bashrc* file.

```
$ cd ~
$ echo 'PATH=/usr/bin:$PATH' >> ~/.bashrc
$ echo "alias python3.6='/usr/bin/python3.6'" >> ~/.bashrc
$ source .bashrc
$ python3.6
Python 3.6.6 (default, Jun 28 2018, 04:42:43)
[GCC 5.4.0 20160609] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> exit()
```

2.8 Summary

In this chapter, you learned how to install the **Anaconda** distribution of Python on your computer.

Key Terms and Concepts

Anaconda	operating system	terminal
download	Windows	PATH
install	MacOS	
Python	Linux	

2.9 Review Questions

Q01.01 What is Python? How is the Python language different than the Python Interpreter?

Q01.02 What is the difference between the version of Python at Python.org and the version of Python at Anaconda.com?

Q01.03 What are the advantages and disadvantages of using the Anaconda distribution of Python compared to using the version of Python at python.org?

Q01.04 There are many different applications to edit Python code. Some examples include: JupyterLab, Sublime Text, Visual Studio Code, and Pycharm. Pick two Python code editors and explain some features.

Q01.05

Q01.06

Q01.07

Chapter 3

The Python REPL

3.1 Introduction

By the end of this chapter, you will be able to:

- Open and close the Python REPL
- Compute mathematical calculations using the Python REPL
- Use the output from Python REPL as input in another problem
- Import the math and statistics modules from the standard library and use their functions
- Combine `True` and `False` in logical statements

3.2 Python as a Calculator

Python can be used as a calculator to compute arithmetic operations like addition, subtraction, multiplication and division. Python can also be used for trigonometric calculations and statistical calculations.

Arithmetic

Python can be used as a calculator to make simple or complex calculations.

We can do this easily with Python at the Python Prompt, also called the Python REPL. REPL stands for Read Evaluate Print Loop. The Python REPL shows three arrow symbols `>>>` after which you will see a blinking cursor. Programmers type commands at the prompt then hit [ENTER] to see the results. The commands are *read* by the interpreter, results of running the commands are *evaluated*, then *printed* to the command window. After the output is printed, a new `>>>` prompt appears on a new line. This process repeats over and over again in a continuous *loop*.

Try the following commands at the Python REPL:

Suppose the mass of a battery is 5 kg and the mass of the battery cables is 3 kg. What is the mass of the battery cable assembly?

```
>>> 5 + 3
8
```

Suppose one of the cables above is removed and it has a mass of 1.5 kg. What is the mass of the leftover assembly

```
>>> 8 - 1.5
6.5
```

If the battery has a mass of 5000 g and a volume of 2500 cm^3 What is the density of the battery? The formula for density is below, where D is density, m is mass and v is volume.

$$D = \frac{m}{v}$$

In the problem above $m = 5000$ and $v = 2500$

Let's solve this with Python.

```
>>> 5000 / 2500
2.0
```

What is the total mass if we have 2 batteries, that each weight 5 kg?

```
>>> 5 * 2
2.0
```

The length, width, and height of each battery is 3 cm. What is the area of the base of the battery? To complete this problem, use the double asterisk symbol `**` to raise a number to a power.

```
>>> 3 ** 2
9
```

What is the volume of the battery if each the length, width, and height of the battery are all 3 cm?

```
>>> 3 ** 3
27
```

Find the mass of the two batteries and two cables.

We can use Python to find the mass of the batteries and then use the answer, which Python saves as an underscore `_` to use in our next operation. (The underscore `_` in Python is comparable to the `ans` variable in MATLAB)

```
>>> 2 * 5
10
>>> _ + 1.5 + 1
12.5
```

Section Summary

A summary of the arithmetic operations in Python is below:

operator	name	description	example	result
<code>+</code>	addition	adds two numbers	<code>2 + 3</code>	5
<code>-</code>	subtraction	subtracts two numbers	<code>8 - 6</code>	2
<code>-</code>	negation	negative number	<code>-4</code>	-4
<code>*</code>	multiplication	multiplies two numbers	<code>5 * 2</code>	10
<code>/</code>	division	divides two numbers	<code>6 / 3</code>	2
<code>**</code>	exponents	raises a number to a power	<code>10**2</code>	100
<code>_</code>	underscore	returns last saved value	<code>_ + 7</code>	107

Trigonometry: sine, cosine, and tangent

Trig functions such as sine, cosine, and tangent can also be calculated using the Python REPL.

To use these functions, we need to introduce a new concept: *importing modules*.

In Python, there are many operations built into the language when it starts. These include `+`, `-`, `*`, `/` like we saw in the previous section. However, not all functions will work right away when Python starts. Say we want to find the sine of an angle. Try the following:

```
>>> sin(60)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'sin' is not defined
```

This error results because we have not told Python to include the `sin` function. The `sin` function is part of the *Python Standard Library*. The Python Standard Library comes with every python installation and includes many functions, but not all of these functions are available to us when we start a new Python REPL session. To use the `sin` function, first import the `sin` function from the `math module` which is part of the Python Standard Library.

Importing modules and functions is easy. Use the following syntax: `from module name import`

function name

To import the `sin()` function from the `math` module try:

```
>>> from math import sin
>>> sin(60)
-0.3048106211022167
```

Success! Multiple modules can be imported at the same time. Say we want to use a bunch of different trig functions to solve the following problem.

An angle has a value of $\pi/6$ radians. What is the sine, cos, and tangent of the angle?

To solve this problem we need to import the `sin()`, `cos()`, and `tan()` functions. It is also useful to have the value of π , rather than having to write `3.14...`. We can import all of these functions at the same time using the syntax `from <module> import <function1>, <function2>, <function3>`. Note the commas in between the function names.

Try:

```
>>> from math import sin, cos, tan, pi
>>> pi
3.141592653589793
>>> pi/4
0.7853981633974483
>>> sin(pi/4)
0.7853981633974483
>>> sin(2*pi)
```

Section Summary

The following trig functions are part of Python's `math` module:

trig function	name	description	example	result
<code>math.pi</code>	<code>pi</code>	mathematical constant π	<code>math.pi</code>	3.14
<code>math.sin()</code>	<code>sine</code>	sine of an angle in radians	<code>math.sin(4)</code>	9.025
<code>math.cos()</code>	<code>cosine</code>	cosine of an angle in radians	<code>cos(3.1)</code>	400
<code>math.tan()</code>	<code>tangent</code>	tangent of an angle in radians	<code>tan(100)</code>	2.0
<code>math.asin()</code>	<code>arc sine</code>	inverse sine, output in radians	<code>math.sin(4)</code>	9.025
<code>math.acos()</code>	<code>arc cosine</code>	inverse cosine, output in radians	<code>log(3.1)</code>	400
<code>math.atan()</code>	<code>arc tangent</code>	inverse tangent, output in radians	<code>atan(100)</code>	2.0
<code>math.radians()</code>	radians conversion	degrees to radians	<code>math.radians(90)</code>	1.57
<code>math.degrees()</code>	degree conversion	radians to degrees	<code>math.degrees(2)</code>	114.59

Exponents and Logarithms

Calculating exponents and logarithms with Python is easy. Note the exponent and logarithm functions are imported from the `math` module just like the trig functions were imported from the `math` module above.

The following functions can be imported from the `math` module:

- `log`
- `log10`
- `exp`
- `e`
- `pow(x,y)`
- `sqrt`

Let's try a couple of examples:

```
>>> from math import log, log10, exp, e, pow, sqrt
>>> log(3.0*e**3.4)          # note: natural log
4.4986122886681095
```

A right triangle has side lengths 3 and 4. What is the length of the hypotenuse?

```
>>> sqrt(3**2 + 4**2)
5.0
```

The power function `pow()` works like the `**` operator to raise a number to a power.

```
>>> 5**2
25
```

```
>>> pow(5,2)
25.0
```

Section Summary

The following exponent and logarithm functions are part of the `math` module:

math module function	name	description	example	result
<code>math.e</code>	euler's number	mathematical constant e	<code>math.e</code>	2.718
<code>math.exp()</code>	exponent	e raised to a power	<code>math.exp(2.2)</code>	9.025
<code>math.log()</code>	natural logerithm	log base e	<code>math.log(3.1)</code>	400
<code>math.log10()</code>	base 10 logerithm	log base 10	<code>math.log10(100)</code>	2.0
<code>math.pow()</code>	exponents	raises a number to a power	<code>math.pow(2,3)</code>	8.0
<code>math.sqrt()</code>	square root	square root of a number	<code>math.sqrt(16)</code>	4.0

Statistics

To round out this section, we will look at a couple of statistics functions. These functions are part of the Python Standard Library, but not part of the `math` module. To access Python's statistics functions, we need to import them from the `statistics` module using the statement `from statistics import mean, median, mode, stdev`. Then the functions `mean`, `median`, `mode` and `stdev`(standard deviation) can be used.

```
>>> from statistics import mean, median, mode, stdev
```

```
>>> test_scores = [ 60 , 83, 83, 91, 100]

>>> mean(test_scores)
83.4

>>> median(test_scores)
83

>>> mode(test_scores)
83

>>> stdev(test_scores)
14.842506526863986
```

Alternatively, we can import the entire `statistics` module using the statement `import statistics`. Then to use the functions, we need to use the names `statistics.mean`, `statistics.median`, `statistics.mode`, and `statistics.stdev`. See below:

```
>>> import statistics

>>> test_scores = [ 60 , 83, 83, 91, 100]

>>> statistics.mean(test_scores)
83.4

>>> statistics.median(test_scores)
83

>>> statistics.mode(test_scores)
83

>>> statistics.stdev(test_scores)
14.842506526863986
```

Section Summary

The following functions are part of the `statistics` module:

statistics module function	name	description	example	result
<code>mean()</code>	<code>mean</code>	mean or average	<code>mean([1,4,5,5])</code>	3.75
<code>median()</code>	<code>median</code>	middle value	<code>median([1,4,5,5])</code>	4.5
<code>mode()</code>	<code>mode</code>	most often	<code>mode([1,4,5,5])</code>	5
<code>stdev()</code>	standard deviation	spread of data	<code>stdev([1,4,5,5])</code>	1.892
<code>variance()</code>	<code>variance</code>	variance of data	<code>variance([1,4,5,5])</code>	3.583

3.3 Variables

Variables are assigned in Python using the = equals sign also called the assignment operator. The statement:

```
a = 2
```

Assigns the integer 2 to the variable a.

```
>>> a = 2
>>> a
2
```

Note the assignment operator =(equals), is different from the logical comparison operator == (equivalent to).

```
>>> a == 2
True
```

Variable names in Python must follow the rules below:

- variable names must start with a letter
- variable names only contain letters, numbers, and the underscore character _
- variable names can not contain spaces
- variable names are not enclosed in quotes or brackets

The following are valid variable names:

```
In [2]: constant = 4
new_variable = 'var'
my2rules = ['rule1', 'rule2']
SQUARES = 4
```

The following are invalid variable names:

```
In [3]: a constant = 4
3newVariables = [1, 2, 3]
&sum = 4 + 4
#a_new_variable = 6

File "<ipython-input-3-d6921874e142>", line 1
a constant = 4
^
```

```
SyntaxError: invalid syntax
```

Problem: The Arrhenius relationship states that

$$n = n_v e^{-Q_v / (RT)}$$

We can use variables to assign a value to each one of the constants in the problem.

```
>>> nv = 2.0**(-0.3)
>>> Qv = 5
>>> R = 3.18
>>> T = 293
>>> n = nv*e**(-1*Qv/(R*T))
>>> n
0.8079052775625613
```

3.4 Boolean Arithmetic

Boolean Arithmetic is the arithmetic of true and false logic. A *boolean* or logical value can either be `True` or `False`. In Python, the keywords `True` and `False` denote a boolean variable. Note that assigning `true` or `false` to a variable will produce an error.

```
>>> A = True
>>> B = False

>>> A
True

>>> B
False

>>> A or B
True

>>> A and B
False

>>> not A
False

>>> not B
True

>>> A == B
False
```

```
>>> A != B
True

>>> C = False
>>> A or (C and B)
True
>>> (A and B) or C
False
```

3.5 String Operations

Some operations we can do on strings include indexing, concatenation, and logical comparisons.

Indexing

```
>>> word = 'Solution'
>>> word[0]
'S'

>>> word[2]
'1'

>>> word[-1]
'n'

>>> word[0:3]
'Sol'

>>> word[:]
'Solution'

>>> word[-3:-1] #not including ending
'io'

>>> word[0:8:2] #start:stop+1:step
'Slto'

>>> word[::-1] # start=not specified :stop=not specified:step=-1
'snoitulos'
```

3.6 Print Statements

The `print()` function useful in Python. Below is a code example:

```
>>> name = Kendra
>>> print('Your name is: ')
Your name is
>>> print(name)
Kendra
```

3.7 Summary

In this chapter, you learned how to use the Python REPL, also called the Python prompt, to solve calculation problems. You learned how to do arithmetic, powers and logarithms, trigonometry and save values to variables.

Key Terms and Concepts

REPL

operator

mathematical operator

command line

error

module

Standard Library

Import

Summary of Python Functions and Commands

Below is a summary of the functions and operators used in this chapter:

Arithmetic

Arithmetic Operators	description
+	Addition
-	Subtraction
*	Multiplication
/	Division
**	Exponents
-	answer in memory

Trigonometry

Trig Function	Description
from math import *	
sin	sine of angle in radians
cos	cosine of angle in radians
tan	tangent of angle in radians
pi	π
degrees	convert radians to degrees
radians	convert degrees to radians

Trig Function	Description
asin	inverse sine
acos	inverse cosine
atan	inverse tangent

Logarithms and Exponents

Logarithms and Exponent Function	Description
from math import *	
log	log base e, natural log
log10	log base 10
exp	e^{power}
e	the math constant e
pow(x,y)	x raised to the y power
sqrt	square root

Statistics

Statistical Function	Description
from statistics import *	
mean	mean (average)
median	median (middle value)
mode	(most often)
stdev	standard deviation of a sample
pstdev	standard deviation of a population

3.8 Review Questions

Arithmetic

Q02.01 $2 + \frac{1}{2}$	Q02.06 3^{4-5}
Q02.02 $4 \times 2 + \frac{2}{4}$	Q02.07 $\frac{1+3+5}{2+4+6}$
Q02.03 $\frac{5}{2} \times 3 + 4$	Q02.08 $1 - 2 + \frac{9}{6} - 3 + 5$
Q02.04 $4^2 + 3$	Q02.09 $(3 + 5 - 2)^{2/3}$
Q02.05 $\sqrt{16}$	Q02.10 $\frac{5+3}{2 \times 5}$
	Q02.11 $\sqrt{6^2 + 4}$
	Q02.12 $1 + 9 \times \frac{8}{4^2} + 1^{3-4} \times \frac{1}{2 \cdot 5}$

Trigonometry

Q2.30 Find the sine of $0, \pi/4, \pi/2, 3\pi/4$, and π .

Q2.31 Find the cosine of 0 degrees, 30 degrees, 60 degrees and 90 degrees.

Q2.32 Find the tangent of $3/4, 5/12$, and $-8/6$.

Q2.33 Find the sin of 0.1 radians. Then find the arcsine of the result and see if it equals 0.1 radians.

Q02.34 The U.S. Forest service can use trigonometry to find the height of trees. The height of a tree, h is equal to the distance d between an observer and the base of the tree multiplied by the tangent of the angle θ between looking straight along the ground and looking up at the top of tree according to the formula:

$$h = d \tan(\theta)$$

If a Forest Service ranger is 20 feet away from the base of a douglas fir tree and looks up at a 63 degree angle relative to straight ahead to see the top of the tree, what is the height of the douglas fir tree?

Q02.35 The tangent of an angle is equal to the sine of the angle divided by the cosine of the angle. Make two calculations, one for the tangent of -29 degrees and another calculation for the sine of -29 degrees divided by the cosine of -29 degrees. Do you observe the output of both calculations to be the same?

Q02.36 A simple model of water level based on

Logarithms and Exponents

Q03.41 Show that the natural log of Euler's number, $\ln(e)$, is equal to one.

Q03.42 Logarithms turn multiplication into addition. Complete both of the calculations below to see if the expressions are equal to each other:

$$\log(87.1 \times 210 \times 10^3)$$

$$\log(87.1) + \log(210) + \log(10^3)$$

Q03.43 Logarithms turn exponents into multi-

tides (assuming high tide is at midnight) is:

$$h = (4.8) \sin(\pi/6)(t + 3) + 5.1$$

Where h is the water height and t is the number of hours since midnight. Using this model, calculate the water level h at 6am ($t = 6$ hours since midnight).

Q02.37 The x-component of a force F_x is equal to the magnitude of the force $|\vec{F}|$ multiplied by the cosine of the angle θ of the force relative to the positive x-axis.

$$F_x = |\vec{F}| \cos(\theta)$$

If the magnitude of a force $|\vec{F}| = 12.4$ and the force acts at $\theta = 110$ degrees relative to the positive x-axis, what is the x-component of the force F_x ?

Q02.37 The distance d a free-thrown projectile travels is dependent on the projectile's initial velocity v_0 , the acceleration due to gravity $g = 9.81m/s^2$ and the angle θ at which the project is launched according to:

$$d = \frac{v_0^2}{g} \sin(2\theta)$$

If a projectile is launched at a 12 degree angle with an initial velocity of 150 m/s, how far will the projectile travel?

Q02.38 A problem with sin and AC current

plication. Complete both of the calculations below to see if the expressions are equal.

$$\log(6.02 \times 10^{23})$$

$$(23) \log(6.02)$$

Q03.44 Python's math module has the natural log (\ln) function `math.log()` and the log (base 10) function `math.log10()`. If you want to find the log with an arbitrary base, b , of a number n , you can use a ratio of natural logarithms (\log base e) according to:

$$\log_b(n) = \frac{\ln(n)}{\ln(b)}$$

Calculate the base 4 logarithm of 3.9×10^{-9}

$$\log_4(3.9 \times 10^{-9})$$

Q03.45 The magnitude of a vector $|\vec{v}|$ is equal to the square root of the sum of the squares of the vector's components v_x , v_y , and v_z according to:

$$|\vec{v}| = \sqrt{v_x^2 + v_y^2 + v_z^2}$$

Q03.46 Moore's Law, a relationship that states the number of transistors that fit on a microchip doubles every two years can be modeled as:

$$P_n = P_0 \times 2^n$$

Where P_0 is the original number of transistors on a microchip and P_n is the number of transistors on a microchip after n number of years since the original microchip. If the original microchip has 1000 transistors, how many transistors were projected to be on a microchip 40 years later?

Variables in Calculations

Q02.71 $a = 2$, $b = 3$, calculate $\frac{4}{5}(a^2 - b^3)$

Q02.72 The area of a circle, a , is dependent on the circle's radius, r , according to $a = \pi r^2$. What is the area of a circle with radius $r = 4$?

Q02.73 The area of a circle, a , is dependent on the circle's diameter, d , according to $a = \pi(\frac{d}{2})^2$. What is the area of a circle with diameter $d = 6$?

Q02.74 The volume of a sphere, v , is dependent on the sphere's radius, r , according to $v = (\frac{4}{3})\pi r^3$. What is the volume of a sphere with radius $r = 1.5$?

Q02.75 The volume of a cylinder, v , is dependent on the cylinder's radius, r , and height, h , according to $v = \pi r^2 h$. What is the volume of a cylinder with radius $r = 5$ and height $h = 10$?

Q02.76 The surface area of a sphere, a_s is related to the sphere's radius, r , according to $a_s = 4\pi r^2$. What is the surface area a_s of a sphere with radius $r = 2.5$?

Q02.77 The general equation for the distance, d , that a free falling body travels (neglecting air resistance) is $d = \frac{1}{2}gt^2$, where g is the acceleration due to gravity and t is the fall time. Assume the acceleration due to gravity $g = 9.81$. How far (what distance) will a ball fall in time $t = 12$?

Q02.78 The general equation for the fall time,

t , that a free falling body takes (neglecting air resistance) to cover a distance, d is $t = \sqrt{\frac{d}{0.5g}}$, where g is the acceleration due to gravity. Assume the acceleration due to gravity $g = 9.81$. How long (what time) will it take a base jumper to fall distance $d = 2000$?

Q02.79 The value of an investment v compounded annually at an interest rate of $r\%$ after n years is dependent on the original investment P according to:

$$v = P(1 + r/100)^n$$

If $P = 1000$ dollars at a rate of $r = 7\%$, what will the value v be after $n = 20$ years?

Q02.80 The original principal P needed to produce a total savings of value v at a rate of $r\%$ over n years is calculated by:

$$P = \frac{v}{(1 + r/100)^n}$$

What is the principal P needed to save one million dollars at a rate $r = 10\%$ over $n = 40$ years?

Q02.81 Electrical power P is related to current I and resistance R according to $P = I^2 R$. An electrical load with a resistance $R = 10,000$ running at a current $I = 0.200$ draws how much power P ?

Error Explanations

For each of the problems below, run the line of code. Then explain the error in your words. Give an explanation more specific than `invalid syntax`. Then suggest and run a line of code that fixes the error.

Q02.91 `9 x 10`

Q02.92 `1 1/2 + 2 2/3`

Q02.93 `3cos(35)`

Q02.94 `8.31 x 10^9`

Q02.95 `(2+3)**(2-3e(4)`

Q02.96 `7% + 8% + 9%`

Q02.97 `(-)54.2 + 9.2`

Q02.98 `'5' / '4'`

Q02.99 `ln(e) - log(10)`

Chapter 4

Python Data Types and Variables

4.1 Introduction

Python has many built-in data types. These include integers, floats, booleans, strings, and lists.

By the end of this chapter you will be able to:

- Use the `type()` function to determine an object's type
- Define variables in Python with the assignment operator `=`
- Complete mathematical calculations with variables
- Complete logical evaluations with variables
- Convert variables from one data type to another

4.2 Numeric Data Types

Python has many useful built-in data types. Python variables can store different types of data. A variable's data type is created dynamically, without the need to explicitly define a data type when the variable is created. It is useful for problem solvers to understand a couple of Python's core data types in order to write well-constructed code. Below is a discussion of a few different data types in Python.

Integers

Integers are one of the Python data types. An integer is a whole number, negative, positive or zero. In Python, integer variables are defined by merely assigning a whole number to a variable. Python's `type()` function can be used to determine the data type of a variable.

```
>>> a = 5
>>> type(a)
<class 'int'>
>>> b = -2
>>> type(b)
<class 'int'>
>>> z = 0
>>> type(z)
<class 'int'>
```

Floating Point Numbers

Floating point numbers or *floats* are another Python data type. Floats are decimals, positive, negative and zero. Floats can also be numbers in scientific notation which contain exponents. Both a lower case e or an upper case E work to define floats in scientific notation. In Python, a float can be defined using a decimal point . when a variable is assigned.

```
>>> c = 6.2
>>> type(c)
<class 'float'>
>>> d = -0.03
>>> type(d)
<class 'float'>
>>> Na = 6.02e23
>>> Na
6.02e+23
>>> type(Na)
<class 'float'>
```

To define a variable is a float instead of an integer, even if it is assigned a whole number, a trailing decimal point . is used. Note the difference when a decimal point . comes after a whole number:

```
>>> g = 5
>>> type(g)
<class 'int'>
```

```
>>> g = 5.
>>> type(g)
<class 'float'>
```

Complex numbers

Another useful data type for problem solvers is the complex number data type. A complex number is defined in Python using a real component + an imaginary component j . The letter j must be used to denote the imaginary component. Using the letter i will return an error. Note how imaginary numbers add to integers and floats.

```
>>> comp = 4 + 2j
>>> type(comp)
<class 'complex'>

>>> comp2 = 4 + 2i
^
SyntaxError: invalid syntax

>>> intgr = 3
>>> type(intgr)
<class 'int'>

>>> comp_sum = comp + intgr
>>> print(comp_sum)
(7+2j)

>>> flt = 2.1
>>> comp_sum = comp + flt
>>> print(comp_sum)
(6.1+2j)
```

4.3 Boolean Data Type

The *boolean* data type is either True or False. In Python, boolean variables are defined by the `True` and `False` keywords.

```
>>> a = True
>>> type(a)
<class 'bool'>

>>> b = False
>>> type(b)
<class 'bool'>
```

Note that `True` and `False` must have an Upper Case first letter. Using a lowercase `true` returns an error.

```
>> c = true
Traceback (most recent call last):
  File "<input>", line 1, in <module>
NameError: name 'true' is not defined
d = false
Traceback (most recent call last):
  File "<input>", line 1, in <module>
NameError: name 'false' is not defined
```

Integers and Floats as Booleans

An int, float or complex number set to zero will always return False. An int, float or complex number set to any other number, positive or negative, will return True.

```
>>> zero_int = 0
>>> bool(zero_int)
False

>>> pos_int = 1
>>> bool(pos_int)
True

>>> neg_flt = -5.1
>>> bool(neg_flt)
True
```

4.4 Strings

Strings are sequences of letters, numbers, symbols, and spaces. In Python, strings can be almost any length and can contain spaces. String variables are assigned in Python using quotation marks ' '. Strings can contain blank spaces. A blank space is a valid string character in Python string.

```
>>> string = 'z'
>>> type(string)
<class 'str'>

>>> string = 'Engineers'
>>> type(string)
<class 'str'>
```

Numbers as Strings

Numbers and decimals can be defined as strings too. If a decimal number is defined using quotes ' ', it will be saved as a string rather than as a float. Integers defined using quotes will become strings as well if surrounded by quotes.

```
>>> num = '5.2'
>>> type(num)
<class 'str'>

>>> num = '2'
>>> type(num)
<class 'str'>
```

4.5 Lists

A list is a data structure in Python that can contain multiple elements of any of the other data type. A list is defined with square brackets [] and commas , between elements.

```
>>> lst = [ 1, 2, 3 ]
>>> type(lst)
list

>>> lst = [ 1, 5.3, '3rd_Element' ]
>>> type(lst)
list
```

Indexing Lists

Individual elements of a list can be accessed or *indexed* using bracket [] notation. Note that Python lists start with the index zero, not the index 1. For example:

```
>>> lst = ['statics', 'strengths', 'dynamics']
>>> lst[0]
'statics'

>>> lst[1]
'strengths'

>>> lst[2]
'dynamics'
```

Remember! Python lists start indexing at [0] not at [1]. To call the elements in a list with 3 values use: lst[0], lst[1], lst[2].

Colons : are used inside the brackets to denote *all*

```
>>> lst = [2, 4, 6]
>>> lst[::]
[2, 4, 6]
```

Negative numbers can be used as indexes to call the last number of elements in the list

```
>>> lst = [2, 4, 6]
>>> lst[-1]
6
```

The colon operator can also be used to denote *all upto* and *from thru end*.

```
>>> lst = [2, 4, 6]
```

```
>>> lst[:2]
```

```
[2, 4]
```

```
lst = [2, 4, 6]
```

```
lst[2:]
```

```
[6]
```

The colon operator can also be used to denote *start : end + 1*. Note that the indexing here is not inclusive. `lst[1:3]` will return the 2nd element, and 3rd element but not the fourth even though the 3 is used in the index.

Remember! Python indexing is not inclusive. The last element called in an index will not be returned.

4.6 Dictionaries and Tuples

Besides lists, Python has two additional data structures that can store multiple objects. These are **dictionaries** and **tuples**.

Dictionaries

Dictionaries are made up of key: value pairs

Tuples

Tuples are immutable lists. Elements of a list can be modified, but elements in a tuple can only be accessed, not modified. The name *tuple* does not mean that only two values can be stored.

4.7 Summary

In this chapter, we reviewed a couple of different data types built-in to Python. These data types include the numeric data types: integers, floats, and complex numbers. The string data type is composed of letters, numbers, spaces, and punctuation. Python also has container data types which can store many values. These container data types are lists, tuples, and dictionaries.

Key Terms and Concepts

variable	boolean	list
integer	dictionary	index
floating point number	tuple	indexing

Summary of Python Functions and Commands

Built-in Data Types

Python Object	Description
int	integer
float	floating point number
bool	boolean value: True or False
complex	complex number, real and imaginary components
str	string, sequence of letters, numbers and symbols
list	a Python list
dict	a Python dictionary
tuple	an immutable list

Python Functions

Function	Description
type()	outputs a variable or objects data type
len()	return the length of a string
str()	converts a float or int into a str (string)
int()	converts a float or str into an int (integer)
float()	converts an int or str into an float (floating point number)

Python List Operators

Operator	Description	Example	Result
[]	indexing	lst[1]	4

Operator	Description	Example	Result
:	start	lst[:2]	[2, 4]
:	end	lst[2:]	[6, 8]
:	through	lst[0:3]	[2, 4, 6]
:	start, step, end+1	lst[0:5:2]	[2, 6]

4.8 Review Questions

Q03.01 Write two lines of code that pulls out the first three letters of the word “solution”

Q03.04

Q03.02 Write two lines of code that pulls out the last four letters of the word “solution”

Q03.05

Q03.03

Q03.06

Q03.07

Errors, Explanation and solutions

Q03.50 Run the following lines of code and explain the error in your own words:

```
n = 503
n[3]
```

```
a = 321
b = 'go !'
c = a + b
```

Q03.52 Run the following lines of code and explain the error in your own words:

Q03.51 Run the following lines of code and explain the error in your own words:

```
d = {one:1, two:2, three:3}
d[one]
```

Chapter 5

Jupyter Notebooks

5.1 Introduction

In this chapter you will learn:

- What a Jupyter Notebook is
- How to open a Jupyter Notebook
- How to write code in a Jupyter Notebook
- How to run code in a Jupyter Notebook
- How to write text in a Jupyter Notebook
- How to save and close a Jupyter Notebook

5.2 What is a Jupyter Notebook?

A Jupyter notebook is sort of half way between the Python REPL and a Python module .py file.

Jupyter notebooks run in a web browser like Google Chrome where as .py files are edited with a text editor like notepad. Regular .py files only contain Python commands and comments. Jupyter notebooks contain two types of cells: code cells and markdown cells. Lines of Python code are run in code cells. Markdown cells contain comment like descriptions to describe code cells.

5.3 Why Jupyter Notebooks?

There is a vast array of editors and IDE's (Integrated Development Environments) which can be used to edit and run Python code. Why should engineers learn to use Jupyter Notebooks?

Below is a table of simple text editors and IDE's which can be used to edit and run Python code:

Text Editors
Notepad
Idle
Vim
Sublime Text
Atom

IDE's
PyCharm
Visual Studio Code
Spyder

Jupyter Notebooks provide a quick and streamlined way for engineers to prototype code and quickly share code. Jupyter notebooks also provide a way for engineers to share solutions with team members, supervisors and customers.

5.4 Installing Jupyter

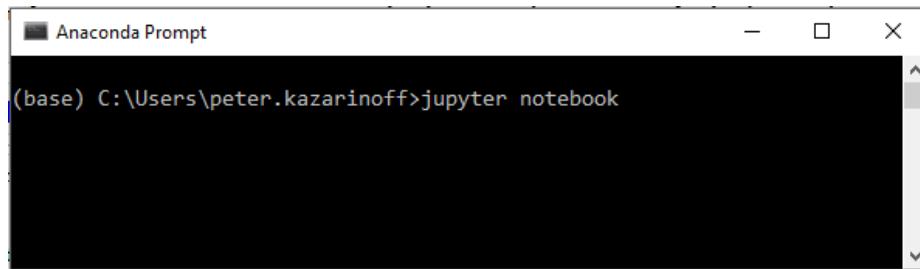
To install **Jupyter Notebooks**, the simplest way is to use the **Anaconda** distribution of Python. Anaconda has **Jupyter Notebooks** pre-installed and no further steps are necessary.

Installing Jupyter on Windows

To install jupyter on Windows, open the Anaconda prompt and type:

```
> conda install jupyter
```

Type y for yes when prompted.



Anaconda Prompt Jupyter Notebook

Installing Jupyter on Mac OSX

To install jupyter on Mac OSX, open the OSX terminal and type:

```
$ conda install jupyter
```

Type y for yes when prompted.

Installing Jupyter on Ubuntu Linux

To install jupyter on Ubuntu Linux, open a terminal and type:

```
$ conda install jupyter
```

Type y for yes when prompted.

5.5 Opening a Jupyter Notebook

One simple way to open a jupyter notebook on Windows is to click the Windows Start Button in the lower left-hand corner, select the Anaconda Folder, and click Jupyter Notebook.

Open a Jupyter Notebook from the Anaconda prompt

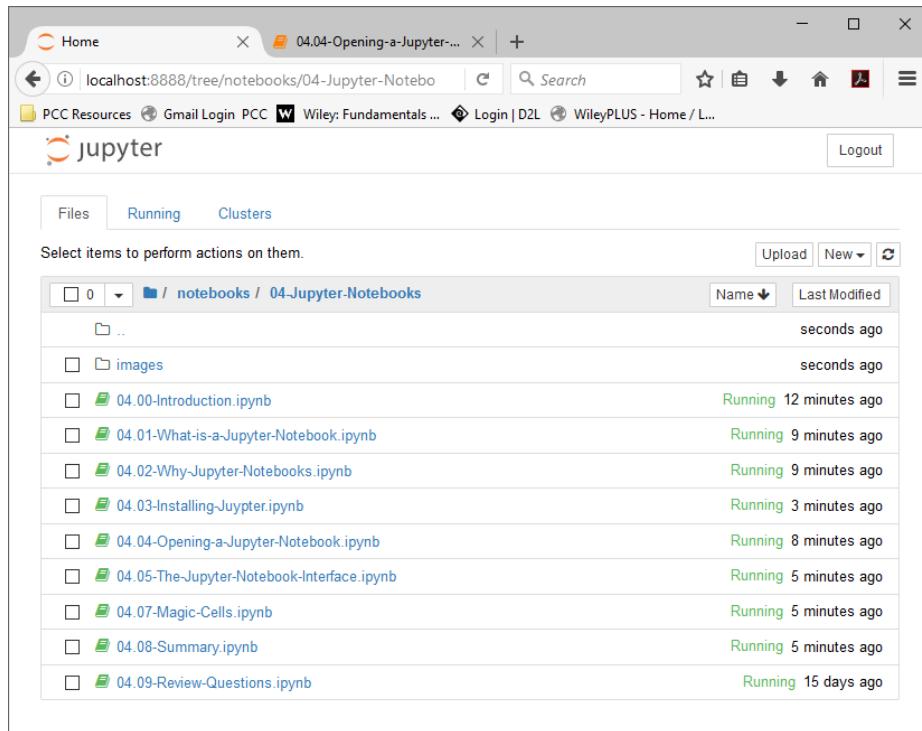
To Open a Jupyter notebook from the Anaconda prompt, first open the Anaconda prompt, then type:

```
> jupyter notebook
```

This will produce output in the Anaconda Prompt Window which looks something like:

A webbrowser will open and something which looks kind of like a file browser will be shown:

Here you can select an existing jupyter notebook file which will end with the .ipynb extension (which stands for IPython Notebook). You can also start a new Jupyter Notebook my clicking the [New] button in the upper right and selecting [Python 3]



Jupyter File Browser

5.6 The Jupyter Notebook Interface

When a new notebook opens, you will see the Jupyter Notebook interface. Across the top of the notebook will be the Jupyter icon and the Notebook name. You can click in the notebook name field and change the name of the notebook. Note that the file extension `.ipynb` is not printed in the file name field, but if you look in the Home tab, you will see that the notebook is saved with the `.ipynb` extension.

Menus and Buttons

A Jupyter notebook is comprised of a bunch of cells which are arrayed one after another in boxes below the menu items and buttons. There are two main types of cells: Markdown cells and Code cells.

Code Cells

In code cells you can type Python Code and see the output. An example of a code cell is shown below. Note that the code cell has an the text `In []` to the left of it.

To run the code in a code cell push the [Run] button or type [Shift]+[Enter]

Markdown Cells

In markdown cells you can type text and headings. Markdown cells are used for documentation and explaining your code. The text in a markdown cell is not executed. Markdown cells can be formatted with a few special characters

Headings

```
# H1 Heading
## H2 Heading
### H3 Heading
#### H4 Heading
```

Code Blocks

For inline code blocks use the ' left quote character, the character to the left of the number 1 and above tab on most keyboards.

This is inline code: ' ' ' Inline code block ' ' ' within a paragraph

For separate code blocks use three ' left quote characters on one line, followed by the code block on separate lines. Terminate the separate code block with a line of three ' left quote characters.

'''

Separated code blocks

'''

Bold and italics

Bold and *italic font* is displayed by surrounding text with a double asterisk for ****bold**** and a single underscore for italics

****bold**** produces **bold**

italics produces *italics*

****_bold and italic_**** produces ***bold and italic***

Tables

Tables are displayed using the pipe | character, which is [Shift]+[\] on most keyboards. Columns are separated by pipes and rows are separated by lines. After the header row, a row of pipes and dashes are needed to define the table.

header1	header 2	header 3
---	---	---
col 1	col 2	col 3
col 1	col 2	col 3

produces:

header1	header 2	header 3
col 1	col 2	col 3
col 1	col 2	col 3

Bullet Points and Lists

Bullet points are produced using the asterisk character *

```
* item 1  
* item 2  
* item 3
```

produces

- item 1
- item 2

Numbered lists are produced using sequential numbers followed by a dot. Indent sub-items with two spaces.

```
1. First item  
2. Second item  
3. Third item  
   1. sub item  
   2. sub item  
      1. sub-sub item  
      2. sub-sub item
```

produces

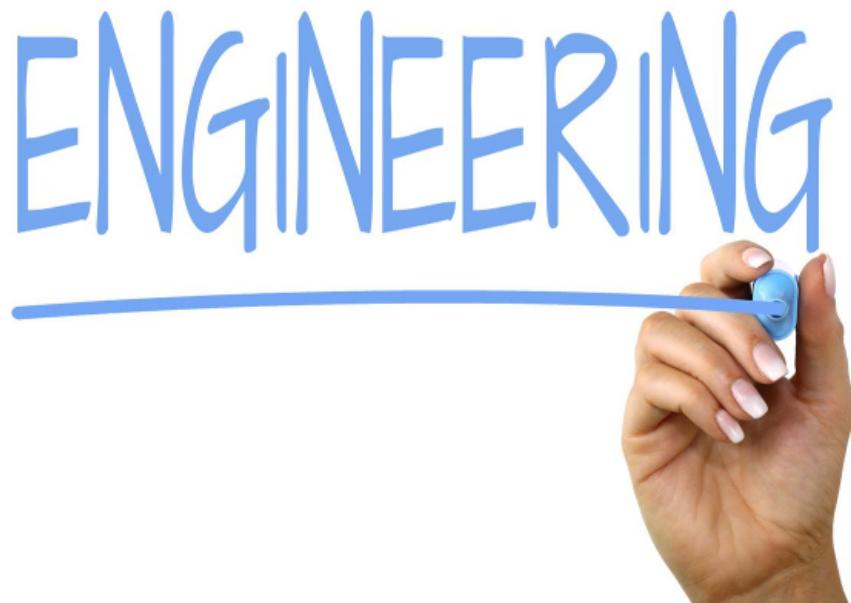
1. First item
2. Second item
3. Third item
4. sub item
5. sub item
 1. sub-sub item
 2. sub-sub item

Horizontal Rule

A horizontal rule is specified with three asterisks on a single line.

produces





Python Logo

Links

Hyperlinks are specified using a set of square brackets [] followed by pair of parenthesis (). The text inside the square brackets will be the link, the link address goes in the parenthesis

```
[link to docs] (https://docs.python.org/3/)
```

produces

[link to docs](https://docs.python.org/3/)

Images

Images are embedded in Jupyter Notebook markdown using the exclamation point and square brackets ! [], followed by the image file path in parenthesis (). If the image can not be displayed, the text in square brackets will be shown. The image can be in the same directory as the notebook, or a relative path can be specified. In this case the image engineering.png is stored in the images directory, which is a subdirectory of the directory the notebook is saved in.

```
! [Python Logo] (images/engineering.png)
```

produces

LaTeX Math

LaTeX Math equations and symbols are rendered by markdown cells. A more extensive list of LaTeX commands can be found in the appendix.

```
$$ \int_a^b \frac{1}{x^2} dx $$
```

produces

$$\int_a^b \frac{1}{x^2} dx$$

html

Because jupyter notebooks are rendered by web browsers, just about any html tag can be included in the markdown portion of a notebook. An example is the `^{` `}` tags that surround super script text

```
x<sup>2</sup>
```

produces

x2

Text can be colored using html `` `` tags

```
<font color=red>Red Text</font>
```

produces

Red Text

warning boxes

bootstrap style warning boxes can be included in jupyter notebook markdown using `<div>` tags

```
<div class="alert alert-danger" role="alert">
  <strong>Warning!</strong> Python lists start at 0
</div>
```

produces

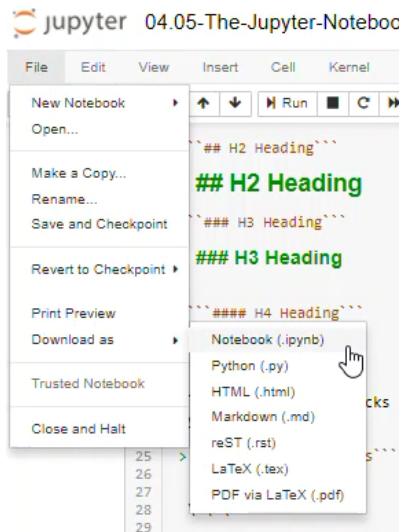
Warning! Python lists start at 0

Saving Jupyter Notebooks in Other Formats

Jupyter notebooks can be saved in other formats besides the native .ipynb format. These formats can be accessed on the [File] → [Download As] menu.

The available file types are:

- Notebook (.ipynb) - The native jupyter notebook format
- Python (.py) - The native Python code file type.
- HTML (.html) - A web page
- Markdown (.md) - Markdown format
- reST (.rst) - Restructured text format
- LaTeX (.tex) - LaTeX Article format



Jupyter Notebook Export Options

- PDF via LaTeX - a pdf exported from LaTeX, requires a converter

When a Notebook is saved as a .py file, any text in Markdown Cells are converted to comments, and any code cells are kept as Python code.

The .py file after this notebook is Downloaded as a Python(.py) looks like:

5.7 Magic Cells

Jupyter notebook code cells can contain special commands which are not valid Python code, but will affect the behavior of the notebook

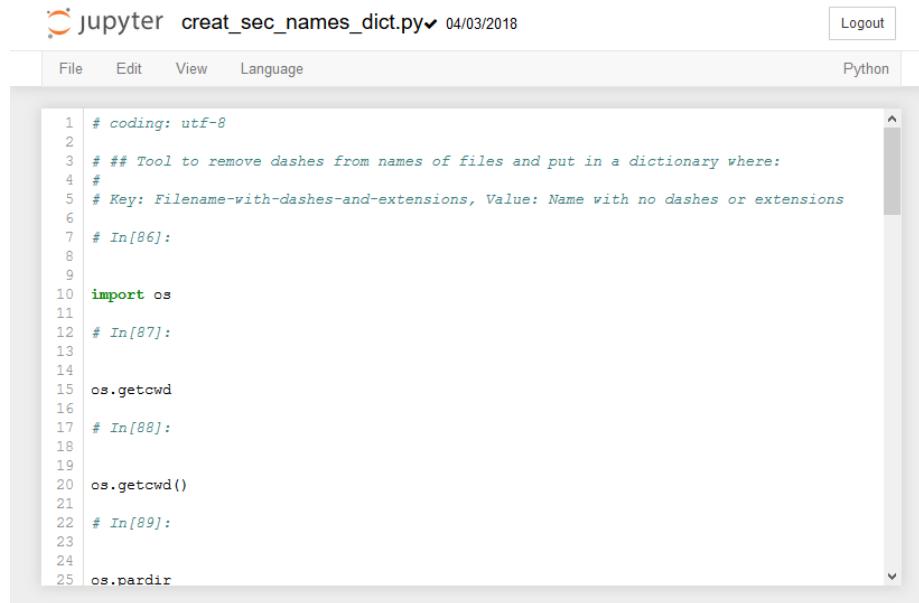
%matplotlib inline

One of the most popular magic commands is:

```
%matplotlib inline
```

Using this command at the top of a jupyter notebook will produce matplotlib plots in cells of the notebook. Without `%matplotlib inline`, plots will jump out as external windows. A typical start to a jupyter notebook using `matplotlib` might start as:

```
import numpy as np
import pandas as pd
import matplotlib.pyplot as plt
%matplotlib inline
```



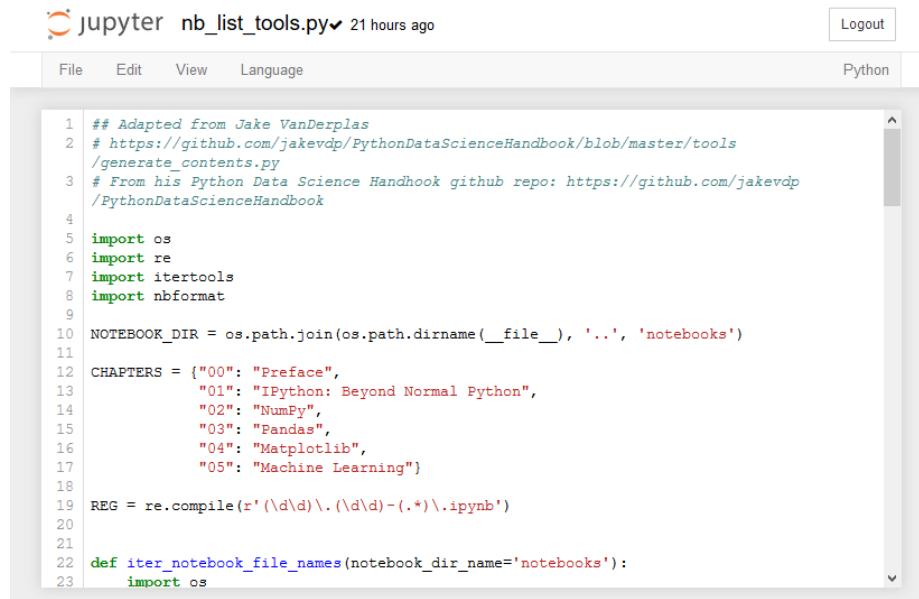
The screenshot shows a Jupyter Notebook interface with the title bar "jupyter creat_sec_names_dict.py" and the date "04/03/2018". The top menu bar includes "File", "Edit", "View", "Language", and "Logout". The language is set to "Python". The code cell contains the following Python code:

```

1 # coding: utf-8
2
3 # ## Tool to remove dashes from names of files and put in a dictionary where:
4 #
5 # Key: Filename-with-dashes-and-extensions, Value: Name with no dashes or extensions
6
7 # In[86]:
8
9
10 import os
11
12 # In[87]:
13
14
15 os.getcwd()
16
17 # In[88]:
18
19
20 os.getcwd()
21
22 # In[89]:
23
24
25 os.pardir

```

Markdown Cells as Comments



The screenshot shows a Jupyter Notebook interface with the title bar "jupyter nb_list_tools.py" and the date "21 hours ago". The top menu bar includes "File", "Edit", "View", "Language", and "Logout". The language is set to "Python". The code cell contains the following Python code:

```

1 ## Adapted from Jake Vanderplas
2 # https://github.com/jakevdp/PythonDataScienceHandbook/blob/master/tools
3 # From his Python Data Science Handbook github repo: https://github.com/jakevdp/
4 # /PythonDataScienceHandbook
5
6 import os
7 import re
8 import itertools
9 import nbformat
10
11 NOTEBOOK_DIR = os.path.join(os.path.dirname(__file__), '..', 'notebooks')
12
13 CHAPTERS = {"00": "Preface",
14             "01": "IPython: Beyond Normal Python",
15             "02": "NumPy",
16             "03": "Pandas",
17             "04": "Matplotlib",
18             "05": "Machine Learning"}
19
20 REG = re.compile(r'(\d\d)\.(\d\d)-(.*).ipynb')
21
22 def iter_notebook_file_names(notebook_dir_name='notebooks'):
23     import os

```

Image of Notebook

%run

The `%run` magic command followed by the name of a python file will run the current python file as a script. Suppose the file `hello.py` is created in the same directory as the running jupyter notebook. The directory structure will look something like this:

```
| folder
---| notebook.ipynb
---| hello.py
```

In the file `hello.py` is the code:

```
print('This code was run from a seperate Python file')
print('Hello from the file hello.py')
```

Within our jupyter notebook, if we `%run` this file, we will get the output of or `hello.py` script in a jupyter notebook output cell.

In [3]: `%run hello.py`

```
This code was run from a seperate Python file
Hello from the file hello.py
```

In [10]: `%pwd`

Out[10]: 'C:\\\\Users\\\\peter.kazarinoff\\\\Documents\\\\book\\\\notebooks\\\\04-Jupyter-Notebooks'

In [11]: `%ls`

```
Volume in drive C is Windows
Volume Serial Number is A048-4C53
```

Directory of C:\\\\Users\\\\peter.kazarinoff\\\\Documents\\\\book\\\\notebooks\\\\04-Jupyter-Notebooks

04/19/2018	06:01 PM	<DIR>	.
04/19/2018	06:01 PM	<DIR>	..
04/18/2018	12:24 PM	<DIR>	.ipynb_checkpoints
04/18/2018	12:17 PM		1,164 04.00-Introduction.ipynb
04/18/2018	12:21 PM		1,125 04.01-What-is-a-Jupyter-Notebook.ipynb
04/18/2018	12:21 PM		1,477 04.02-Why-Jupyter-Notebooks.ipynb
04/18/2018	12:26 PM		1,901 04.03-Installing-Jupyter.ipynb
04/18/2018	02:37 PM		2,029 04.04-Opening-a-Jupyter-Notebook.ipynb
04/19/2018	07:23 AM		4,196 04.05-The-Jupyter-Notebook-Interface.ipynb
04/19/2018	06:01 PM		11,102 04.07-Magic-Cells.ipynb
04/18/2018	12:24 PM		1,325 04.08-Summary.ipynb
04/03/2018	04:11 PM		970 04.09-Review-Questions.ipynb
04/19/2018	05:53 PM		94 hello.py
04/18/2018	02:36 PM	<DIR>	images
			10 File(s) 25,383 bytes
			4 Dir(s) 133,241,610,240 bytes free

Other usefull magic commands

Other usefull magic commands are:

magic command	result
%pwd	print the current working directory
%cd	change the current working directory
%ls	list the contents of the current directory
%history	the history of the In []: commands

You can list all of the available magic commands by typing and running `%lsmagic` in a jupyter notebook code cell:

In [12]: `%lsmagic`

Out[12]: Available line magics:

`%alias %alias_magic %autocall %automagic %autosave %bookmark %cd %clear %cls %`

Available cell magics:

`%%! %%HTML %%SVG %%bash %%capture %%cmd %%debug %%file %%html %%javascript %%`

Automagic is ON, % prefix IS NOT needed for line magics.

5.8 Summary

In this chapter we learned...

Key Terms and Concepts

Kernal
Notebook
Jupyter
iPython
Execute
.ipynb file
backend

Python Commands and Functions

Jupyter Notebook Magic Commands

Command	Description
%matplotlib inline	Display plots in output cells
%run file.py	Runs file.py and displays output
%pwd	Prints the working directory file path
%ls	List contents of the current working directory
%precision	sets float point precision for pretty printing
%whos	lists variables and types in the running kernel session
function?	Display help on a function
function??	Display source code of a function

5.9 Review Questions

- | | |
|--------|--------|
| Q04.01 | Q04.06 |
| Q04.02 | Q04.07 |
| Q04.03 | Q04.08 |
| Q04.04 | Q04.09 |
| Q04.05 | Q04.10 |

Chapter 6

Functions and Modules

6.1 Introduction

By the end of this chapter you will be able to:

- * import functions and use them in scripts
- * create your own functions
- * run functions defined in separate files
- * create functions with default arguments
- * provide reusable code for other problem solvers to use

6.2 Why Functions?

Functions are reusable pieces of code. Functions are an essential part of most programming languages. Functions provide a couple of benefits:

- Functions allow the same piece of code to be run multiple times
- Functions can break a long program up into smaller pieces
- Functions can be shared with other programmers

6.3 First Function

For our first function we will create a simple function that adds two to any number. Functions in Python typically contain at least two lines. The first line defines the function name and arguments.

```
def function_name(arguments):
    <code>
    return output
```

This line contains a couple parts:

```
def
```

The key word `def` needs to be the start of the line that declares the function. `Def` stands for *definition* and indicates to the Python interpreter that a function definition will follow.

```
function_name
```

Each function needs a name. The function name should start with a letter and is typically all lowercase (in Python names that start with Uppercase are usually used to define *Classes*). Function names need to start with a letter and can only contain letters, numbers and the underscore character. Just about any name will do, but it is best to avoid using any Python key words such as `def`, `class`, `if`, `else`, `for`. A complete list of reserved Python keywords is in the index.

```
(argument):
```

Function names are followed by a set of parenthesis (). Many functions have variable names, called *arguments* in between the parenthesis. The name used for the function argument should be used in the body of the function and is only local to that function. After the parenthesis comes a : colon. A colon is required to end the first line of a function.

A colon : is required at the end of the first line of every function. If the : is not present the code will not run.

```
<code>
```

The body of the function contains the code that will run when the function is called. Any variables declared by the function arguments can be used in the body of the function. Any variables used in the body of the function are *local variables*. Local variables can not be called or accessed by other scripts.

```
return
```

The `return` key word is often the last line of a function. `return` indicates that whatever expression that follows will be the output of the function. The `return` keyword is not a function or a method and parenthesis are not used after `return`, just a space

```
output
```

Whatever expression is included after `return` will be *returned* or outputted by the function. The output expression after `return` can be a single variable, value or be a more complex expression that includes multiple variables.

A simple first function, is a function that will add two to any number. The function will be called `plustwo` and have one input argument, a number. The function will return that number plus 2. So the function should operate as shown below:

```
plustwo(3)  
5
```

```
In [1]: def plustwo(n):  
    n = n + 2  
    return n
```

```
In [2]: plustwo(3)
```

```
Out[2]: 5
```

```
In [3]: plustwo(10)
```

```
Out[3]: 12
```

6.4 Functions with Multiple Arguments

Functions can be written to accept multiple arguments. When multiple arguments are specified, they are listed within the parenthesis after the function name and separated by a comma:

```
def function_name(argument1, argument2):  
    <code>  
    return output
```

An example function that adds that finds the area of a triangle given the base and height would accept two arguments `base` and `height`.

```
In [1]: def triarea(base, height):  
    area = 0.5 * base * height  
    return area
```

```
In [2]: triarea(10,5)
```

```
Out[2]: 25.0
```

6.5 Functions with Default Arguments

Functions can be specified with default arguments. If values for these arguments are not supplied when the function is called, the default values will be used. The general format is below:

```
def function_name(argument1=default_value, argument2=default_value):
    <code>
    return output
```

An example function is one that calculates the distance an object falls based on time. The general formula for fall distance d based on fall time t can be modeled as:

$$d = \frac{1}{2}gt^2$$

Where g is the acceleration due to gravity. On earth the value of g is 9.81 m/s². But on the moon, g is about 1.625 m/s². Our function will include the default value for earth's gravity and give programmers the option of specifying a different value for g if they choose.

```
In [1]: def falldist(t, g=9.81):
    d = 0.5 * g * t**2
    return d
```

On earth, a ball that falls for three seconds, can be calculated using `falldist(3)` and leaving out a value for g .

```
In [2]: falldist(3)
```

```
Out[2]: 44.145
```

On the moon, gravity is much weaker. The acceleration of falling objects on the moon is 1.625 m/s². To calculate how far a ball falls on the moon in three seconds, two arguments need to be supplied 3 and 1.625. If a second argument is given, this overrides the default value assigned in the first line of the function.

```
In [4]: falldist(3, 1.625)
```

```
Out[4]: 7.3125
```

6.6 Calling Functions from Other Files

User-defined functions can be called from other files. A function can be called and run in a different file than the file the function definition is written in. If a new file called `myfunctions.py` is created and contains two function definitions, `plustwo()` and `falldist()`, these functions can be used by a separate file as long as the file and function names are imported first. It is important that the file which contains the functions ends in the `.py` extension. Without a `.py` extension, the file can not be imported.

Inside the file `myfunctions.py`, two functions are defined using the code below.

```
# myfunctions.py

def plustwo(n):
    n = n + 2
    return n

def falldist(t,g=9.81):
    d = 0.5 * g * t**2
    return d
```

This file, *myfunctions.py* can be imported into another script (another .py file), or Jupyter Notebook. Remember though that the file with the functions and the file calling the functions must be in the same directory. To use the functions written in one file inside another file include the import line, `from <filename> import <function_name>`. Note that although the file name must contain a *.py* extension, .py is not used as part of the file name during import.

```
In [1]: from myfunctions import plustwo
        plustwo(3)
```

Out[1]: 5

```
In [2]: from myfunctions import falldist
        falldist(3)
```

Out[2]: 44.145

6.7 Docstrings in Functions

It is good programming practice to document your code. Reusable chunks of code are particularly important to document as other programmers may use the code and you may use the code again at a different time.

Python has a couple different ways for programmers to add documentation. One way is to use simple comments. Comments are lines of code that do not get run by the Python interpreter. Comments are meant to be viewed by humans. In Python, comment lines start with the pound symbol #. Any line that starts with a # will not be run by the Python Python Interpreter.

Another way to document code is to use *docstrings*. Docstrings are comments which are surrounded with triple quotation marks and usually contain multiple lines of explanation. A function containing a docstring takes the form:

```
def function_name(arguments):
    """
    Docstring text
```

"""

```
<code>

return <output>
```

Doc strings are what come up when the `help()` function is called. As an example, running the `help()` function on the built-in function `sum` brings up:

In [1]: `help(sum)`

Help on built-in function sum in module builtins:

```
sum(iterable, start=0, /)
    Return the sum of a 'start' value (default: 0) plus an iterable of numbers

    When the iterable is empty, return the start value.
    This function is intended specifically for use with numeric values and may
    reject non-numeric types.
```

We can produce the same type of output when a user types `help()` by adding docstrings to a function.

Let's create our own function to convert g to kg. Let's call our function `g2kg`. The first thing to do is make sure that the name `g2kg` is not assigned to another function and is not a keyword by Python. We can check quick using `type()`. We know that `sum()` is a function, how about `g2kg`?

In [2]: `print(type(sum))
print(type(g2kg))`

`<class 'builtin_function_or_method'>`

NameError	Traceback (most recent call last)
-----------	-----------------------------------

```
<ipython-input-2-487fcfc6eb43> in <module>()
      1 print(type(sum))
----> 2 print(type(g2kg))
```

`NameError: name 'g2kg' is not defined`

Since `g2kg` is not defined, we can use `g2kg` as the name of a user-defined function. Once we know that our Remember the parenthesis, colon and return statement.

```
In [3]: def g2kg(g):
    kg = g/1000

    return kg
```

Now let's try and use our function. How many kg's is 1300 grams. We expect the output to be 1.3 kg

```
In [4]: g2kg(1300)
```

```
Out[4]: 1.3
```

If we call `help()` on our function `g2kg()`, nothing is returned. Our `g2kg()` function does not contain a docstring yet.

```
In [5]: help(g2kg)
```

```
Help on function g2kg in module __main__:
```

```
g2kg(g)
```

Now let's add a docstring to the function. Common components of docstrings include:

- a summary of the function
- the function inputs
- the function outputs
- an example of the function running including the result

```
In [6]: def g2kg(g):
    """
```

Function g2kg converts between g and kg

*input: a measurement in grams, int or float
output: measurement in kg, float*

Example:

```
>>> g2kg(1300)
```

1.3

```
"""
```

```
kg = g/1000
```

```
return kg
```

Now let's ask for `help()` on our function and see if the docstring is printed back.

```
In [7]: help(g2kg)
```

```
Help on function g2kg in module __main__:
```

```
g2kg(g)
    Function g2kg converts between g and kg

    input: a measurement in grams, int or float
    output: measurement in kg, float
```

Example:

```
>>> g2kg(1300)
```

```
1.3
```

6.8 Positional and Keyword Arguments

Python functions can contain two types of arguments: *positional arguments* and *keyword arguments*.

Positional Arguments

An *argument* is a variable, value or object passed to a function or method. *Positional arguments* are arguments that need to be included when a function is called in the proper position or order. The first positional argument always needs to be listed first, the second positional argument needs to be listed second, the third positional argument listed third etc.

An example of positional arguments can be seen in Python's `complex()` function. This function returns a complex number with a real term and an imaginary term. The order that numbers are passed to the complex function determines which number is the real term and which term is the imaginary term.

If the complex number $3 + 5j$ needs to be created, the two positional arguments are the numbers 3 and 5. The 3 must be listed first and the 5 must be listed second.

```
In [1]: complex(3, 5)
```

```
Out[1]: (3+5j)
```

On the other hand, if the complex number $5 + 3j$ needs to be created, the 5 needs to be listed first and the 3 listed second. Writing the same arguments in a different order produces a different result.

```
In [2]: complex(5, 3)
```

```
Out[2]: (5+3j)
```

Positional Arguments specified an iterable

Positional arguments can also be passed to functions and methods using an iterable object. Examples of iterable objects include lists, tuples and sets. The general syntax to use is:

```
function(*iterable)
```

Where `function` is the name of the function and `iterable` is the name of the iterable preceded by the ampersand `*` character. An example of using a list to pass positional arguments to the `complex()` function is below:

```
In [3]: term_list = [3, 5]
complex(*term_list)
```

```
Out[3]: (3+5j)
```

Keyword Arguments

A *keyword argument* is an argument passed to a function or a method which is preceded by a *keyword* and an equals sign the general form is:

```
function(keyword=value)
```

Where `function` is the function name, `keyword` is the keyword argument and `value` is the value or object passed as that keyword. Python's `complex` function can also accept two keyword arguments. The two keyword arguments are `real=` and `imag=`. To create the complex number $3 + 5j$ the, 3 and 5 can be passed to the function as the values assigned to the keyword arguments `real=` and `imag=`.

```
In [4]: complex(real=3, imag=5)
```

```
Out[4]: (3+5j)
```

Keyword Arguments specified by a dictionary

Keyword arguments can also be passed to functions and methods using dictionary. The dictionary used must contain the keywords as keys and the values as values. The general form is:

```
keyword_dict = {'keyword1': value1, 'keyword2': value2}
function(**keyword_dict)
```

Where `function` is the name of the function and `keyword_dict` is the name of the dictionary containing keywords and values preceded by the double ampersand `**` character. Note that the keywords when assigned as keys in a dictionary must be surrounded by quotes ' '. An example of using a dictionary to pass keyword arguments to the `complex()` function is below:

```
In [5]: keyword_dict = {'real': 3, 'imag': 5}
complex(**keyword_dict)
```

```
Out[5]: (3+5j)
```

6.9 Summary

Key Terms and Concepts

function
 function definition
 arguments
 default arguments
 positional arguments
 keyword arguments
 output
 doc string
 return
 .py-file
 import

Python Commands

Command	Description
def	define a function
return	define the expression or value a function outputs
import	import a module or .py file
from	import a function or class from a module or .py file
as	name an alias for a function, method or class
""" """	define a doc string

6.10 Review Questions

User-defined functions

Q05.01 Write a function called `m_to_ft()` which converts meters to feet. Note the conversion fac-

tor is 1 meter = 3.28084 feet. Convert 5,000 meters into feet using your function.

Nested Functions

Q05.31 In mechanical engineering, there are a couple different units of *stress*. Units of stress include: Pascals (Pa), Mega Pascals (MPa), pounds per square inch (psi) and kilo pounds per square inch (ksi).

(a) Write a function called `pa_to_mpa` to convert between Pascals (Pa) and Mega Pascals (MPa)

(b) Write a function called `mpa_to_ksi` to convert between Mega Pascals (MPa) and kilo pounds per square inch (ksi)

- (c) Write a function called `ksi_to_psi` to convert between kilo pounds per square inch (`ksi`) and pounds per square inch (`psi`)
- (d) Combine the three functions `pa_to_mpa`, `mpa_to_ksi`, `ksi_to_psi` into a single

function `pa_to_psi`. Do this with calling the other functions as part of the `pa_to_psi` function, not by rewriting the same code you wrote in parts (a), (b), and (c).

Functions in other files

Error Checking

For the sections of code below, run the lines of code. Then explain the error in your own words. Below your error explanation, rewrite and run an improved section of code that fixes the error.

Q05.81 Run the code below and explain the error. Write the code and run it error free.

```
def add_me(num)
    return num + 2

add_me(1)
```

Q05.82 Run the code below and explain the error. Re-write the code and run it error free.

```
def add_you[nix]:
    return num + 2

add_you(2)
```

Q05.83 Run the code below and explain the error. Re-write the code and run it error free.

```
def my_func():
    print('yup')

my_func('yup')
```

Q05.83 Run the code below and explain the error. Re-write the code and run it error free.

```
def my_func():
    print('yup')

my_func('yup')
```


Chapter 7

Plotting with Matplotlib

7.1 Introduction

By the end of this chapter you will be able to:

- Import Matplotlib into a Python script or Jupyter notebook
- Construct line plots with Matplotlib
- Construct bar charts with Matplotlib
- Add error bars to bar charts
- Plot histograms
- Plot contours
- Construct 3D mesh grid plots

7.2 What is Matplotlib?

Matplotlib is a popular Python package used to plot data. Matplotlib started as a project in the early 2000's partly to use Python to visualize the electronic signals in the brain of epilepsy patients. Matplotlib's creator, John D. Hunter was a neurobiologist. He was looking for way to replicate MATLAB's plotting capability with Python. In addition to starting matplotlib, Dr. Hunter was part of the founding group that created Numfocus. The Numfocus group oversees some major Python projects including Matplotlib, NumPy, Pandas and Jupyter.

Why use Matplotlib?

Matplotlib is useful for creating static 2D plots, the kind of plots included in scientific publications and presentations. Almost any plot created in Microsoft Excel can be created with Matplotlib. Matplotlib can also be used to make 3D plots and animations.

7.3 Installing Matplotlib

Before Matplotlib's plotting functions can be used. Matplotlib needs to be installed. Depending on which distribution of Python is installed on your machine, the installation methods are slightly different.

Installing Matplotlib with the Anaconda Prompt

To install Matplotlib, open the **Anaconda Prompt** and type:

```
> conda install matplotlib
```

Type y for yes when prompted.

Installing Matplotlib with pip

To install Matplotlib with **pip**, bring up a terminal window and type:

```
$ pip install matplotlib
```

This will install Matplotlib in the current working python environment.

Verify the installation

To verify that Matplotlib is installed try to invoke Matplotlib's version at the Python REPL using the `__version__` attribute common to most Python packages.

```
In [1]: >>> import matplotlib  
>>> matplotlib.__version__
```

```
Out[1]: '2.1.2'
```

7.4 Line Plots

Line plots in can be created in Python using Matplotlib's pyplot library

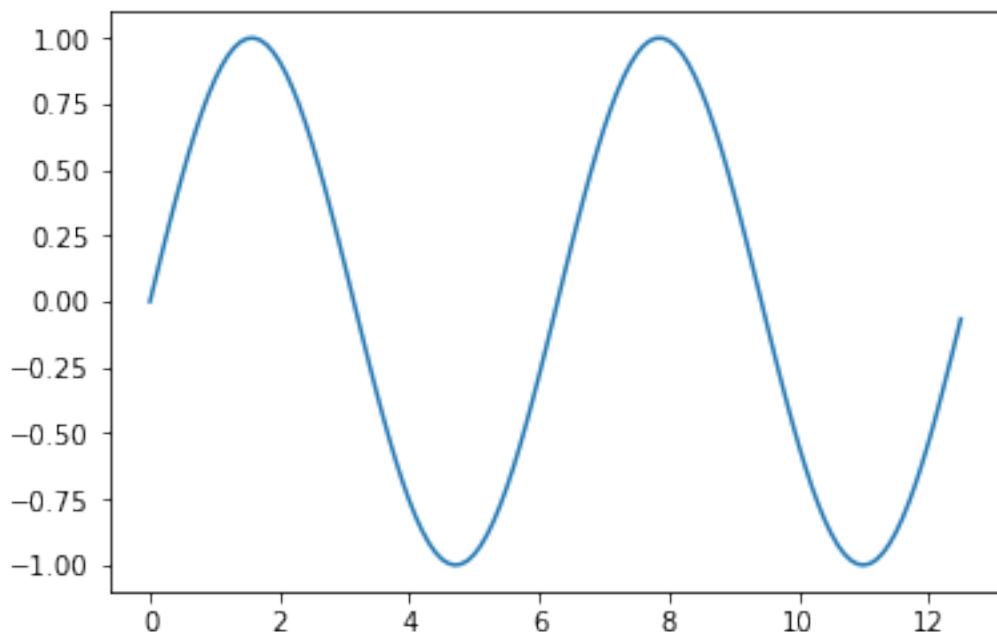
To build a line plot, first import Matplotlib. It is common convention to import Matplotlib's pyplot library as plt. The plt alias will be familiar to other Python users.

If using a Jupyter notebook include the line %matplotlib inline command after the imports. %matplotlib inline is a Jupyter notebook magic command which causes Matplotlib plots to display directly inside Jupyter notebook output cells.

```
In [1]: import matplotlib.pyplot as plt  
        import numpy as np  
        # include if using a Jupyter notebook  
        %matplotlib inline
```

```
In [2]: x = np.arange(0, 4 * np.pi, 0.1)  
y = np.sin(x)
```

```
In [3]: plt.plot(x, y)  
plt.show()
```



Features of a Matplotlib plot

A variety of features on a Matplotlib plot can be specified. The following is a list of commonly specified features:

Line Color, Line Width, Line Style, Line Opacity and Marker Options

The color, width and style of line in a plot can be specified. Line color, line width and line style are included as extra arguments in the `plt.plot()` function call.

```
plt.plot(<x-data>, <y-data>, linewidth=<float or int>, linestyle='<linestyle abbreviation>'
```

An example `plt.plot()` line including line color, line width and line style options is:

```
plt.plot(x, y, linewidth=2.0, linestyle='+', color='b', alpha=0.5, marker='o')
```

Below is a list of linewidths (many other widths are also available)

linewidth=<float or int>	Line Width
0.5	0.5 pixels wide
1	1 pixel wide
1.5	1.5 pixels wide
2	2 pixels wide
3	3 pixels wide

Below is a list of line styles

linestyle='<style abbreviation>'	Line Style
'-' or 'solid'	solid line (default)
'--' or 'dashed'	dashed line
'-. ' or 'dashdot'	dash-dot line
': ' or 'dotted'	dotted line
'None' or ' ' or ''	no line

Below is a list of color abbreviations. Note 'b' is used for blue and 'k' is used for black.

color = '<color abbreviation>'	Color Name
'b'	Blue
'c'	Cyan
'g'	Green
'k'	Black
'm'	magenta
'r'	Red
'w'	White
'y'	Yellow

Below is a list of alpha (opacity) values (any alpha value between 0.0 and 1.0 is possible)

alpha = <float or int>	Opacity
0	transparent
0.5	Half transparent
1.0	Opaque

Colors can also be specified in hexadecimal form surrounded by quotation marks like '#FF69B4' or in RGBA (red,green,blue,opacity) color surrounded by parenthesis like (255,182,193,0.5).

color = '<color abbreviation>'	Color Format
'#FF69B4'	hexadecimal
(255,182,193,0.5)	RGBA

Below is a list of marker styles

marker='<marker abbreviation>'	Marker Style
". "	point
", "	one pixel
"o"	circle
"v"	triangle_down
"^"	triangle_up
"8"	octagon
"s"	square
"p"	pentagon
"*"	star
"h"	hexagon 1
"H"	hexagon 2
"+"	plus
"P"	filled plus
"x"	x
"X"	filled x
"D"	diamond
"d"	thin diamond

In addition to `marker='<marker style>'`, the color of the marker edge, the color of the marker face and the size of the marker can be specified with:

```
plt.plot( .... markeredgecolor='<color abbreviation>', markerfacecolor='<color abbreviation>', m...
```

Title

The plot title will be shown above the plot. The `title()` command accepts a string as an argument

```
plt.title('My Title')
```

x-axis label

The x-axis label will be down below the x-axis. The `xlabel()` command accepts a string as an argument.

```
plt.xlabel('My x-axis label')
```

y-axis label

The y-axis label will be shown to the left of the y-axis. The `ylabel()` command accepts a string as an argument.

```
plt.ylabel('My y-axis label')
```

Legend

The legend will appear within the plot area, in the upper right corner by default. The `legend()` command accepts a list of strings and optionally accepts a `loc=` argument to position the legend in a different location

```
plt.legend(['entry1','entry2'], loc = 0)
```

The following are the location codes for legend location. These numbers need to be placed after `loc=` in the `plt.legend()` call.

Legend Location	<code>loc = <number></code>
'best'	0
'upper right'	1
'upper left'	2
'lower left'	3
'lower right'	4
'right'	5
'center left'	6
'center right'	7
'lower center'	8
'upper center'	9
'center'	10

Grid

A grid can be shown on the plot using the `plt.grid()` command. By default, the grid is turned off. To turn on the grid use:

```
plt.grid(True)
```

The only valid options are `plt.grid(True)` and `plt.grid(False)`. Note that `True` and `False` are capitalized and are not enclosed in quotations.

Line Plot with specified features

Line plots with the specified features above are constructed according to this general outline:

Imports

Import `matplotlib.pyplot as plt`, as well as any other modules needed to work with the data. If using a Jupyter notebook include `%matplotlib inline` in this section.

Define Data

Your plot needs to contain something. This is defined after the imports.

Plot Data including options

Use `plt.plot()` to plot the data defined above. Note the `plt.plot()` needs to be called before any details are specified. Otherwise the details have no plot to apply to. Besides the data, arguments in `plt.plot()` call can include:
* `linewidth= <float or int>` * `linestyle='<linestyle abbreviation>'` *
`color='<color abbreviation>'` * `alpha= <float or int>` * `marker='<marker abbreviation>'`
* `markeredgecolor='<color abbreviation>'` * `markerfacecolor='<color abbreviation>'` *
`markersize=<float or int>`

Add plot details

Add details such as a title, axis labels, legend and colors. Plot details to add include:

- `plt.title('<title string>')`
- `plt.xlabel('<x-axis label string>')`
- `plt.ylabel('<y-axis label string>')`
- `plt.legend(['list','of','strings'])`
- `plt.grid(<True or False>)`
- `plt.xticks([list of tick locations, floats or ints],[list of tick labels, strings])`
- `plt.yticks([list of tick locations, floats or ints],[list of tick labels, strings])`

Show the plot

Use the `plt.show()` command to show the plot. This will cause the plot to display in a jupyter notebook or pop out as a new window if using a seperate .py script file. Note that the `plt.show()` needs to be called after all of the plot specifications.

A section of code following this outline and the resulting plot is shown below:

```
In [4]: # Imports
    import numpy as np
    import matplotlib.pyplot as plt
    # Include if using a jupyter notebook. Remove if using a .py-file.
```

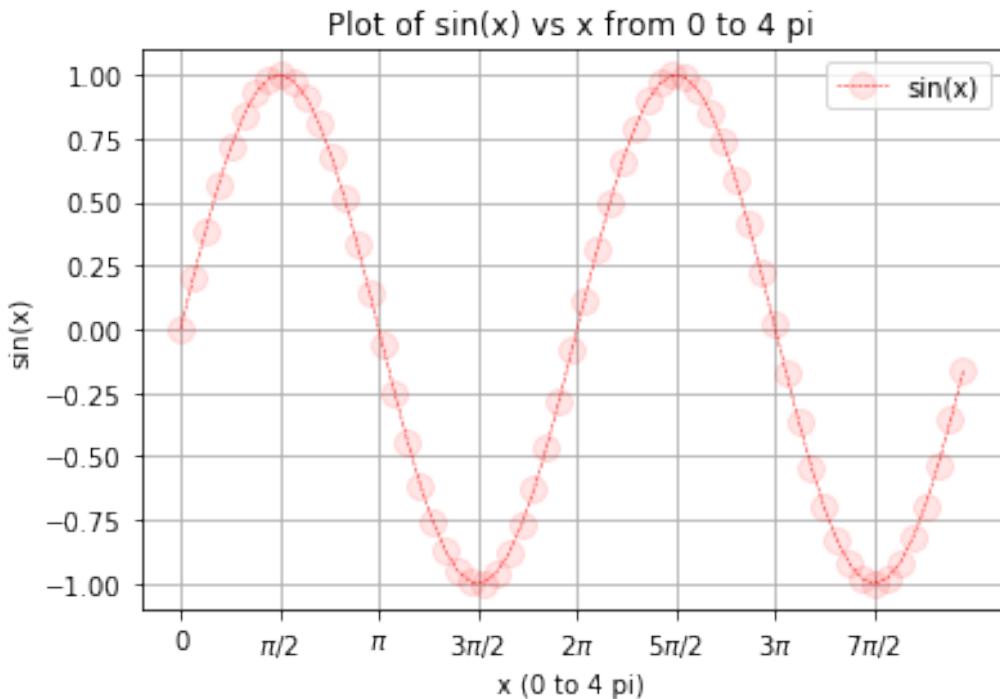
```
%matplotlib inline

# Define Data
x = np.arange(0, 4 * np.pi, 0.2)
y = np.sin(x)

# Plot Data including options
plt.plot(x, y,
          linewidth=0.5,
          linestyle='--',
          color='r',
          marker='o',
          markersize=10,
          markerfacecolor=(1, 0, 0, 0.1))

# Add details
plt.title('Plot of sin(x) vs x from 0 to 4 pi')
plt.xlabel('x (0 to 4 pi)')
plt.ylabel('sin(x)')
plt.legend(['sin(x)'])
plt.xticks(
    np.arange(0, 4 * np.pi, np.pi / 2),
    ['0', '\pi/2', '\pi', '3\pi/2', '2\pi', '5\pi/2', '3\pi', '7\pi/2'])
plt.grid(True)

# Show the Plot
plt.show()
```



7.5 Multi Line Plots

Multi-line plots are created using Matplotlib's `pyplot` library. This section builds upon the work in the previous section where a plot with one line was created. This section also introduces Matplotlib's object-oriented approach to building plots. The object-oriented approach to building plots will be used for the rest of the chapter.

The Matplotlib object-oriented interface

An object-oriented plotting interface is an interface where components of the plot (like the axis, title, lines, markers, etc) are treated as programmatic *objects* that have *attributes* and *methods* associated with them. To create a new *object* is called *instantiation*. Once an object is created, or *instantiated*, the properties of that object can be modified and methods can be called on the object. The basic anatomy of a Matplotlib plot includes a couple of layers, each of these layers is a programming *object*:

- Figure Objects: The bottom layer. Think of the figure layer as the figure window which contains the minimize, maximize, close buttons. A figure can contain one plot or multiple plots
- Plot Objects: A plot builds on the Figure layer. If there are multiple plots, each plot is called a subplot.

- Axis Objects: An axis is added to a Plot layer. Axis can be thought of as sets of x and y axis that lines and bars are drawn on. An Axis contains daughter attributes like axis labels, tick labels and line thickness.
- Data Objects: data points, lines, shapes are plotted on an axis

To build a figure object, Matplotlib's `plt.subplot()` function is used. This function creates both a figure *object* and an axis *object*. The `plt.subplot()` function *instantiates* a figure *object* and *instantiates* an axis object. For now, we'll leave the `subplot()` arguments blank. By default the `subplot()` function will create a single figure object and a single axis object. We'll call the figure object `fig` and the axis object `ax`. Note these two outputs of the `plt.subplots()` function are separated by a comma.

We have a figure object and axis object, but both of these objects are without attributes. This produces a blank plot. We can add elements to the axis object to build a plot. Let's create three NumPy arrays to add to our axis object.

The NumPy arrays `x`, `y`, and `z` can be added to the axis object `ax`. We add a plot attribute (a line) to our axis object `ax` using the object oriented structure `<object>. <attribute>`. In this case, `ax` is the object and `plot` is the attribute. The `plt.show()` line shows the plot on the screen.

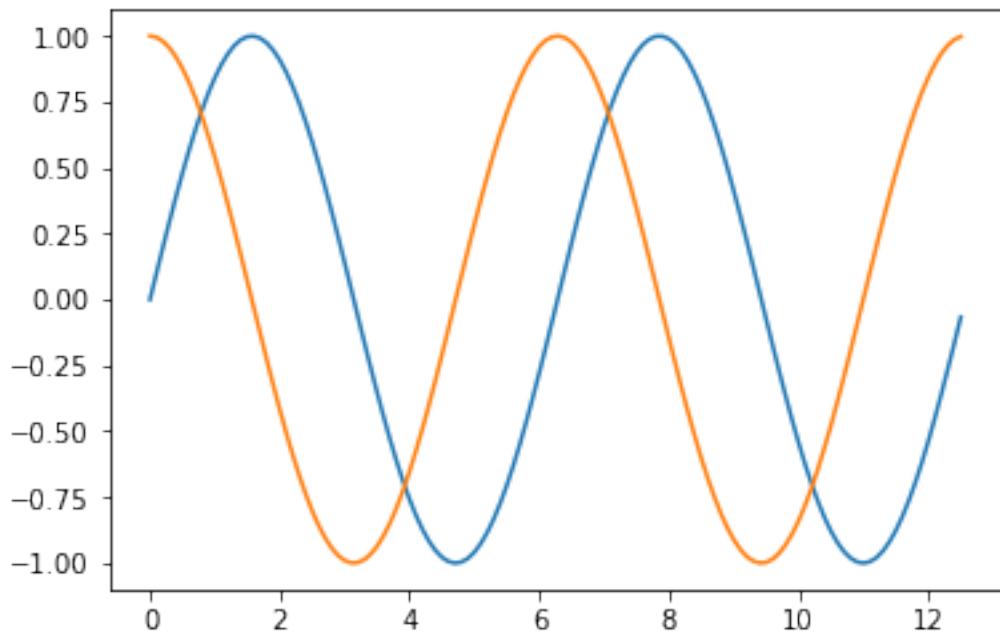
```
In [1]: import matplotlib.pyplot as plt
        import numpy as np
        %matplotlib inline

x = np.arange(0,4*np.pi,0.1)
y = np.sin(x)
z = np.cos(x)

fig, ax = plt.subplots()

ax.plot(x,y)
ax.plot(x,z)

plt.show()
```



The `ax` object has many methods and attributes. Two methods we can run on the `ax` object include `ax.set_title()` and `ax.legend()`. A couple daughter objects include `ax.xaxis` and `ax.yaxis`. These daughter objects in turn have methods such as `ax.xaxis.set_label_text()` and `ax.yaxis.set_label_text()`.

```
In [4]: import matplotlib.pyplot as plt
        import numpy as np
        %matplotlib inline

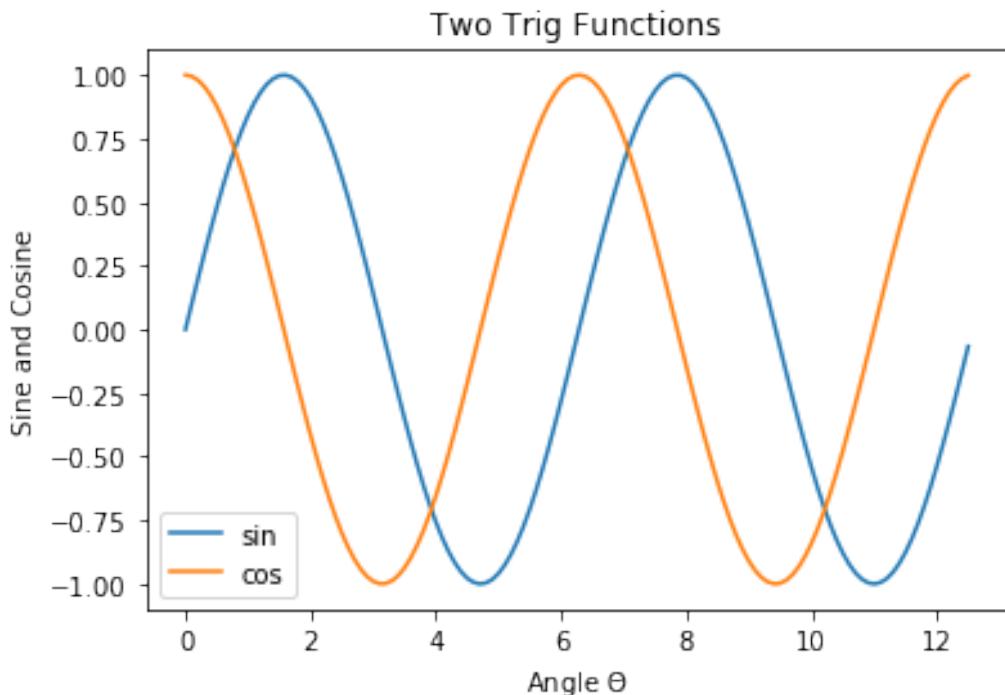
x = np.arange(0,4*np.pi,0.1)
y = np.sin(x)
z = np.cos(x)

fig, ax = plt.subplots()

ax.plot(x,y)
ax.plot(x,z)

ax.set_title('Two Trig Functions')
ax.legend(['sin','cos'])
ax.xaxis.set_label_text('Angle $\Theta$')
ax.yaxis.set_label_text('Sine and Cosine')

plt.show()
```



7.6 Bar Charts and Pie Charts

Bar charts and pie charts can be created with Matplotlib's pyplot library.

Bar Charts

To construct a bar plot using Matplotlib, first import Matplotlib's pyplot library. The common alias to use for `matplotlib.pyplot` is `plt`. If using a Jupiter notebook include the line `%matplotlib inline`.

```
In [1]: import matplotlib.pyplot as plt
        import numpy as np
        %matplotlib inline
```

We need some data to plot to create a bar chart. In this case, the data is from a set of **coefficient of thermal expansion** lab measurements. The **coefficient of thermal expansion** (CTE) is a material property that describes how much a material will change in length as a result of a change in temperature. Different materials have different CTE's and we can use the lab data to determine which material will expand the most if all three are heated up to the same temperature (assuming all three start at the same temperature).

First, we need to input the data as NumPy arrays:

```
In [2]: # Data
aluminum = np.array([
    6.4e-5, 3.01e-5, 2.36e-5, 3.0e-5, 7.0e-5, 4.5e-5, 3.8e-5, 4.2e-5, 2.62e-5,
    3.6e-5
])
copper = np.array([
    4.5e-5, 1.97e-5, 1.6e-5, 1.97e-5, 4.0e-5, 2.4e-5, 1.9e-5, 2.41e-5, 1.85e-5,
    3.3e-5
])
steel = np.array([
    3.3e-5, 1.2e-5, 0.9e-5, 1.2e-5, 1.3e-5, 1.6e-5, 1.4e-5, 1.58e-5, 1.32e-5,
    2.1e-5
])
```

Next, calculate the average or *mean* using NumPy's `np.mean()` function.

```
In [3]: # Calculate the average
aluminum_mean = np.mean(aluminum)
copper_mean = np.mean(copper)
steel_mean = np.mean(steel)
```

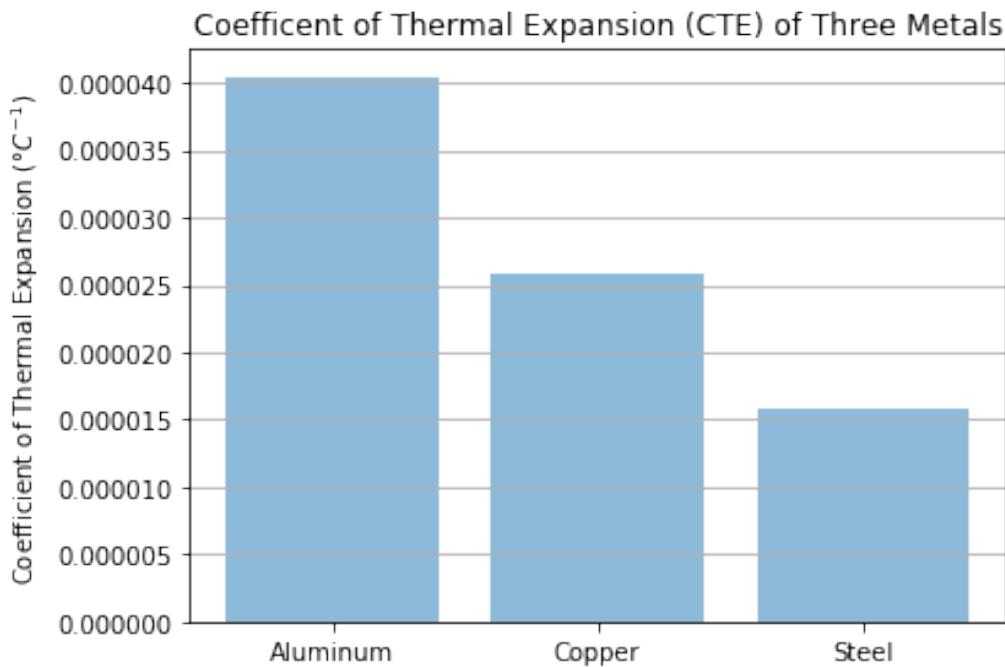
Then build a list of materials and CTE's:

```
In [4]: # Create Arrays for the plot
materials = ['Aluminum', 'Copper', 'Steel']
x_pos = np.arange(len(materials))
CTEs = [aluminum_mean, copper_mean, steel_mean]
```

The `materials`, `x_pos`, and `CTEs` (the labels below the bars) are defined, now the bar chart is created using the `ax.bar()` method. The `ax.bar()` method requires two positional arguments, a list of bar positions and a list of bar heights. In this bar chart, `x_pos` is the list of bar positions and `CTEs` is the list of bar heights.

```
In [5]: # Build the plot
fig, ax = plt.subplots()
ax.bar(x_pos, CTEs, align='center', alpha=0.5)
ax.set_ylabel('Coefficient of Thermal Expansion ($\degree C^{-1}$)')
ax.set_xticks(x_pos)
ax.set_xticklabels(materials)
ax.set_title('Coefficient of Thermal Expansion (CTE) of Three Metals')
ax.yaxis.grid(True)

# Save the figure and show
plt.tight_layout()
plt.savefig('bar_plot.png')
plt.show()
```



Pie Charts

Pie charts can be constructed with Matplotlib's `ax.pie()` method. The one required positional argument is a list of pie piece sizes. Optional keyword arguments include a list of piece labels (`label=`) and if the percentages will be auto-calculated and in what format (`autopct=`).

The data we will plot is from the number of students that choose different engineering majors each year.

The following table lists the approximate numbers of engineering graduates in different engineering disciplines:

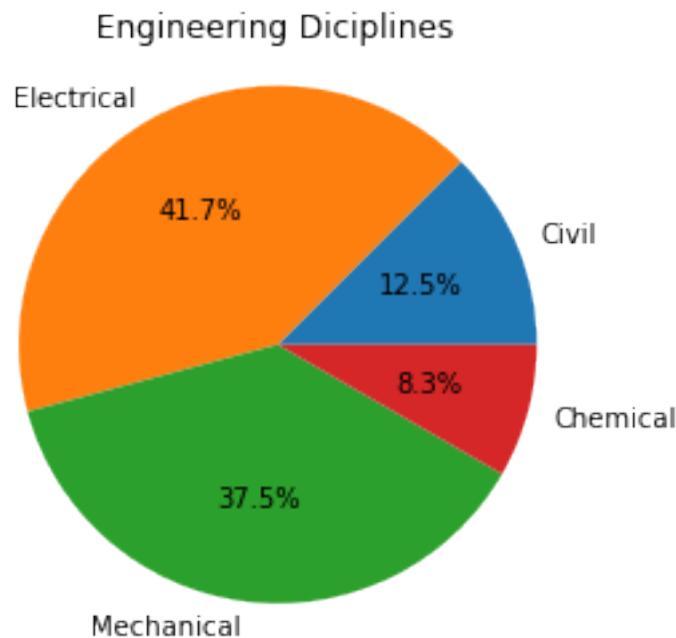
discipline	number of graduates
civil engineering	15,000 graduates
electrical engineering	50,000 graduates
mechanical engineering	45,000 graduates
chemical engineering	10,000 graduates

```
In [6]: # Pie chart, where the slices will be ordered and plotted counter-clockwise:
labels = ['Civil', 'Electrical', 'Mechanical', 'Chemical']
sizes = [15, 50, 45, 10]

fig, ax = plt.subplots()
```

```
ax.pie(sizes, labels=labels, autopct='%.1f%%')
ax.axis('equal') # Equal aspect ratio ensures that pie is drawn as a circle.
ax.set_title('Engineering Diciplines')

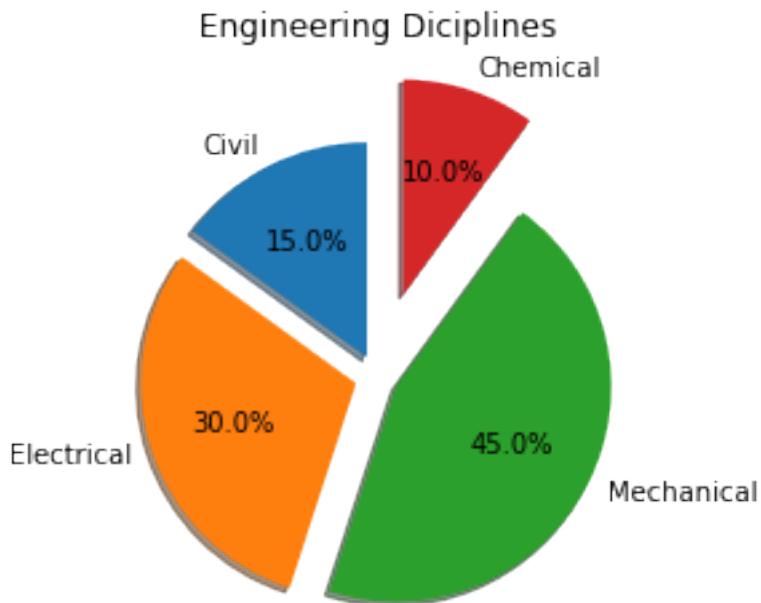
plt.show()
```



```
In [7]: # Pie chart, where the slices will be ordered and plotted counter-clockwise
labels = ['Civil', 'Electrical', 'Mechanical', 'Chemical']
sizes = [15, 30, 45, 10]
explode = (
    0.1, 0.1, 0.1, 0.4
) # "explode, and highlight 4th entry 'Logs' by offsetting it a greater amount"

fig, ax = plt.subplots()
ax.pie(
    sizes,
    explode=explode,
    labels=labels,
    autopct='%.1f%%',
    shadow=True,
    startangle=90)
ax.axis('equal') # Equal aspect ratio ensures that pie is drawn as a circle.
ax.set_title('Engineering Diciplines')

plt.show()
```



7.7 Error Bars

Error bars can be created with Matplotlib and applied to both line plots and bar plots.

Error bars in bar plots

To construct a bar plot with error bars, first import Matplotlib. If using a Jupyter notebook, include the line `%matplotlib inline`

```
In [2]: import matplotlib.pyplot as plt
        import numpy as np
        # include if using a Jupyter notebook
        %matplotlib inline
```

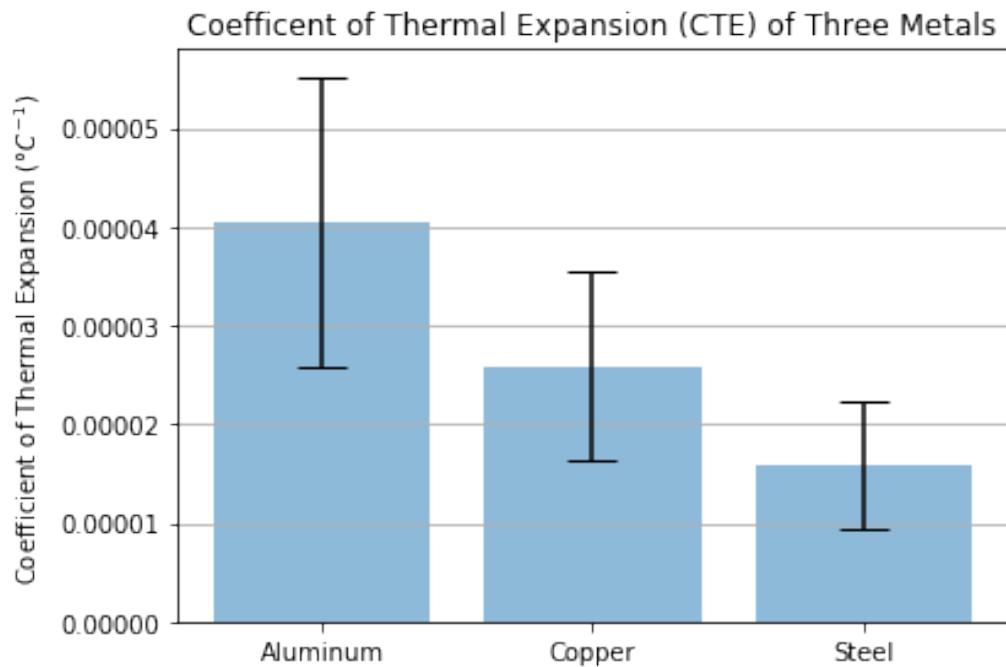
We will apply error bars to the Coefficient of Thermal Expansion data used in a previous section. First the data is stored in three NumPy arrays. Then the mean or average of each array is computed. The mean of each array will be the height of the bars. Next the standard deviation of each array is calculated. The standard deviation will be height of the error bars. Finally a couple lists are created that correspond to the bar labels (`labels`), the bar positions (`x_pos`), the bar heights (CTEs) and the error bar heights (`error`).

```
In [3]: # Data
aluminum = np.array([6.4e-5, 3.01e-5, 2.36e-5, 3.0e-5, 7.0e-5, 4.5e-5, 3.8e-5, 4.2e-5,
```

```
copper = np.array([4.5e-5 , 1.97e-5 , 1.6e-5, 1.97e-5, 4.0e-5, 2.4e-5, 1.9e-5, 2.41e-5 ,  
steel = np.array([3.3e-5 , 1.2e-5 , 0.9e-5, 1.2e-5, 1.3e-5, 1.6e-5, 1.4e-5, 1.58e-5, 1.32e-5 ,  
  
# Calculate the average  
aluminum_mean = np.mean(aluminum)  
copper_mean = np.mean(copper)  
steel_mean = np.mean(steel)  
  
# Calculate the standard deviation  
aluminum_std = np.std(aluminum)  
copper_std = np.std(copper)  
steel_std = np.std(steel)  
  
# Create Arrays for the plot  
labels = ['Aluminum', 'Copper', 'Steel']  
x_pos = np.arange(len(labels))  
CTEs = [aluminum_mean, copper_mean, steel_mean]  
error = [aluminum_std, copper_std, steel_std]
```

In [4]: # Build the plot

```
fig, ax = plt.subplots()  
ax.bar(x_pos, CTEs, yerr=error, align='center', alpha=0.5, ecolor='black', capsize=10)  
ax.set_ylabel('Coefficient of Thermal Expansion ($\degree C^{-1}$)')  
ax.set_xticks(x_pos)  
ax.set_xticklabels(labels)  
ax.set_title('Coefficient of Thermal Expansion (CTE) of Three Metals')  
ax.yaxis.grid(True)  
  
# Save the figure and show  
plt.tight_layout()  
plt.savefig('bar_plot_with_error_bars.png')  
plt.show()
```

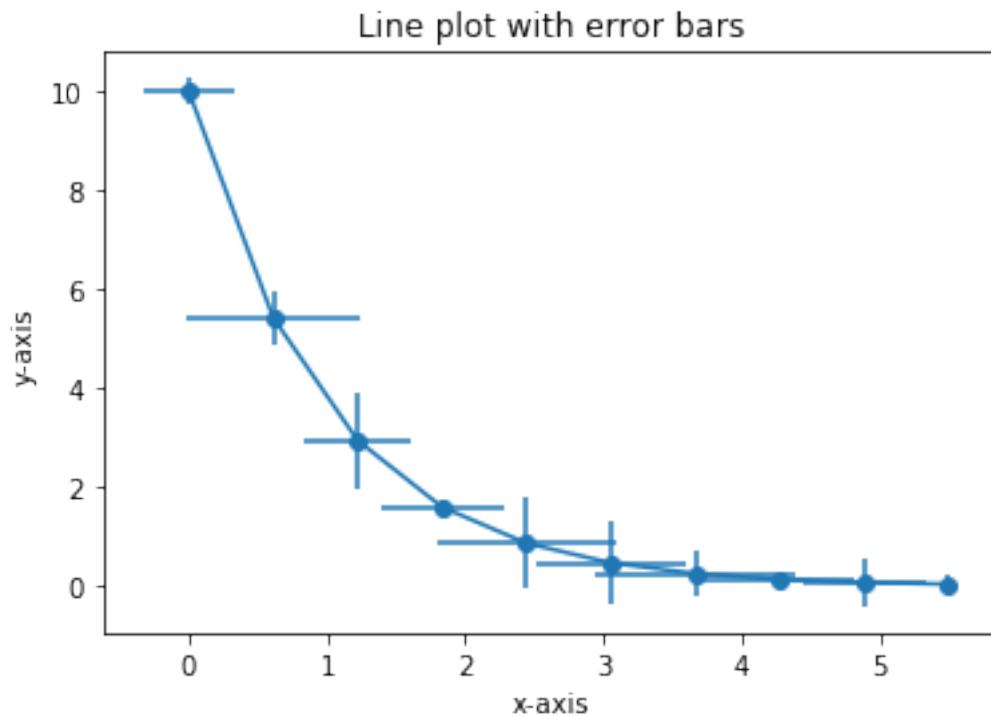


Error bars in line plots

Error bars can also be added to line plots.

```
In [11]: x = np.linspace(0,5.5,10)
y = 10*np.exp(-x)
xerr = np.random.random_sample((10))
yerr = np.random.random_sample((10))
```

```
In [12]: fig, ax = plt.subplots()
ax.errorbar(x, y, xerr=xerr, yerr=yerr, fmt='-o')
ax.set_xlabel('x-axis')
ax.set_ylabel('y-axis')
ax.set_title('Line plot with error bars')
plt.show()
```



7.8 Histograms

Histogram plots can be created with Matplotlib.

To create a histogram, first import Matplotlib. If using a Jupyter notebook, include the line
%matplotlib inline

```
In [1]: import matplotlib.pyplot as plt
        import numpy as np
        # include if using a Jupyter notebook
        %matplotlib inline
```

We'll use Numpy's `np.random.normal()` function to create an array of random numbers with a normal distribution. The three arguments passed to the `np.random.normal()` function are `mu` (the mean), `sigma` (the standard deviation) and `size=` (the size of the array).

Matplotlib's `ax.hist()` method is used to build the histogram. The first argument passed to `ax.hist()` corresponds to the array of values to plot (`x`). The second argument corresponds to the number of bins, or number of bars on the histogram (20).

The line `plt.style.use('fivethirtyeight')` is included to style the plot to look like plots on fivethirtyeight.com. Matplotlib styles will be addressed in a subsequent section of this chapter.

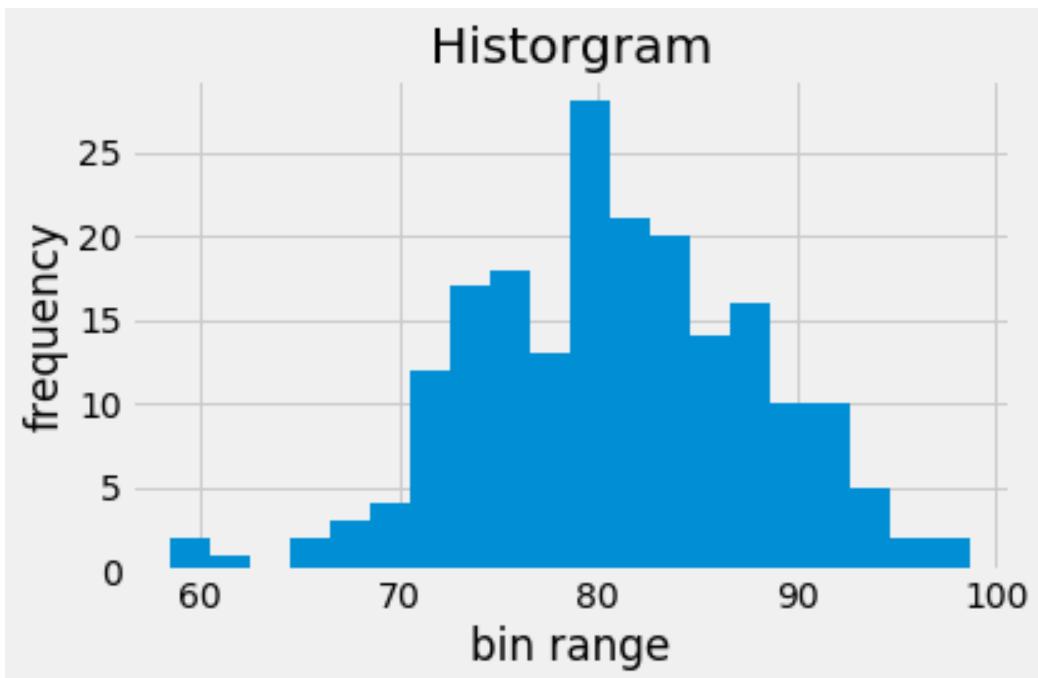
```
In [7]: import numpy as np
import matplotlib.pyplot as plt
plt.style.use('fivethirtyeight')

mu = 80
sigma = 7
x = np.random.normal(mu, sigma, size=200)

fig, ax = plt.subplots()

ax.hist(x, 20, density=True, histtype='bar', facecolor='g', alpha=0.8)
ax.set_title('Histogram')
ax.set_xlabel('bin range')
ax.set_ylabel('frequency')

fig.tight_layout()
plt.show()
```



7.9 Box Plots and Violin Plots

In addition to histograms, a couple other useful statistical plots are box plots and violin plots.

Box Plots

To create a box plot with Python, first import Matplotlib. If using a Jupyter notebook include the line `%matplotlib inline`.

```
In [1]: import matplotlib.pyplot as plt
        import numpy as np
        # if using a Jupyter notebook include:
        %matplotlib inline
```

```
In [2]: fig, ax = plt.subplots()

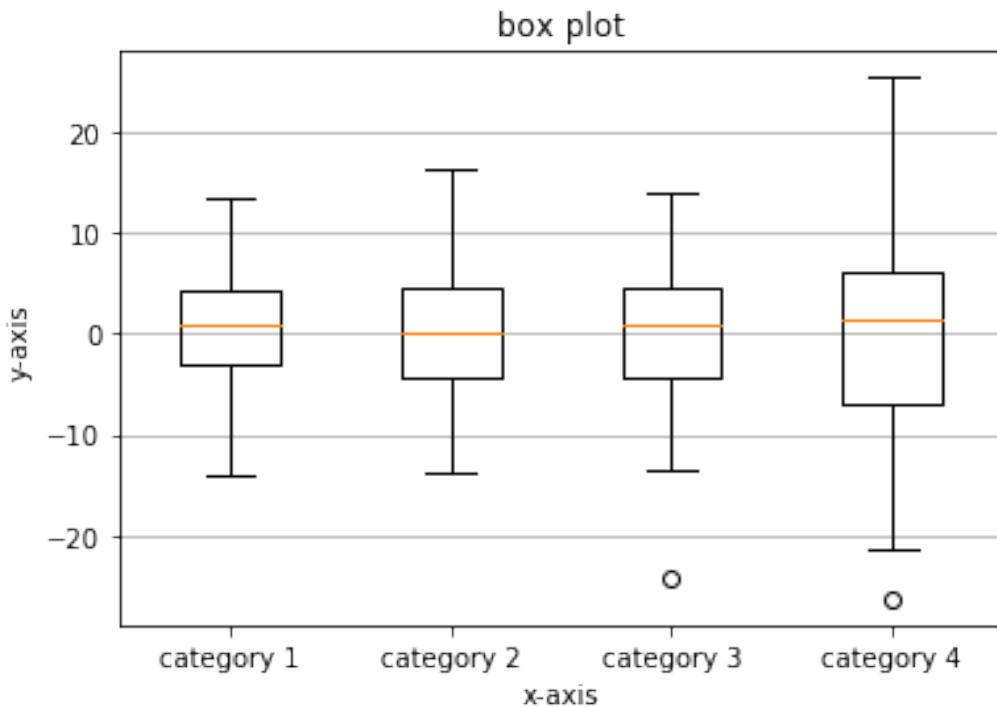
        # generate some random data
data = [np.random.normal(0, std, 100) for std in range(6, 10)]

        # plot box plot
ax.boxplot(data)
ax.set_title('box plot')

        # adding horizontal grid lines

ax.yaxis.grid(True)
ax.set_xticks([y+1 for y in range(len(data))])
ax.set_xlabel('x-axis')
ax.set_ylabel('y-axis')

        # add x-tick labels
plt.setp(ax, xticks=[y+1 for y in range(len(data))],
         ticklabels=['category 1', 'category 2', 'category 3', 'category 4'])
plt.show()
```



Violin Plots

Violin plots are a type of statistical plot. A violin plot is similar to a box plot, but it shows some additional information. The sides of the “violins” in a violin plot corresponds to a kernel density estimation (kind of like a histogram) flipped vertically.

```
In [3]: fig, ax = plt.subplots()

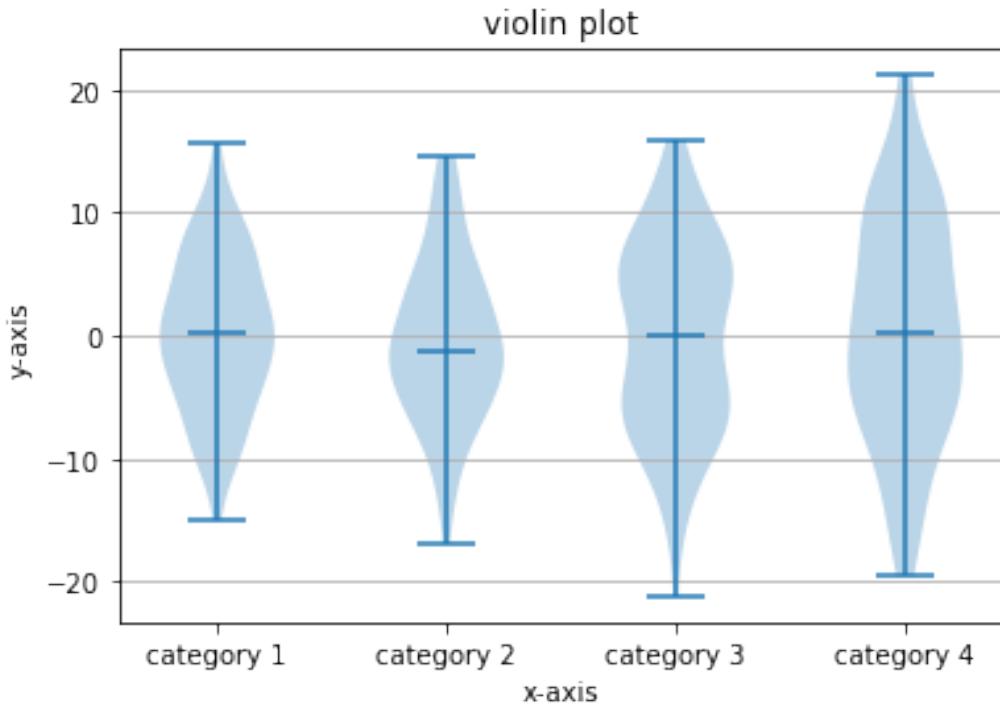
# generate some random test data
data = [np.random.normal(0, std, 100) for std in range(6, 10)]

# plot violin plot
ax.violinplot(data, showmeans=False, showmedians=True)
ax.set_title('violin plot')

# adding horizontal grid lines
ax.yaxis.grid(True)
ax.set_xticks([y+1 for y in range(len(data))])
ax.set_xlabel('x-axis')
ax.set_ylabel('y-axis')

# add x-tick labels
```

```
plt.setp(ax, xticks=[y+1 for y in range(len(data))],
         xticklabels=['category 1', 'category 2', 'category 3', 'category 4'])
plt.show()
```



7.10 Scatter Plots

Scatter plots of (x,y) point pairs are created with Matplotlib's `plt.scatter()` function.

The required positional arguments supplied to `plt.scatter()` are two lists or arrays. The first positional argument specifies the x-values of each point on the scatter plot. The second positional argument specifies the y-value of each point on the scatter plot. The general form of a `plt.scatter()` function call is:

```
plt.scatter(x-points, y-points)
```

In the example below, 100 random, but semi-focused, x and y-values are created. These points are plotted on a scatter plot using `plt.scatter()`. Note the number of x-values is the same as the number of y-values. The list or array sizes passed to `plt.scatter()` must be equal in size.

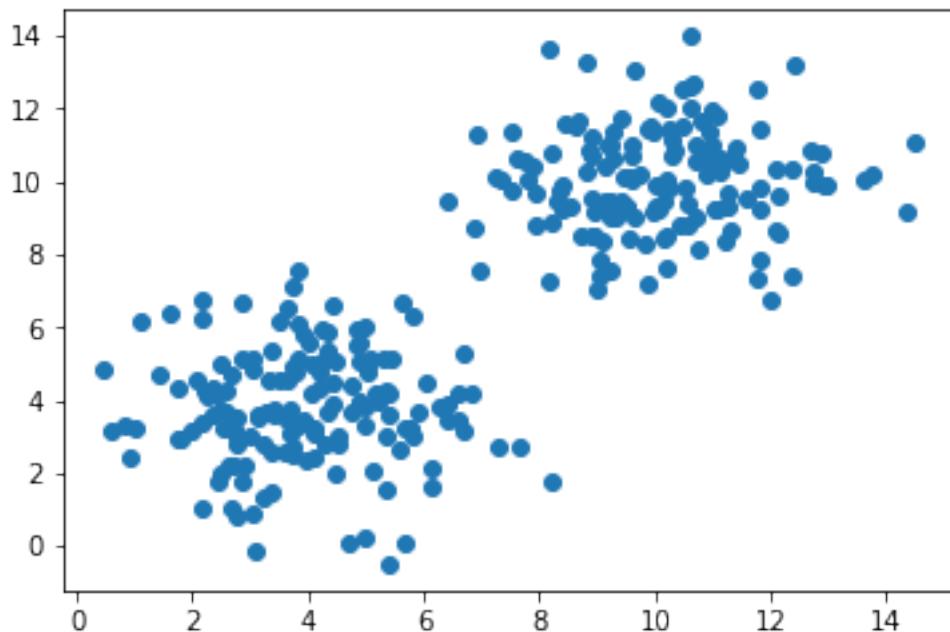
```
In [1]: import matplotlib.pyplot as plt
import numpy as np
# if using a Jupyter notebook, include:
```

```
%matplotlib inline

x1 = 1.5 * np.random.randn(150) + 10
y1 = 1.5 * np.random.randn(150) + 10
x2 = 1.5 * np.random.randn(150) + 4
y2 = 1.5 * np.random.randn(150) + 4
x = np.append(x1,x2)
y = np.append(y1,y2)

plt.scatter(x,y)

plt.show()
```



Matplotlib scatter plots can be customized by including keyword arguments in the `ax.plot()` function call. Note the keyword arguments used in `ax.scatter()` are a little different from the keyword arguments in other Matplotlib plot types.

scatter plot feature	<code>ax.scatter()</code> keyword	Example
marker size	<code>s=</code>	<code>ax.scatter(x, y, s=10)</code>
marker color	<code>c=</code>	<code>ax.scatter(x, y, c=(122, 80, 4))</code>
marker opacity	<code>alpha=</code>	<code>ax.scatter(x, y, alpha=0.2)</code>

Each of these keyword arguments can be assigned an individual value which applies to the whole

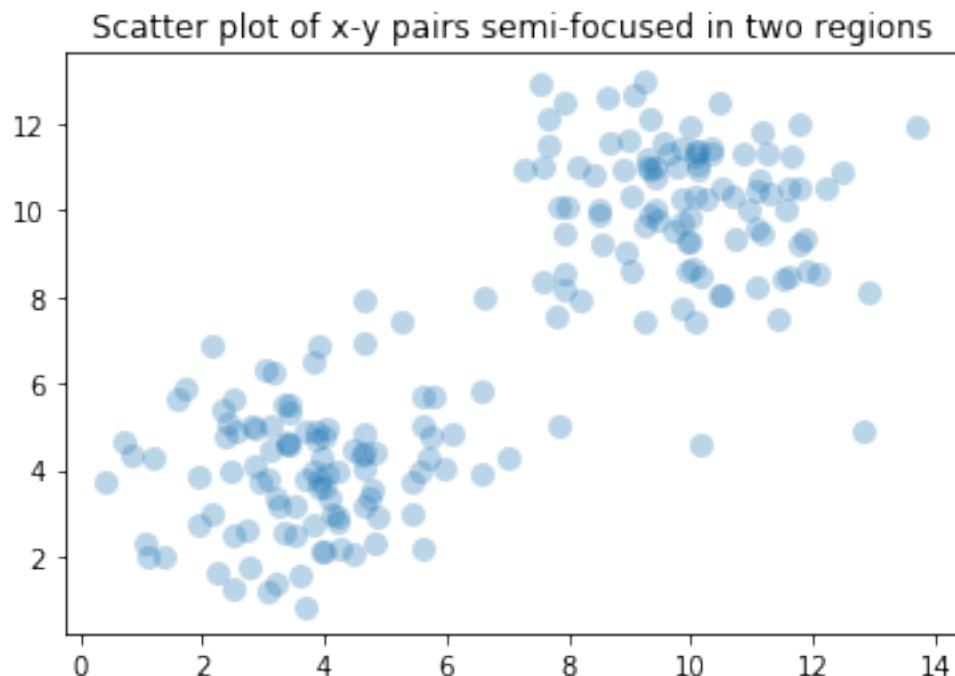
scatter plot. The `plt.scatter()` keyword arguments can also be assigned to lists or arrays. Supplying a list or array controls the properties of each marker in the scatter plot.

```
In [2]: import matplotlib.pyplot as plt
import numpy as np
# if using a Jupyter notebook, include:
%matplotlib inline

N = 100
x1 = 1.5 * np.random.randn(N) + 10
y1 = 1.5 * np.random.randn(N) + 10
x2 = 1.5 * np.random.randn(N) + 4
y2 = 1.5 * np.random.randn(N) + 4
x = np.append(x1,x2)
y = np.append(y1,y2)
colors = np.random.rand(N*2)
area = np.pi * (8 * np.random.rand(N*2))**2 # 0 to 15 point radii

fig, ax = plt.subplots()

#ax.scatter(x, y, s=area, c=colors, alpha=0.5)
ax.scatter(x, y, s=80, linewidths=0, alpha=0.3)
ax.set_title('Scatter plot of x-y pairs semi-focused in two regions')
plt.show()
```



7.11 Plot annotations

Sometimes it is useful for problem solvers to annotate plots. Text can be included on a plot to indicate a point of interest.

To create a plot with annotations, first import Matplotlib. If using a Jupyter notebook include the line `%matplotlib inline`

```
In [1]: import matplotlib.pyplot as plt
        import numpy as np
        # if using a Jupyter notebook, include:
        %matplotlib inline

In [2]: fig, ax = plt.subplots()

x = np.arange(-5, 5, 0.01)
y = x**2

# Plot a line and add some simple annotations
ax.plot(x, y)
ax.annotate('function minimum \n relative to data',
            xy=(0, 0),
            xycoords='data',
            xytext=(2, 3),
            arrowprops=
                dict(facecolor='black', shrink=0.05),
                horizontalalignment='left',
                verticalalignment='top')

bbox_props = dict(boxstyle="round,pad=0.5", fc="w", ec="k", lw=2)

ax.annotate('half of range \n relative to axis limits',
            xy=(0, 0.5),
            xycoords='axes fraction',
            xytext=(0.2, 0.5),
            bbox=bbox_props,
            arrowprops=
                dict(facecolor='black', shrink=0.05),
                horizontalalignment='left',
                verticalalignment='center')

bbox_props = dict(boxstyle="larrow,pad=0.5", fc="w", ec="k", lw=2)

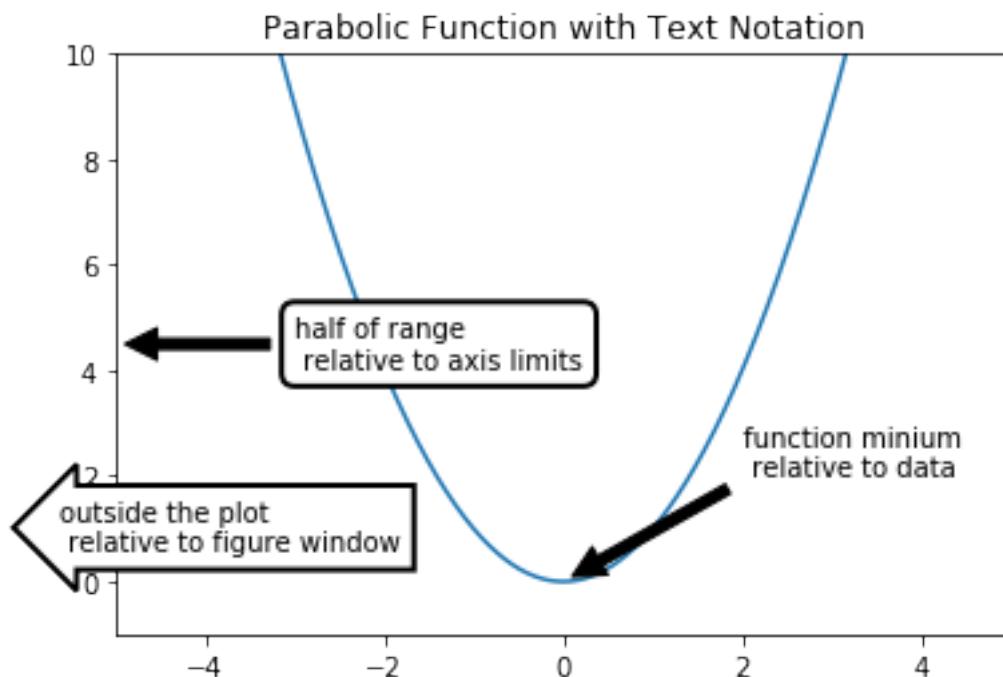
ax.annotate('outside the plot \n relative to figure window',
            xy=(20, 75),
            xycoords='figure pixels',
            horizontalalignment='left',
            verticalalignment='top',
```

```

bbox=bbox_props)

ax.set_xlim(-5,5)
ax.set_ylim(-1,10)
ax.set_title('Parabolic Function with Text Notation')
plt.show()

```



7.12 Subplots

Sometimes it is useful for problem solvers to include a couple plots side by side. This can be done in Matplotlib using *subplots*.

First import matplotlib. If using a Jupyter notebook include the line `%matplotlib inline`

```
In [1]: import matplotlib.pyplot as plt
import numpy as np
# if using a Jupyter notebook, include:
%matplotlib inline
```

```
In [2]: # Data for plotting
t = np.arange(0.01, 20.0, 0.01)
```

```

# Create figure
fig, ((ax1, ax2), (ax3, ax4)) = plt.subplots(2, 2)

# linear x and y axis
ax1.plot(t, np.exp(-t / 5.0))
ax1.set(title='linear x and y')
ax1.grid()

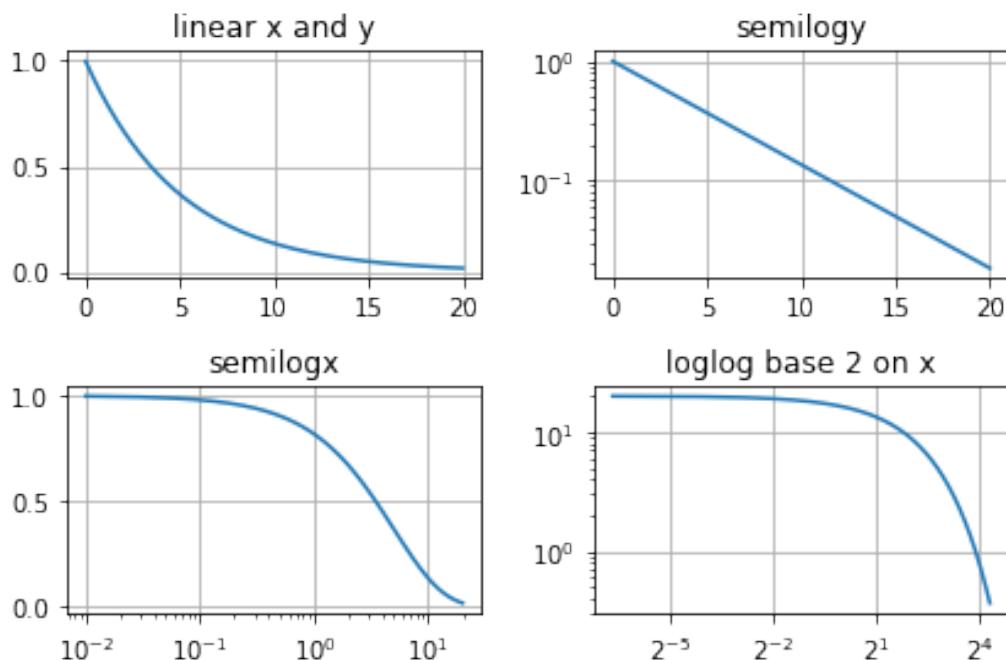
# log y axis
ax2.semilogy(t, np.exp(-t / 5.0))
ax2.set(title='semilogy')
ax2.grid()

# log x axis
ax3.semilogx(t, np.exp(-t / 5.0))
ax3.set(title='semilogx')
ax3.grid()

# log x and y axis
ax4.loglog(t, 20 * np.exp(-t / 5.0), basex=2)
ax4.set(title='loglog base 2 on x')
ax4.grid()

fig.tight_layout()
plt.show()

```



7.13 Plot Styles

Colors, font size, line thickness, all have default values in Matplotlib. In addition to the default style for these plot attributes, additional styles are available to apply to Matplotlib plots.

To use the default style, either don't specify a style at all or use the line `plt.style.use('default')`. Remember, if using a Jupyter notebook include the line `%matplotlib inline`

```
In [1]: import matplotlib.pyplot as plt
        import numpy as np
        # if using a Jupyter notebook, include:
        %matplotlib inline

In [5]: plt.style.use('default')

x = np.linspace(0, 10)

# Fixing random state for reproducibility
np.random.seed(19680801)

fig, ax = plt.subplots()

ax.plot(x, np.sin(x) + x + np.random.randn(50))
ax.plot(x, np.sin(x) + 0.5 * x + np.random.randn(50))
ax.plot(x, np.sin(x) + 2 * x + np.random.randn(50))
ax.plot(x, np.sin(x) - 0.5 * x + np.random.randn(50))
ax.plot(x, np.sin(x) - 2 * x + np.random.randn(50))
ax.plot(x, np.sin(x) + np.random.randn(50))
ax.set_title("'default' style sheet")

plt.show()
```



There are many different styles available besides the default Matplotlib style. List the available styles with the command:

```
In [6]: for style in plt.style.available:  
    print(style)
```

```
seaborn-talk  
seaborn-bright  
seaborn-muted  
seaborn-dark  
seaborn-darkgrid  
seaborn-paper  
seaborn-white  
seaborn-pastel  
seaborn-colorblind  
Solarize_Light2  
seaborn  
fast  
seaborn-dark-palette  
tableau-colorblind10
```

```
seaborn-notebook
classic
seaborn-poster
bmh
seaborn-whitegrid
seaborn-deep
dark_background
_classic_test
fivethirtyeight
ggplot
seaborn-ticks
grayscale
```

```
In [2]: import matplotlib.pyplot as plt
        import numpy as np
        # if using a Jupyter notebook, include:

        plt.style.use('fivethirtyeight')

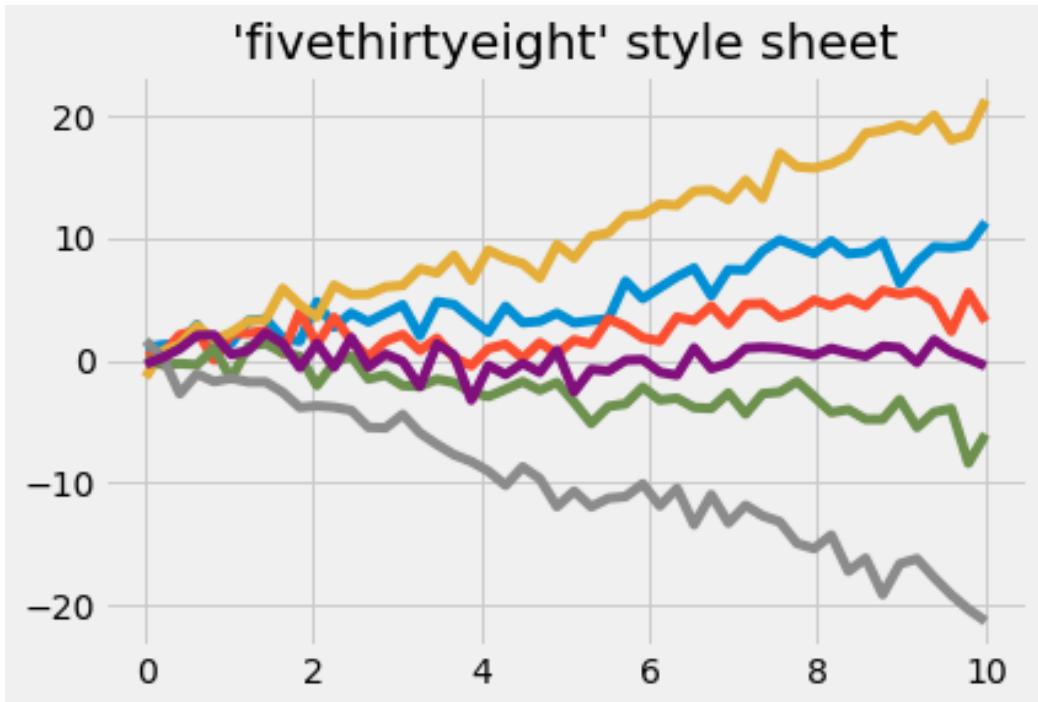
        x = np.linspace(0, 10)

        # Fixing random state for reproducibility
        np.random.seed(19680801)

        fig, ax = plt.subplots()

        ax.plot(x, np.sin(x) + x + np.random.randn(50))
        ax.plot(x, np.sin(x) + 0.5 * x + np.random.randn(50))
        ax.plot(x, np.sin(x) + 2 * x + np.random.randn(50))
        ax.plot(x, np.sin(x) - 0.5 * x + np.random.randn(50))
        ax.plot(x, np.sin(x) - 2 * x + np.random.randn(50))
        ax.plot(x, np.sin(x) + np.random.randn(50))
        ax.set_title("'fivethirtyeight' style sheet")

        plt.show()
```



```
In [3]: plt.style.use('ggplot')

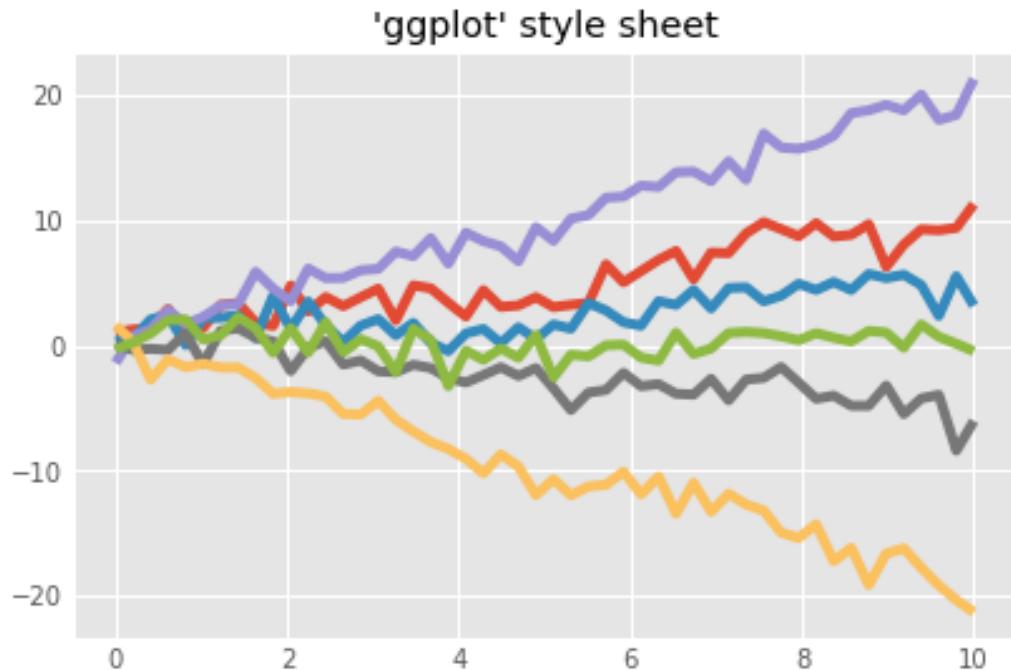
x = np.linspace(0, 10)

# Fixing random state for reproducibility
np.random.seed(19680801)

fig, ax = plt.subplots()

ax.plot(x, np.sin(x) + x + np.random.randn(50))
ax.plot(x, np.sin(x) + 0.5 * x + np.random.randn(50))
ax.plot(x, np.sin(x) + 2 * x + np.random.randn(50))
ax.plot(x, np.sin(x) - 0.5 * x + np.random.randn(50))
ax.plot(x, np.sin(x) - 2 * x + np.random.randn(50))
ax.plot(x, np.sin(x) + np.random.randn(50))
ax.set_title("'ggplot' style sheet")

plt.show()
```



```
In [4]: plt.style.use('seaborn')
```

```
x = np.linspace(0, 10)

# Fixing random state for reproducibility
np.random.seed(19680801)

fig, ax = plt.subplots()

ax.plot(x, np.sin(x) + x + np.random.randn(50))
ax.plot(x, np.sin(x) + 0.5 * x + np.random.randn(50))
ax.plot(x, np.sin(x) + 2 * x + np.random.randn(50))
ax.plot(x, np.sin(x) - 0.5 * x + np.random.randn(50))
ax.plot(x, np.sin(x) - 2 * x + np.random.randn(50))
ax.plot(x, np.sin(x) + np.random.randn(50))
ax.set_title("'seaborn' style sheet")

plt.show()
```



```
In [5]: plt.style.use('seaborn-colorblind')

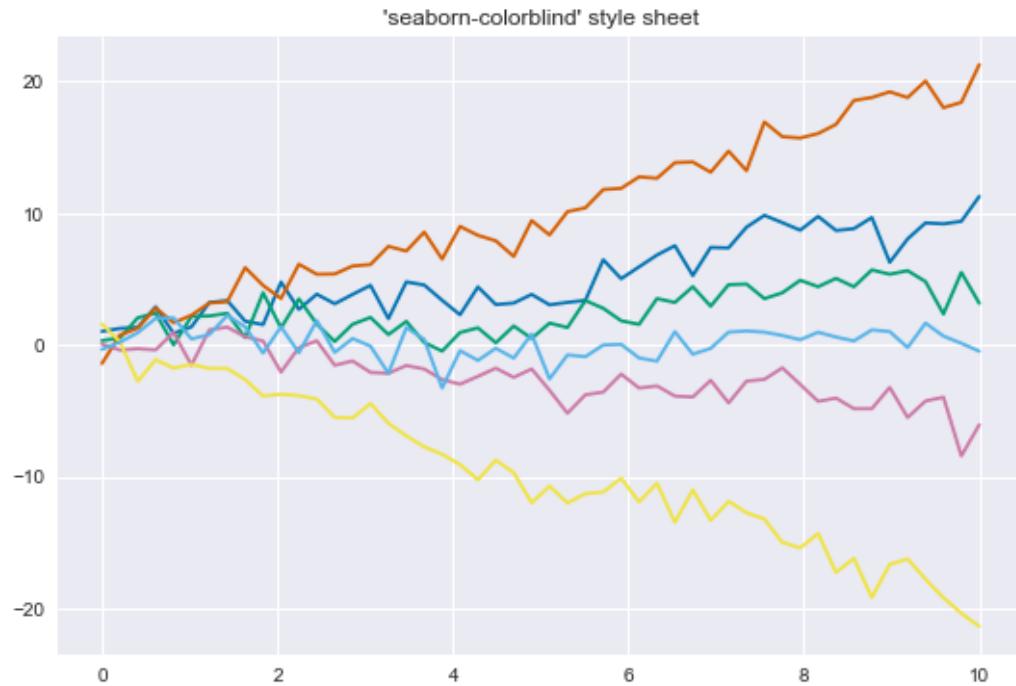
x = np.linspace(0, 10)

# Fixing random state for reproducibility
np.random.seed(19680801)

fig, ax = plt.subplots()

ax.plot(x, np.sin(x) + x + np.random.randn(50))
ax.plot(x, np.sin(x) + 0.5 * x + np.random.randn(50))
ax.plot(x, np.sin(x) + 2 * x + np.random.randn(50))
ax.plot(x, np.sin(x) - 0.5 * x + np.random.randn(50))
ax.plot(x, np.sin(x) - 2 * x + np.random.randn(50))
ax.plot(x, np.sin(x) + np.random.randn(50))
ax.set_title("'seaborn-colorblind' style sheet")

plt.show()
```



7.14 Contour Plots

In civil engineering a contour plot could show the topology of a build sight. In mechanical engineering a contour plot could show the stress gradient across part surface.

To build a contour plot with Python, first import matplotlib. If using a Jupyter notebook include the line `%matplotlib inline`

```
In [1]: import matplotlib.pyplot as plt
        import numpy as np
        # if using a Jupyter notebook, include:
        %matplotlib inline
```

Matplotlib's `plt.contour()` method

Building contour plots using Matplotlib entails using the `plt.contourf()` method. The basic method call is below:

```
ax.contour(X, Y, Z)
```

Where X and Y are 2D arrays of the x and y points, and Z is a 2D array of points that determines the "height" of the contour, which is represented by color in a 2D plot. The `np.meshgrid` function is useful to create two 2D arrays from two 1D arrays.

```
In [2]: x = np.arange(-3.0, 3.0, 0.1)
y = np.arange(-3.0, 3.0, 0.1)

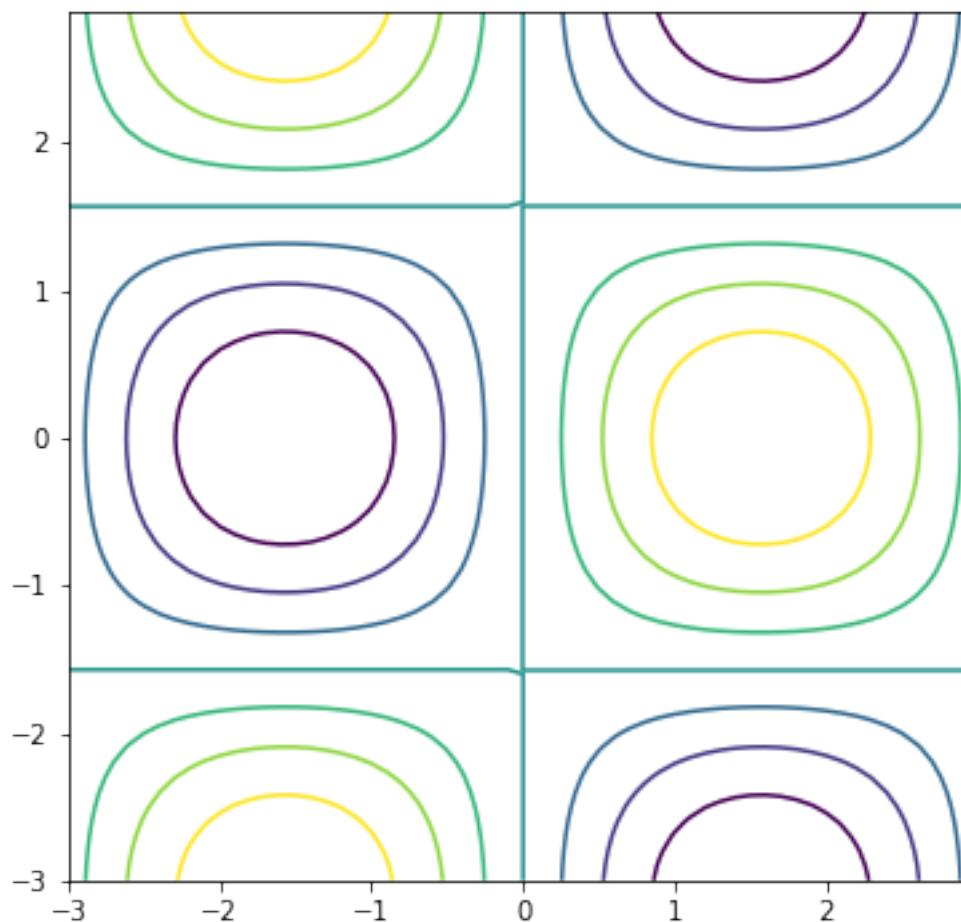
X, Y = np.meshgrid(x, y)

Z = np.sin(X)*np.cos(Y)

fig, ax = plt.subplots(figsize=(6,6))

ax.contour(X,Y,Z)

plt.show()
```



Matplotlib's plt.contourf() method

Matplotlib's plt.contourf() method is similar to plt.contour() except that it will produce contour plots that are "filled". Instead of lines in a plt.contour() plot, shaded areas are produced by a plt.contourf() plot. The general method call for plt.contourf() is similar to plt.contour().

```
ax.contourf(X, Y, Z)
```

Where X and Y are 2D arrays of the x and y points, and Z is a 2D array of points that determines the color of the areas on the 2D plot.

```
In [3]: import matplotlib.pyplot as plt
        import numpy as np
        # if using a Jupyter notebook, include:
        %matplotlib inline

        x = np.arange(-3.0, 3.0, 0.1)
        y = np.arange(-3.0, 3.0, 0.1)

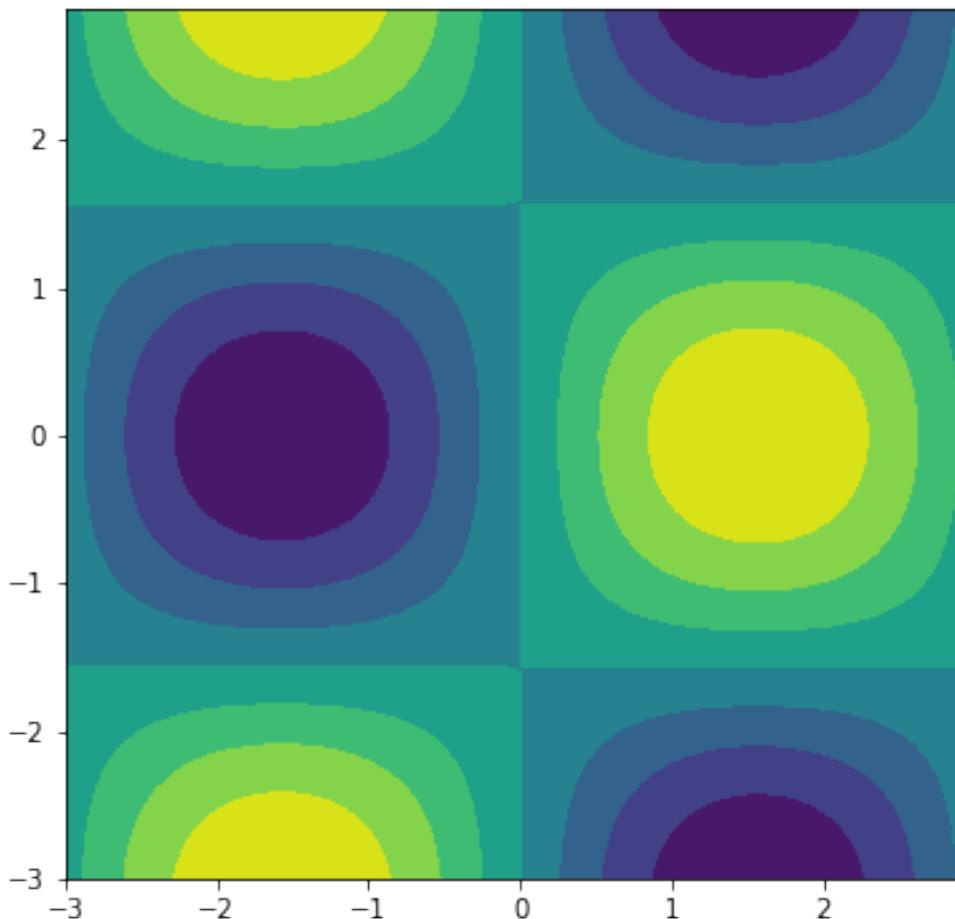
        X, Y = np.meshgrid(x, y)

        Z = np.sin(X)*np.cos(Y)

        fig, ax = plt.subplots(figsize=(6,6))

        ax.contourf(X,Y,Z)

        plt.show()
```



Color bars on contour plots

Because colors represent a third dimension (like “height”) on a 2D plot, it is useful to have a scale to what each color means. A color scale is typically represented besides a plot. Color bars are added to Matplotlib contour plots using the `fig.colorbar()` method. Since the color bar is not part of the contour plot, the color bar needs to be applied to the figure object, often called `fig`. A contour plot needs to be passed into the `fig.colorbar()` method. Therefore, when you add a color bar to a figure, a plot object needs to be available. A plot object is the output of the `ax.contour()` method. Previously, the output of the `ax.contour()` method was not assigned to a variable. But to include a color bar on a contour plot, the plot object needs to be saved to a variable so that it can be passed to the `fig.colorbar()` method.

```
cf = ax1.contourf(X,Y,Z)
fig.colorbar(cf, ax=ax1)
```

Where `cf` is the plot object created by `ax1.contourf(X, Y, Z)`. The axis object that contains the contour plot, `ax1` is passed to the `fig.colorbar()` method along with the `cf` plot object.

```
In [4]: import matplotlib.pyplot as plt
        import numpy as np

%matplotlib inline

x = np.arange(-3.0, 3.0, 0.1)
y = np.arange(-3.0, 3.0, 0.1)

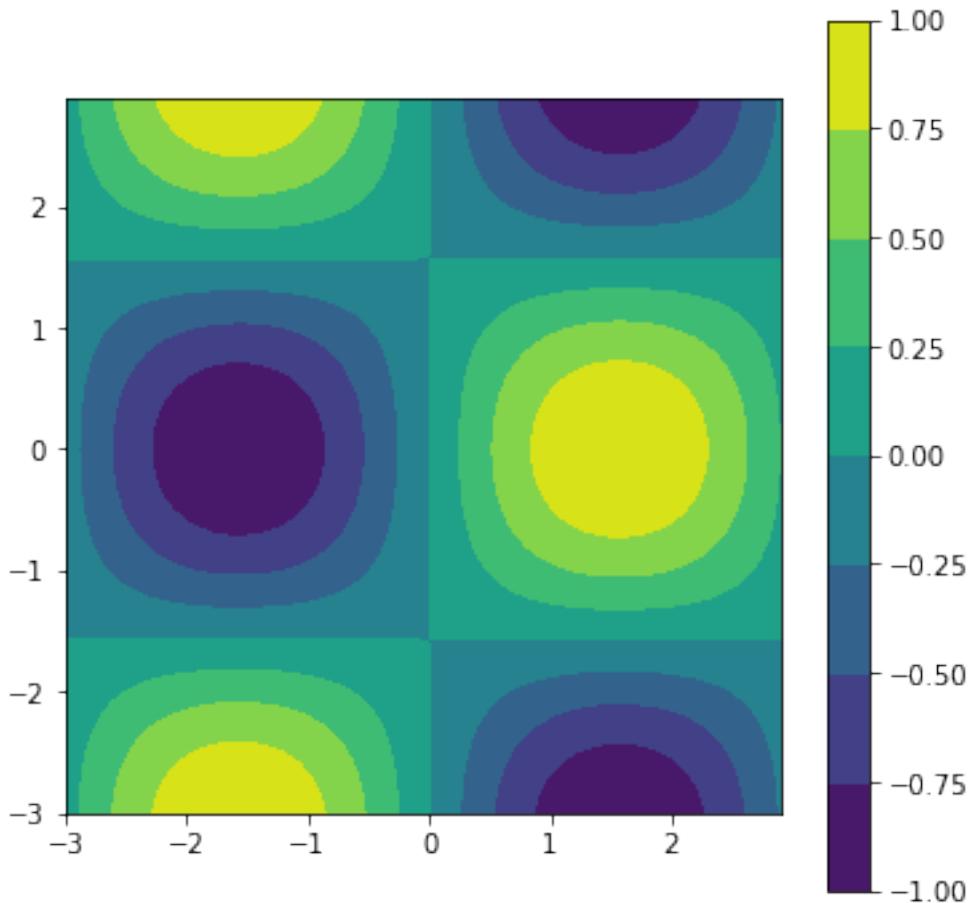
X, Y = np.meshgrid(x, y)

Z = np.sin(X)*np.cos(Y)

fig, ax1 = plt.subplots(figsize=(6,6))

ax1.set_aspect('equal')
cf = ax1.contourf(X,Y,Z)
fig.colorbar(cf, ax=ax1)

plt.show()
```



Color maps on contour plots

The default color scheme of Matplotlib contour and filled contour plots can be modified. A general way to do this is to call Matplotlib's `plt.get_cmap()` function which outputs a color map object. There are many different colormaps available to apply to contour plots. A complete list is available in the Matplotlib documentation. The colormap object is then passed to the `ax.contourf()` or `ax.contour()` method as a keyword argument.

```
mycmap = plt.get_cmap('gist_earth')
ax.contourf(X, Y, Z, cmap=mycmap)
```

The code section below produces two filled contour plots, each with a different color map.

```
In [4]: import matplotlib.pyplot as plt
        import numpy as np
        # if using a Jupyter notebook, include:
```

```
%matplotlib inline

x = np.arange(-3.0, 3.0, 0.1)
y = np.arange(-3.0, 3.0, 0.1)

X, Y = np.meshgrid(x, y)

Z = np.sin(X)*np.cos(Y)

fig, [ax1,ax2] = plt.subplots(1,2,figsize=(12,6))

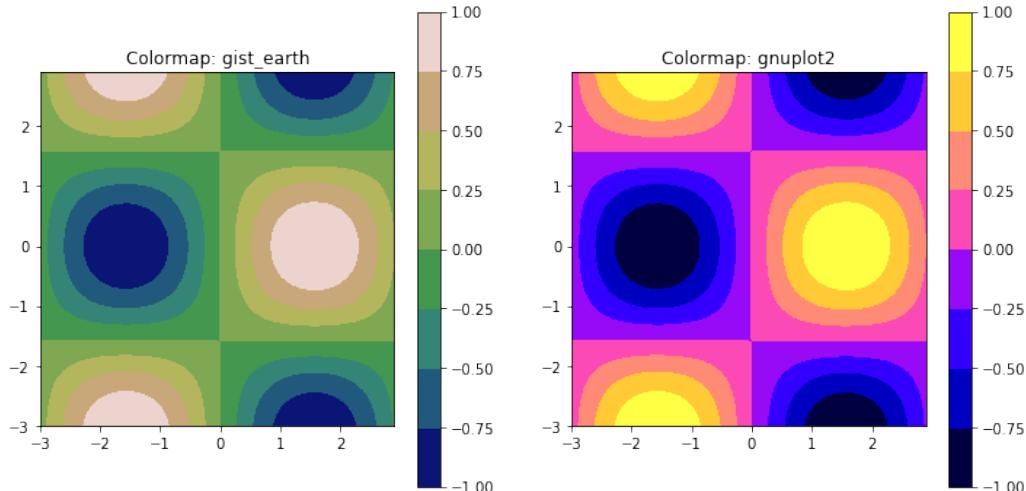
mycmap1 = plt.get_cmap('gist_earth')
ax1.set_aspect('equal')
ax1.set_title('Colormap: gist_earth')
cf1 = ax1.contourf(X,Y,Z, cmap=mycmap1)

fig.colorbar(cf1, ax=ax1)

mycmap2 = plt.get_cmap('gnuplot2')
ax2.set_aspect('equal')
ax2.set_title('Colormap: gnuplot2')
cf2 = ax2.contourf(X,Y,Z, cmap=mycmap2)

fig.colorbar(cf2, ax=ax2)

plt.show()
```



7.15 Quiver and Stream Plots

In this section, you will learn how to build quiver and stream plots using Matplotlib.

Quiver Plots

A quiver plot is a type of 2D plot that shows vector lines as arrows. Quiver plots are useful in electrical engineering to visualize electrical potential and useful in mechanical engineering to show stress gradients.

To build a quiver plot, first import Matplotlib. Again, by convention - the alias plt is used. If using a Jupyter notebook include the line %matplotlib inline. For some of the quiver plots in this section, NumPy** will be needed as well.

```
In [1]: import matplotlib.pyplot as plt
        import numpy as np
        # if using a Jupyter notebook, include:
        %matplotlib inline
```

Quiver plot with one arrow

Let's build a simple quiver plot that contains one arrow to see how matplotlib's ax.quiver() method works. The ax.quiver() method takes four positional arguments:

```
ax.quiver(x_pos, y_pos, x_direct, y_direct)
```

Where x_pos and y_pos are the arrow starting positions and x_direct, y_direct are the arrow directions.

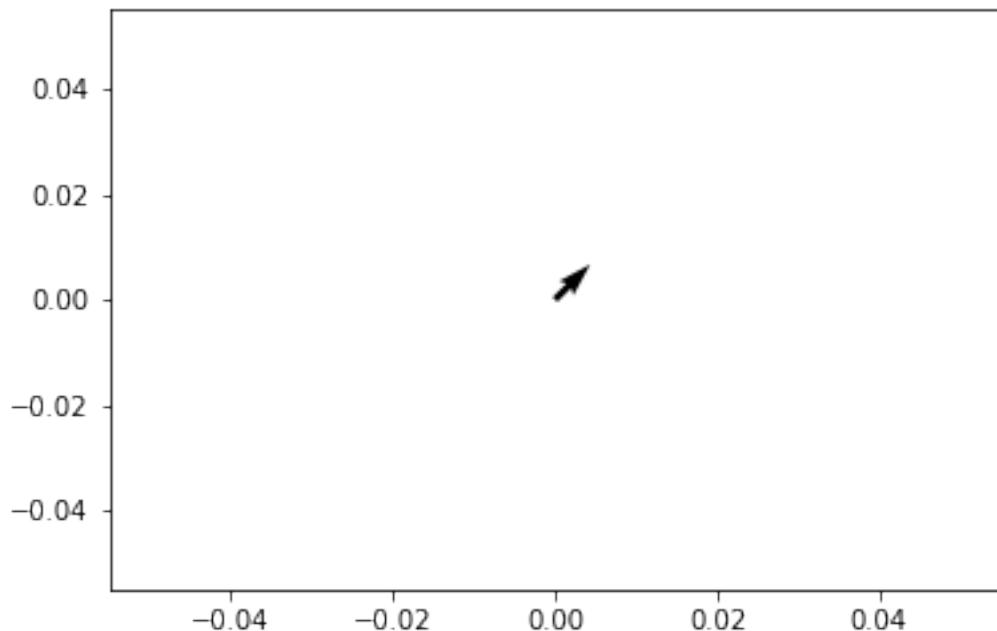
Let's build our first plot which contains one quiver arrow at the starting point x_pos = 0, y_pos = 0. We'll define the quiver arrow's direction as pointing up and to the right x_direct = 1, y_direct = 1.

```
In [2]: fig, ax = plt.subplots()
```

```
x_pos = 0
y_pos = 0
x_direct = 1
y_direct = 1

ax.quiver(x_pos,y_pos,x_direct,y_direct)

plt.show()
```



We see one arrow pointing up and to the right.

Quiver plot with two arrows

Now let's add a second arrow to the quiver plot by passing in two starting points and two arrow directions.

We'll keep our original arrow starting position at the origin $0, 0$ and pointing up and to the right, direction $1, 1$. We'll define a second arrow with a starting position of $-0.5, 0.5$ which points straight down (in the $0, -1$ direction).

An additional keyword argument to add the the `ax.quiver()` method is `scale=5`. Including `scale=5` scales the arrow lengths so the arrows look longer and show up better on the quiver plot.

To see the start and end of both arrows, we'll set the axis limits between -1.5 and 1.5 using the `ax.axis()` method and passing in a list of axis limits in the form `[xmin, xmax, ymin, ymax]`.

We can see two arrows. One arrow points to the upper right and the other arrow points straight down.

In [3]: `fig, ax = plt.subplots()`

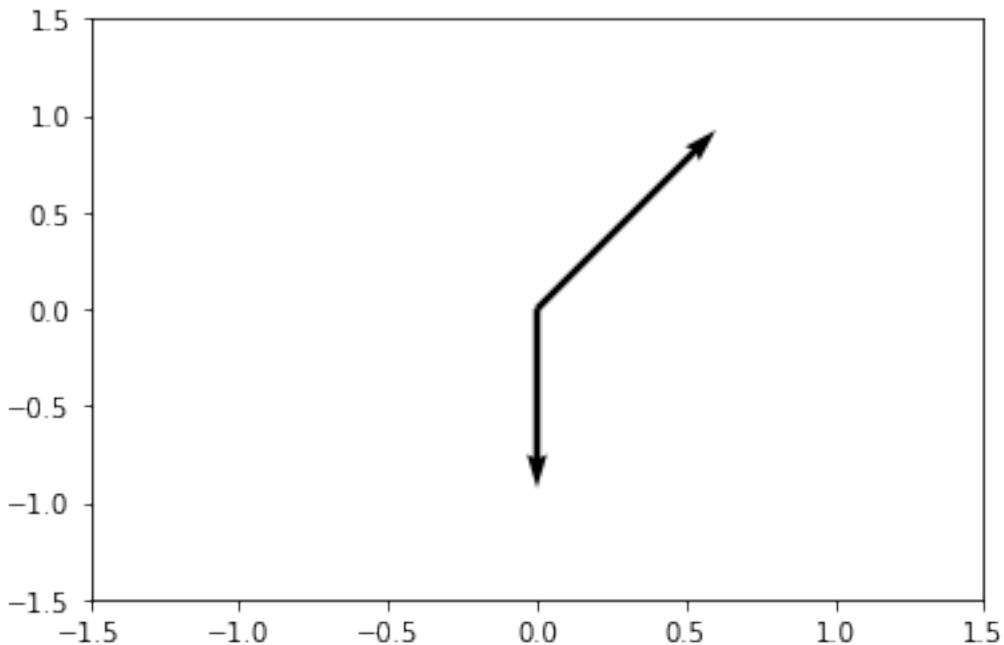
```
x_pos = [0, 0]
y_pos = [0, 0]
x_direct = [1, 0]
y_direct = [1, -1]
```

```

ax.quiver(x_pos,y_pos,x_direct,y_direct,
           scale=5)
ax.axis([-1.5, 1.5, -1.5, 1.5])

plt.show()

```



Quiver plot using a meshgrid

Two arrows is great, but to create a whole 2D surface worth of arrows, we'll utilize NumPy's `meshgrid()` function.

We need to build a set of arrays that denote the x and y starting positions of each quiver arrow on the plot. We will call our quiver arrow starting position arrays X and Y.

We can use the x,y arrow starting *positions* to define the x and y components of each quiver arrow *direction*. We will call the quiver arrow direction arrays u and v. On this quiver plot, we will define the quiver arrow direction based upon the quiver arrow starting point using:

$$x_{\text{direction}} = \cos(x_{\text{starting point}})$$

$$y_{\text{direction}} = \sin(y_{\text{starting point}})$$

In [5]: `x = np.arange(0,2.2,0.2)`
`y = np.arange(0,2.2,0.2)`

```
X, Y = np.meshgrid(x, y)
u = np.cos(X)*Y
v = np.sin(y)*Y
```

Now we will build the quiver plot using Matplotlib's `ax.quiver()` method. Again, the method call takes four positional arguments:

```
ax.quiver(x_pos, y_pos, x_direct, y_direct)
```

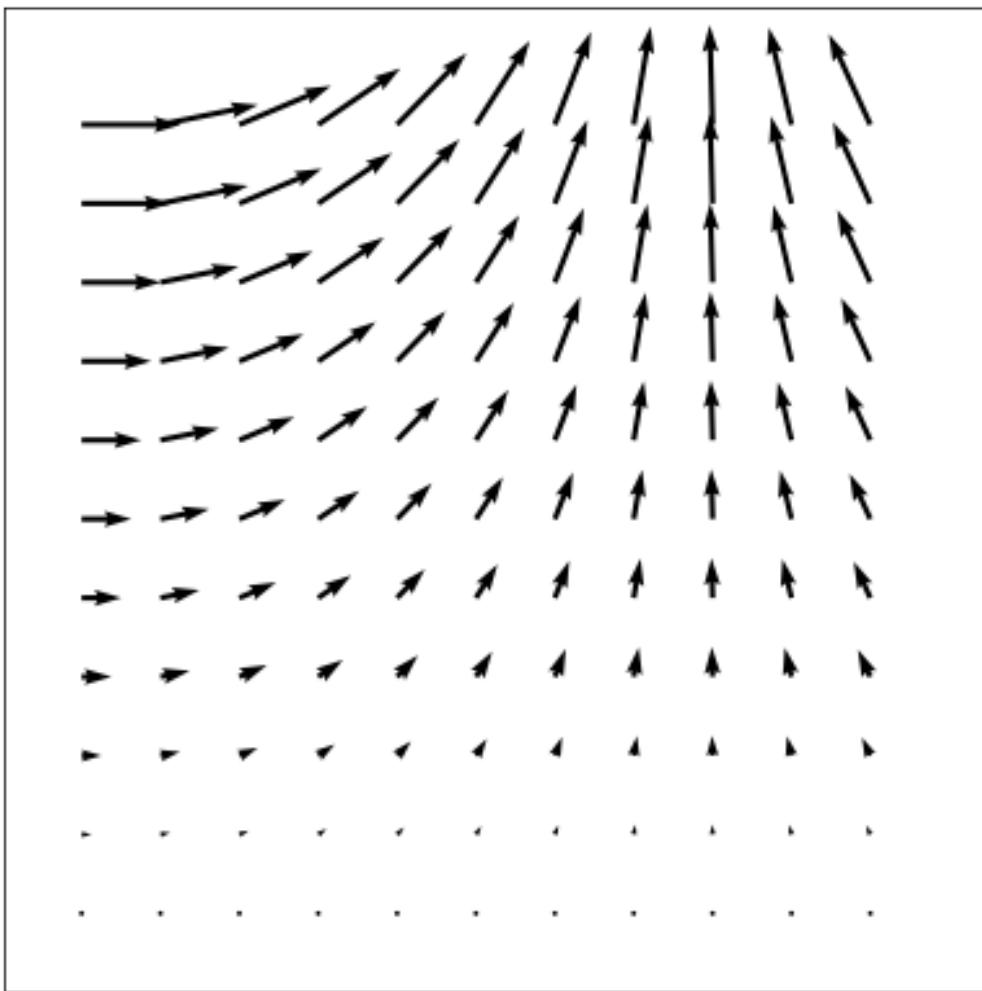
This time `x_pos` and `y_pos` are 2D arrays which contain the starting positions of the arrows and `x_direct`, `y_direct` are 2D arrays which contain the arrow directions.

The commands `ax.xaxis.set_ticks([])` and `ax.yaxis.set_ticks([])` removes the tick marks from the axis and `ax.set_aspect('equal')` sets the aspect ratio of the plot to 1:1.

```
In [6]: fig, ax = plt.subplots(figsize=(7,7))
        ax.quiver(X,Y,u,v)

        ax.xaxis.set_ticks([])
        ax.yaxis.set_ticks([])
        ax.axis([-0.2, 2.3, -0.2, 2.3])
        ax.set_aspect('equal')

plt.show()
```



Now let's build another quiver plot with the \hat{i} and \hat{j} components of the arrows, \vec{F} are dependant upon the arrow starting point x, y according to the function:

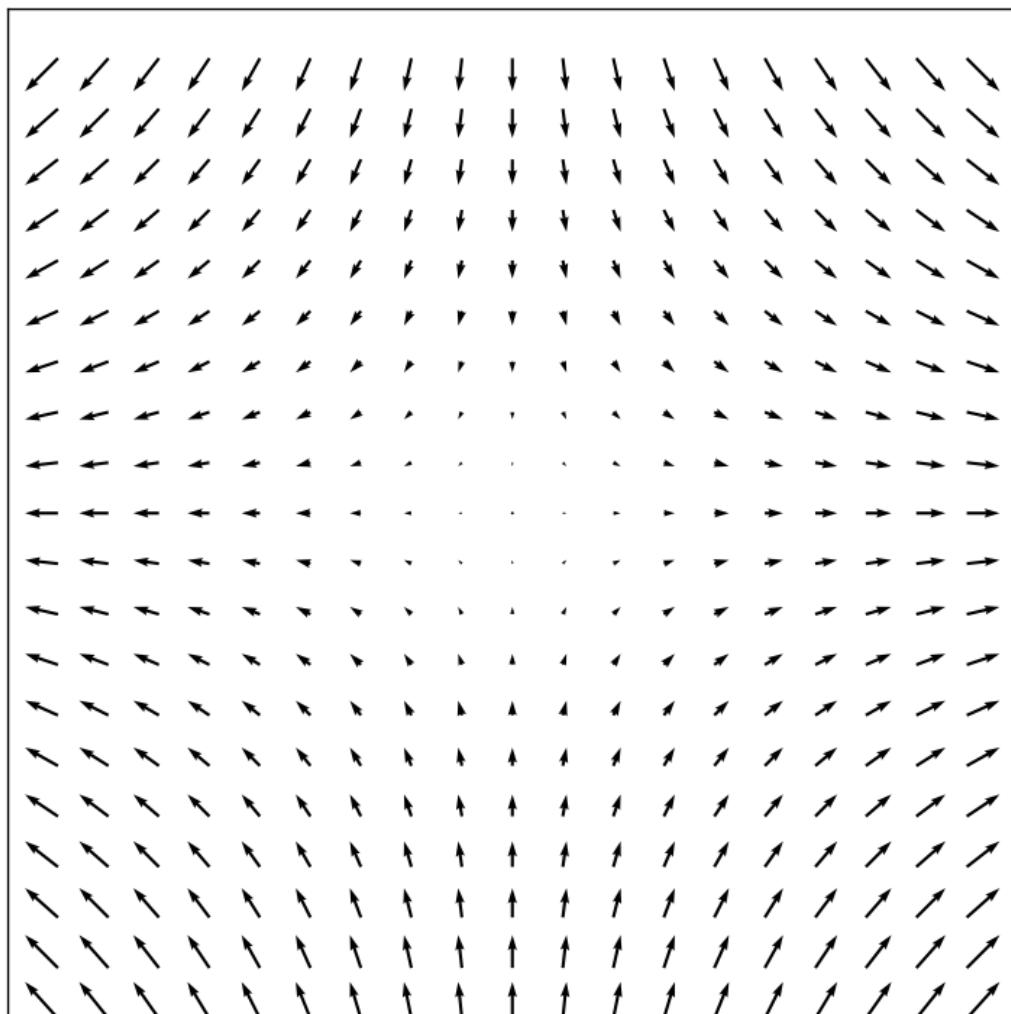
$$\vec{F} = \frac{x}{5} \hat{i} - \frac{y}{5} \hat{j}$$

Again we can use NumPy's `np.meshgrid()` function to build the arrow starting position arrays, then apply our function \vec{F} to the x and y arrow starting point arrays.

```
In [11]: x = np.arange(-1,1,0.1)
y = np.arange(-1,1,0.1)
```

```
X, Y = np.meshgrid(x, y)
u = np.cos(X)*Y
```

```
v = np.sin(y)*Y  
X,Y = np.meshgrid(x,y)  
  
u = X/5  
v = -Y/5  
  
fig, ax = plt.subplots(figsize=(9,9))  
  
ax.quiver(X,Y,u,v)  
  
ax.xaxis.set_ticks([])  
ax.yaxis.set_ticks([])  
ax.set_aspect('equal')  
  
plt.show()
```



Quiver plot containing a gradient

Next let's build another quiver plot using the gradient function. The gradient function will have the form:

$$z = xe^{-x^2-y^2}$$

We can use NumPy's `np.gradient()` function to apply the gradient function to every arrow's x,y starting position.

```
In [4]: x = np.arange(-2,2.2,0.2)
y = np.arange(-2,2.2,0.2)

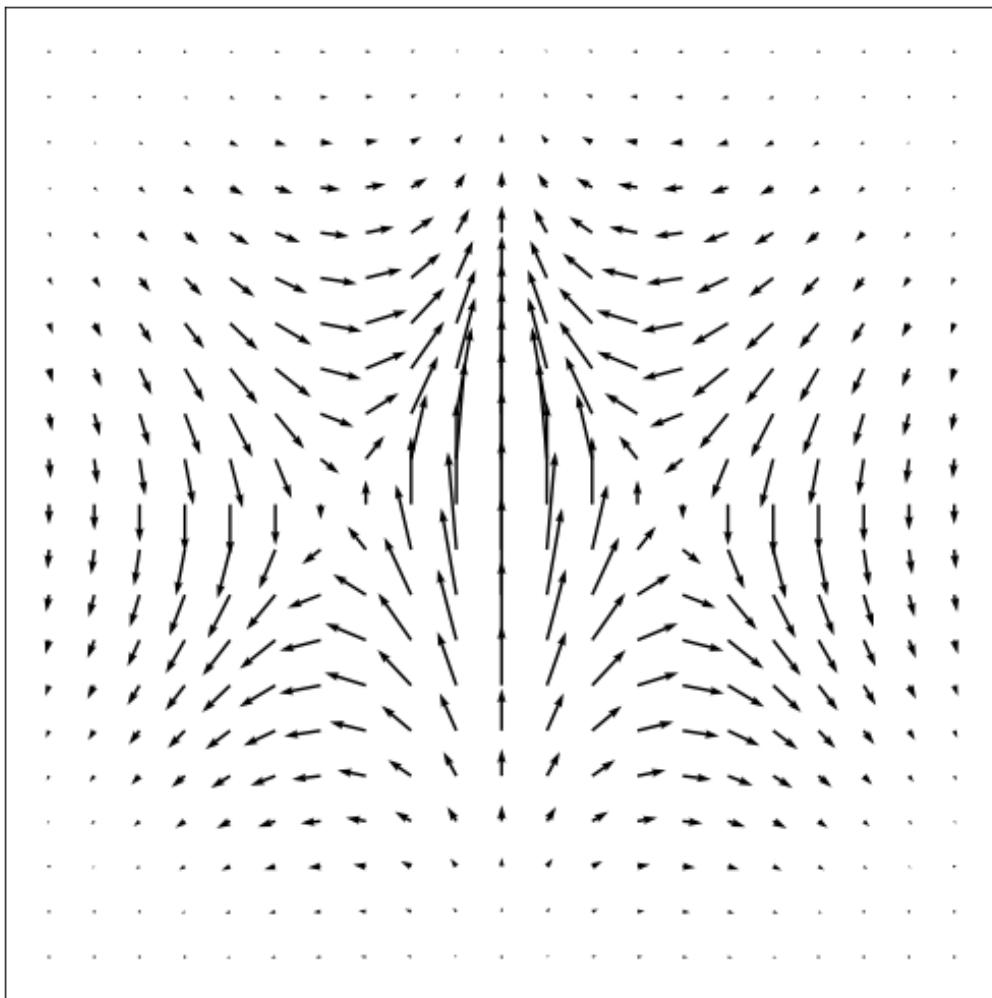
X, Y = np.meshgrid(x, y)
z = X*np.exp(-X**2 -Y**2)
dx, dy = np.gradient(z)

fig, ax = plt.subplots(figsize=(9,9))

ax.quiver(X,Y,dx,dy)

ax.xaxis.set_ticks([])
ax.yaxis.set_ticks([])
ax.set_aspect('equal')

plt.show()
```



Quiver plot with four vortices

Now let's build a quiver plot containing four vortices. The function \vec{F} which describes the 2D field is:

$$\vec{F} = \sin(x)\cos(y) \hat{i} - \cos(x)\sin(y) \hat{j}$$

Again we can build these arrays using NumPy and plot them with Matplotlib.

```
In [5]: x = np.arange(0,2*np.pi+2*np.pi/20,2*np.pi/20)
y = np.arange(0,2*np.pi+2*np.pi/20,2*np.pi/20)
```

```
X,Y = np.meshgrid(x,y)

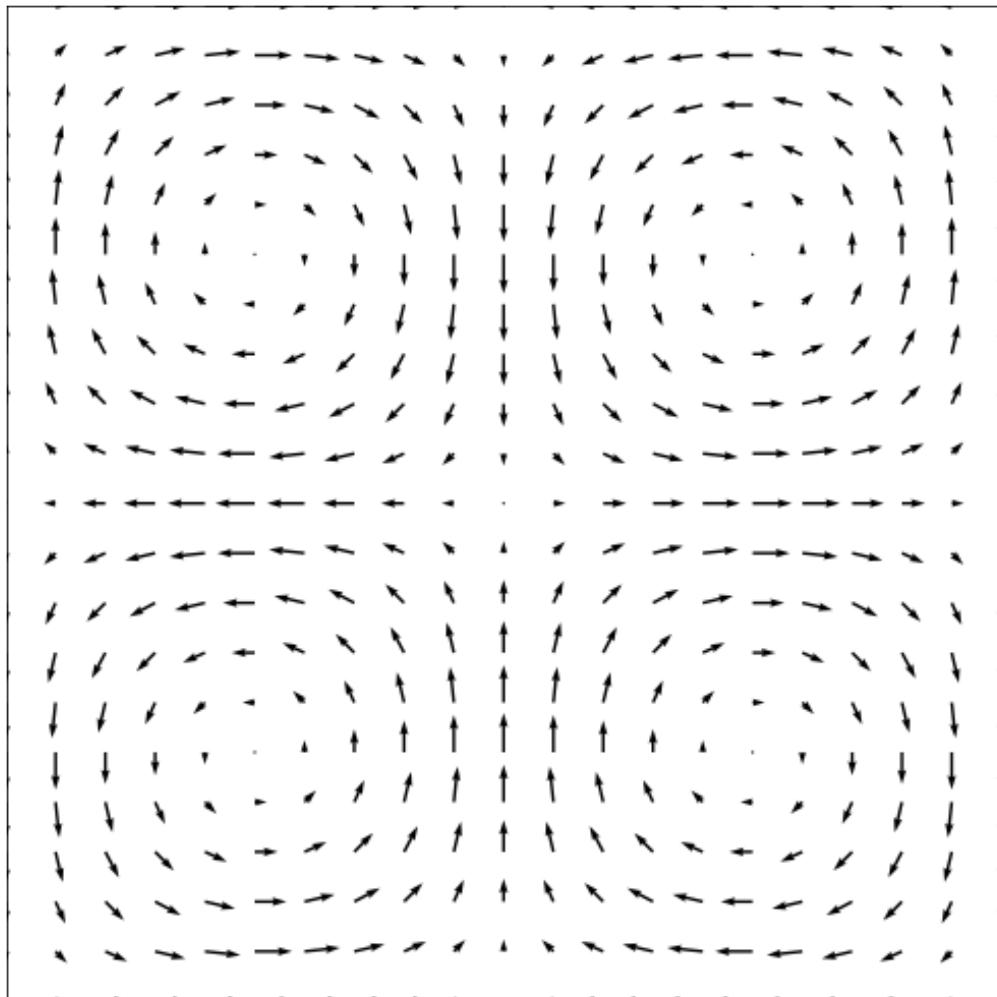
u = np.sin(X)*np.cos(Y)
v = -np.cos(X)*np.sin(Y)

fig, ax = plt.subplots(figsize=(9,9))

ax.quiver(X,Y,u,v)

ax.xaxis.set_ticks([])
ax.yaxis.set_ticks([])
ax.axis([0,2*np.pi,0,2*np.pi])
ax.set_aspect('equal')

plt.show()
```



Quiver plots with color

Now let's add some color to the quiver plots. The `ax.quiver()` method has an optional fifth positional argument that specifies the quiver arrow color. The quiver arrow color argument needs to have the same dimensions as the position and direction arrays.

Using Matplotlib subplots, we can build a figure which contains 3 quiver plots each in color

```
In [6]: import numpy as np
        import matplotlib.pyplot as plt
        %matplotlib inline

fig, [ax1,ax2,ax3] = plt.subplots(1,3)

x = np.arange(0,2.2,0.2)
y = np.arange(0,2.2,0.2)

X, Y = np.meshgrid(x, y)
u = np.cos(X)*Y
v = np.sin(y)*Y

n = -2
R = np.sqrt(((v-n)/2)**2 + ((u-n)/2)**2)

ax1.quiver(X,Y,u,v,R, alpha=0.8)

ax1.xaxis.set_ticks([])
ax1.yaxis.set_ticks([])
ax1.axis([-0.2, 2.3, -0.2, 2.3])
ax1.set_aspect('equal')

x = np.arange(-2,2.2,0.2)
y = np.arange(-2,2.2,0.2)

X, Y = np.meshgrid(x, y)
z = X*np.exp(-X**2 -Y**2)
dx, dy = np.gradient(z)

n = -2
R = np.sqrt(((dx-n)/2)**2 + ((dy-n)/2)**2)

ax2.quiver(X,Y,dx,dy,R)

ax2.xaxis.set_ticks([])
ax2.yaxis.set_ticks([])
```

```

ax2.set_aspect('equal')

x = np.arange(0,2*np.pi+2*np.pi/20,2*np.pi/20)
y = np.arange(0,2*np.pi+2*np.pi/20,2*np.pi/20)

X,Y = np.meshgrid(x,y)

u = np.sin(X)*np.cos(Y)
v = -np.cos(X)*np.sin(Y)

n = -1
R = np.sqrt(((dx-n)/2)**2 + ((dy-n)/2)**2)

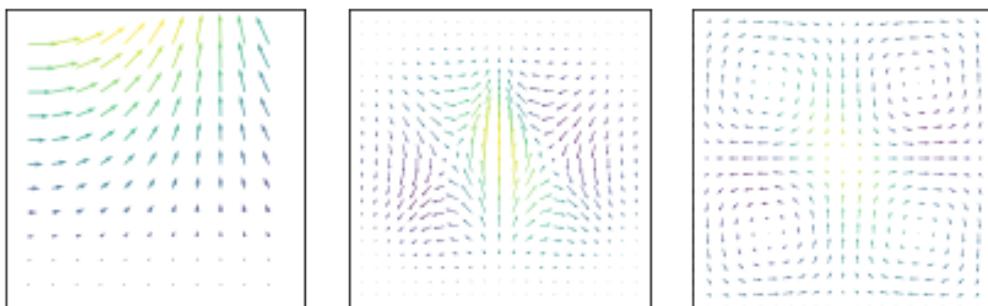
ax3.quiver(X,Y,u,v,R)

ax3.xaxis.set_ticks([])
ax3.yaxis.set_ticks([])
ax3.axis([0,2*np.pi,0,2*np.pi])
ax3.set_aspect('equal')

plt.tight_layout()
fig.savefig('3_quiver_plots.png', dpi=300, bbox_inches='tight')

plt.show()

```



Stream Plots

A stream plot is a type of plot used to show fluid flow and 2D field gradients.

The basic method to build a stream plot in Matplotlib is:

```
ax.streamplot(x_grid,y_grid,x_vec,y_vec, density=spacing)
```

Where `x_grid` and `y_grid` are arrays of x,y points. The arrays `x_vec` and `y_vec` denote the stream velocity at each point on the grid. The keyword argument `density=spacing` specifies how close together to draw the stream lines.

A simple stream plot

Let's build a simple plot of stream lines on a 10×10 grid where all the stream lines are parallel and point to the right.

```
In [7]: import matplotlib.pyplot as plt
        import numpy as np
        #include if using a jupyter notebook. If using a .py script, comment out
        %matplotlib inline

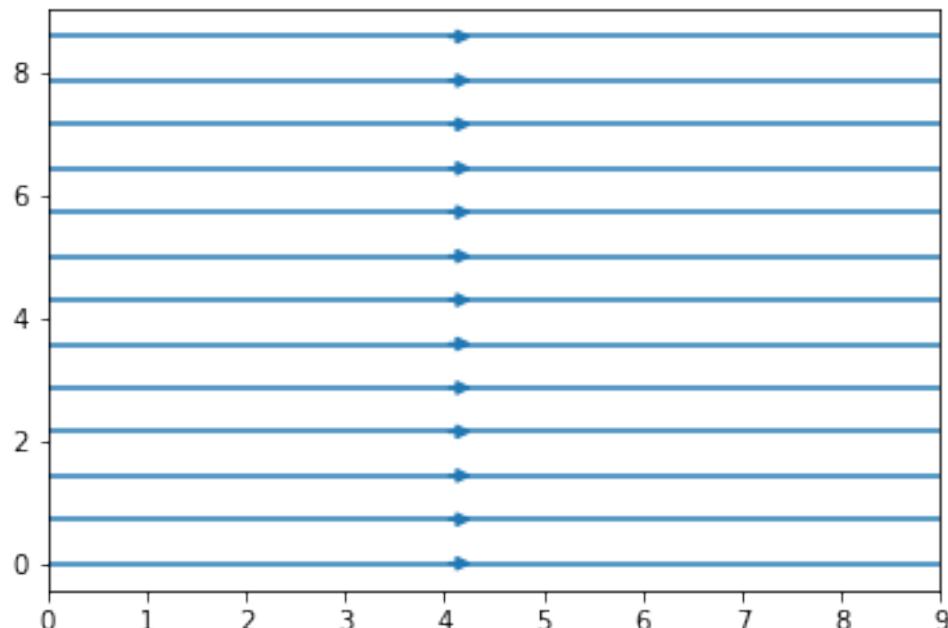
In [8]: x = np.arange(0,10)
        y = np.arange(0,10)

        X, Y = np.meshgrid(x,y)
        u = np.ones((10,10))
        v = np.zeros((10,10))

        fig, ax = plt.subplots()

        ax.streamplot(X,Y,u,v, density = 0.5)

        plt.show()
```



The plot contains parallel streamlines all pointing to the right.

Stream plot of a field

We can build a stream plot which shows field lines based on a defined 2D vector field.

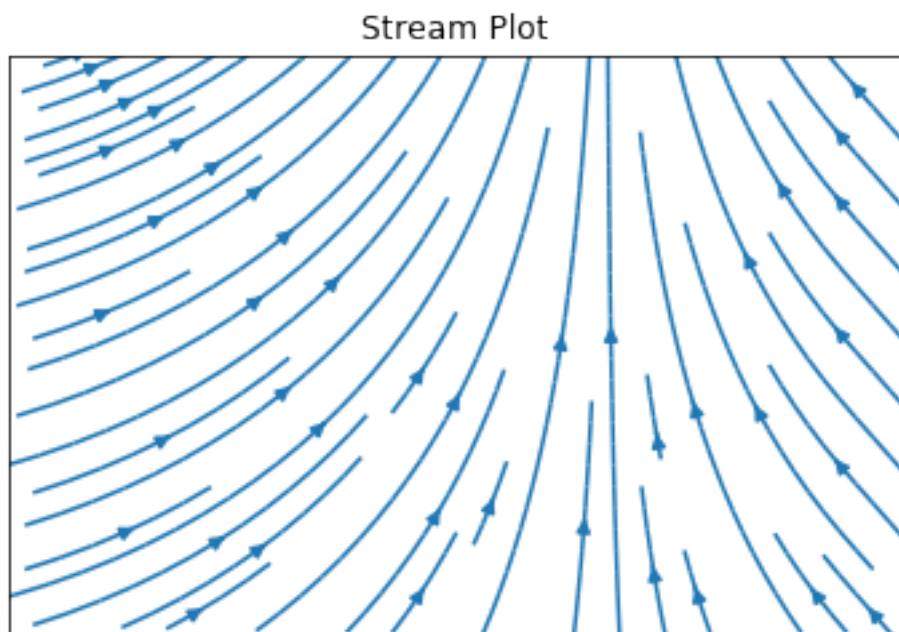
```
In [9]: x = np.arange(0,2.2,0.1)
y = np.arange(0,2.2,0.1)

X, Y = np.meshgrid(x, y)
u = np.cos(X)*Y
v = np.sin(y)*Y

fig, ax = plt.subplots()

ax.streamplot(X,Y,u,v, density = 1)
ax.axis([0.5,2.1,0,2])
ax.xaxis.set_ticks([])
ax.yaxis.set_ticks([])
ax.set_title('Stream Plot')

plt.show()
```



Stream plot of two point charges

We can build a stream plot showing the electric field due to two point charges. The electric field at any point is dependant upon the position and distance relative to the point charges.

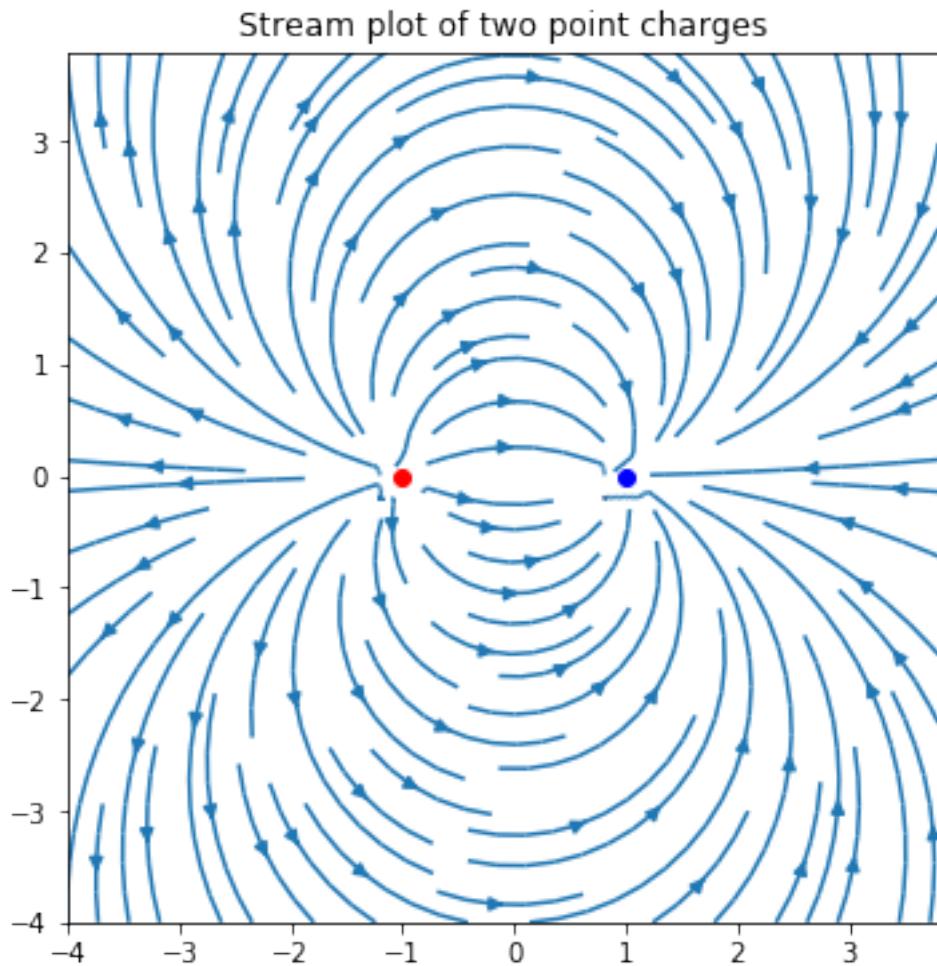
```
In [10]: import numpy as np
         import matplotlib.pyplot as plt

         x = np.arange(-4,4,0.2)
         y = np.arange(-4,4,0.2)

         X,Y = np.meshgrid(x,y)
         Ex = (X + 1)/((X+1)**2 + Y**2) - (X - 1)/((X-1)**2 + Y**2)
         Ey = Y/((X+1)**2 + Y**2) - Y/((X-1)**2 + Y**2)

         fig, ax = plt.subplots(figsize=(6,6))
         ax.streamplot(X,Y,Ex,Ey)
         ax.set_aspect('equal')
         ax.plot(-1,0,'-or')
         ax.plot(1,0,'-ob')

         ax.set_title('Stream plot of two point charges')
         plt.show()
```



Stream plot showing fluid flow around an object

Stream plots can also be used to show how fluid flows around a stationary object. In this example, we will consider a 2D circle as the stationary object and model the fluid flow around the circle.

In [11]: `#from: https://tonysyu.github.io/plotting-streamlines-with-matplotlib-and-sympy.html#.W`

```
import matplotlib.pyplot as plt
import numpy as np
import sympy
from sympy.abc import x, y

%matplotlib inline
```

```
def cylinder_stream_function(U=1, R=1):
    r = sympy.sqrt(x**2 + y**2)
    theta = sympy.atan2(y, x)
    return U * (r - R**2 / r) * sympy.sin(theta)

def velocity_field(psi):
    u = sympy.lambdify((x, y), psi.diff(y), 'numpy')
    v = sympy.lambdify((x, y), -psi.diff(x), 'numpy')
    return u, v

import numpy as np

def plot_streamlines(ax, u, v, xlim=(-1, 1), ylim=(-1, 1)):
    x0, x1 = xlim
    y0, y1 = ylim
    Y, X = np.ogrid[y0:y1:100j, x0:x1:100j]
    ax.streamplot(X, Y, u(X, Y), v(X, Y), color='cornflowerblue')

def format_axes(ax):
    ax.set_aspect('equal')
    ax.figure.subplots_adjust(bottom=0, top=1, left=0, right=1)
    ax.xaxis.set_ticks([])
    ax.yaxis.set_ticks([])
    ax.set_aspect('equal')

import matplotlib.pyplot as plt

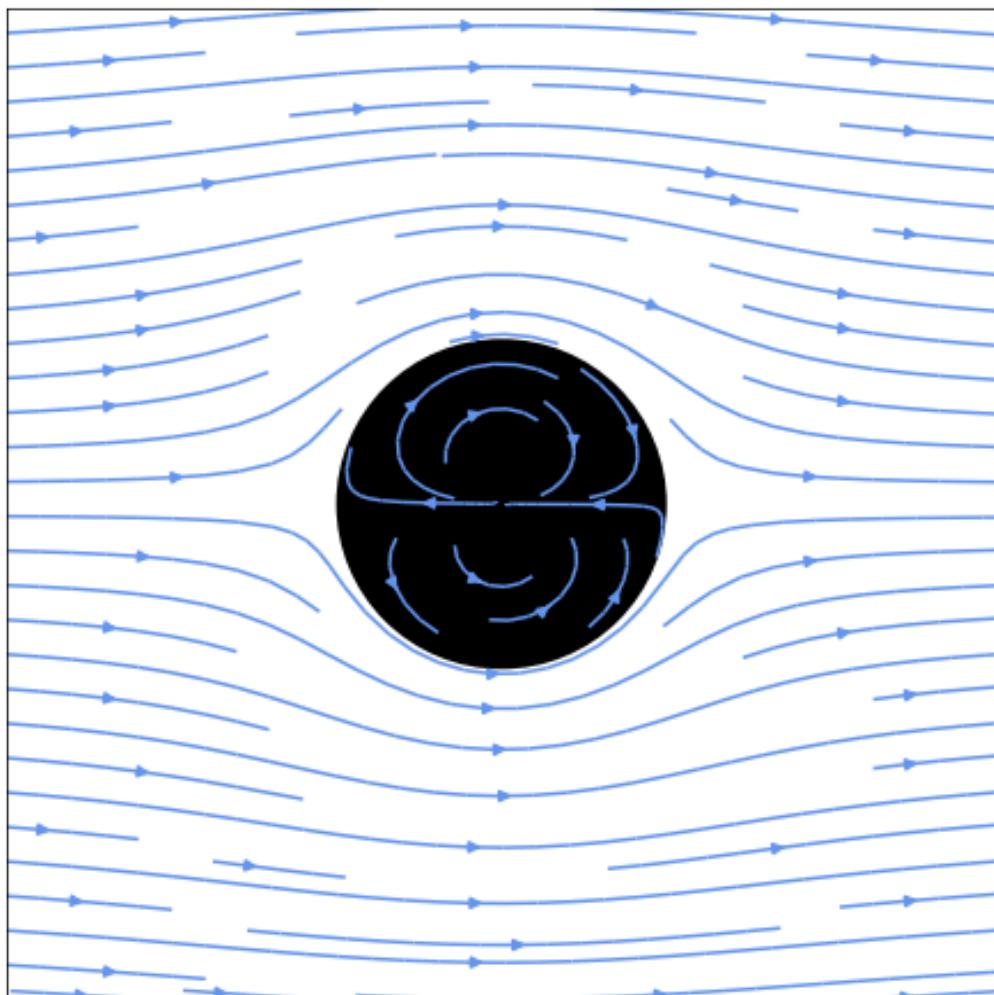
psi = cylinder_stream_function()
u, v = velocity_field(psi)

xlim = ylim = (-3, 3)
fig, ax = plt.subplots(figsize=(6, 6))
plot_streamlines(ax, u, v, xlim, ylim)
#ax.streamplot(u,v,xlim,ylim)

c = plt.Circle((0, 0), radius=1, facecolor='k')
ax.add_patch(c)

format_axes(ax)

plt.show()
```



7.16 3D Surface Plots

3D surface plots are useful for problem solvers.

The `mpl_toolkits.mplot3d import axes3d` submodule included with Matplotlib provides the methods necessary to create 3D surface plots with Python.

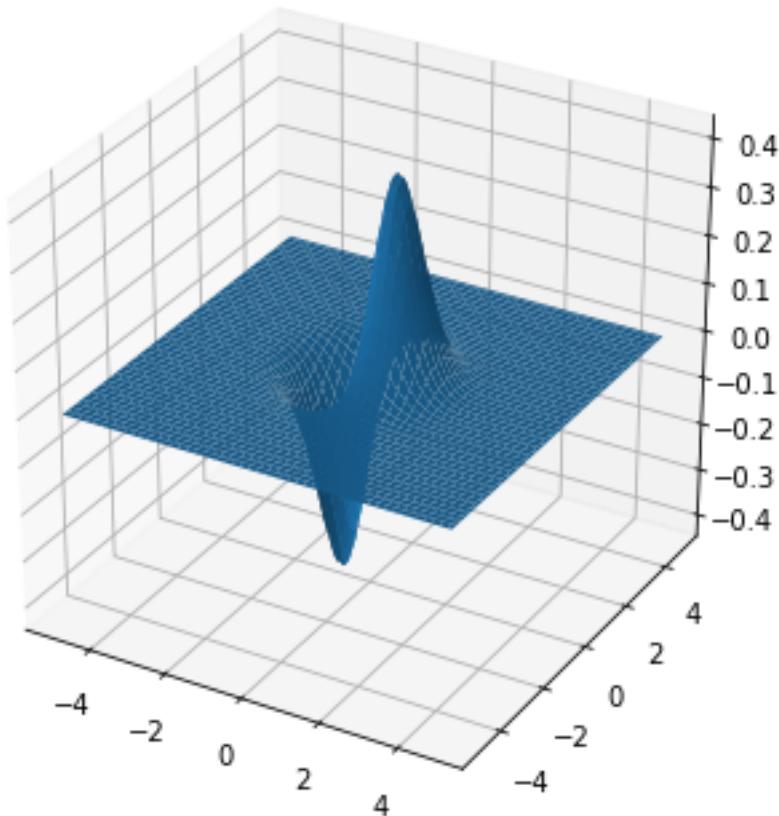
First import **matplotlib**. If using a Jupyter notebook include the line `%matplotlib inline`

Surface Plots

```
In [1]: from mpl_toolkits.mplot3d import axes3d
        import matplotlib.pyplot as plt
        import numpy as np
        #if using a Jupyter notebook, include:
        %matplotlib inline

In [2]: x = np.arange(-5,5,0.1)
        y = np.arange(-5,5,0.1)
        X,Y = np.meshgrid(x,y)
        Z = X*np.exp(-X**2 - Y**2)

In [3]: fig = plt.figure(figsize=(6,6))
        ax = fig.add_subplot(111, projection='3d')
        ax.plot_surface(X, Y, Z)
        plt.show()
```



Wire Frame Plots

Wire frame 3D surface plots can be constructed using Matplotlib's `ax.plot_wireframe()` method. The general method call is:

```
ax.plot_wireframe(X, Y, Z, rstride=10, cstride=10)
```

Where X and Y are 2D array of x and y points and Z is a 2D array of heights. The keyword arguments `rstride=` and `cstride=` are the row step size and the column step size. These keyword arguments control how close together the "wires" in the wireplot are drawn.

```
In [4]: from mpl_toolkits.mplot3d import axes3d
import matplotlib.pyplot as plt
%matplotlib inline

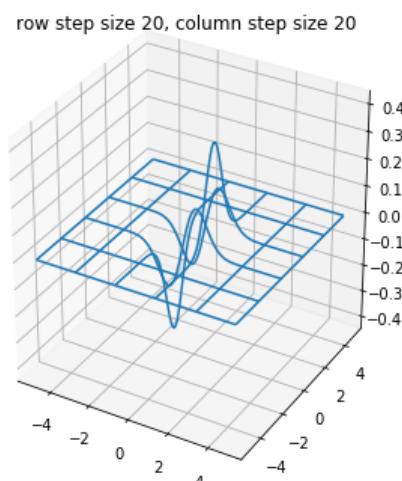
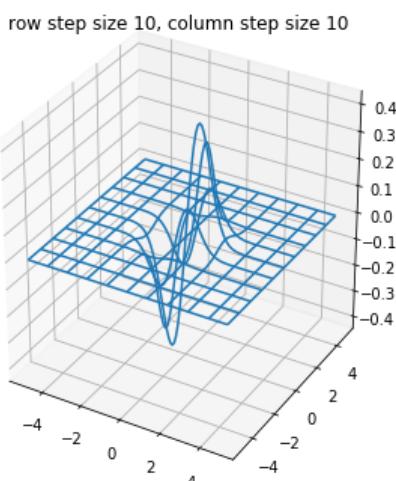
fig = plt.figure(figsize=(12,6))
ax1 = fig.add_subplot(121, projection='3d')
ax2 = fig.add_subplot(122, projection='3d')

x = np.arange(-5,5,0.1)
y = np.arange(-5,5,0.1)
X,Y = np.meshgrid(x,y)
Z = X*np.exp(-X**2 - Y**2)

# Plot a basic wireframe.
ax1.plot_wireframe(X, Y, Z, rstride=10, cstride=10)
ax1.set_title('row step size 10, column step size 10')

ax2.plot_wireframe(X, Y, Z, rstride=20, cstride=20)
ax2.set_title('row step size 20, column step size 20')

plt.show()
```



Gradient Surface Plots

Gradient surface plots combine a 3D surface plot with a 2D contour plot. Along with the z-axis height included on the surface, a color is also included. The general method call is:

```
surf = ax.plot_surface(X, Y, Z, cmap=cm.coolwarm, linewidth=0, antialiased=False)
```

Where the keyword argument `cmap=` assigns the colors to the surface.

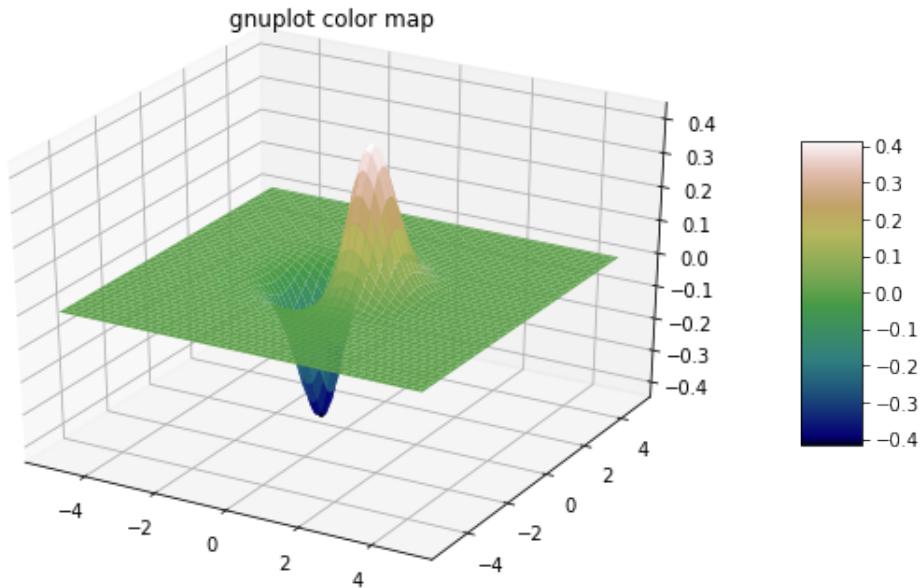
```
In [5]: from mpl_toolkits.mplot3d import axes3d
import matplotlib.pyplot as plt
%matplotlib inline

fig = plt.figure(figsize=(10,6))
ax1 = fig.add_subplot(111, projection='3d')

x = np.arange(-5,5,0.1)
y = np.arange(-5,5,0.1)
X,Y = np.meshgrid(x,y)
Z = X*np.exp(-X**2 - Y**2)

mycmap = plt.get_cmap('gist_earth')
ax1.set_title('gnuplot color map')
surf1 = ax1.plot_surface(X, Y, Z, cmap=mycmap)
fig.colorbar(surf1, ax=ax1, shrink=0.5, aspect=5)

plt.show()
```



3D Surface Plots with 2D contour plot projections

3D Surface Plots can be projected onto 2D surfaces. Below is sample code:

```
In [6]: from mpl_toolkits.mplot3d import axes3d
import matplotlib.pyplot as plt
from matplotlib import cm

fig = plt.figure(figsize=(12,6))
ax = fig.add_subplot(111, projection='3d')
#ax = fig.gca(projection='3d')

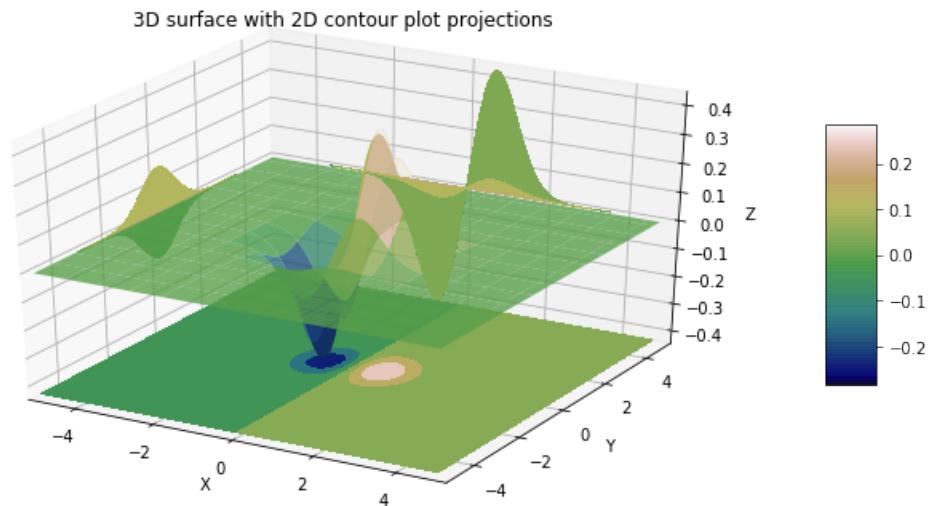
x = np.arange(-5,5,0.1)
y = np.arange(-5,5,0.1)
X,Y = np.meshgrid(x,y)
Z = X*np.exp(-X**2 - Y**2)

mycmap = plt.get_cmap('gist_earth')
surf = ax.plot_surface(X, Y, Z, rstride=8, cstride=8, alpha=0.8, cmap=mycmap)
cset = ax.contourf(X, Y, Z, zdir='z', offset=np.min(Z), cmap=mycmap)
cset = ax.contourf(X, Y, Z, zdir='x', offset=-5, cmap=mycmap)
cset = ax.contourf(X, Y, Z, zdir='y', offset=5, cmap=mycmap)

fig.colorbar(surf, ax=ax, shrink=0.5, aspect=5)
```

```
ax.set_xlabel('X')
ax.set_xlim(-5, 5)
ax.set_ylabel('Y')
ax.set_ylim(-5, 5)
ax.set_zlabel('Z')
ax.set_zlim(np.min(Z),np.max(Z))
ax.set_title('3D surface with 2D contour plot projections')

plt.show()
```



7.17 Summary

In this chapter you learned how to create plots using Python and Matplotlib.

Types of charts: * line graphs * bar graphs * pie charts * bar and line graphs with error bars * scatter plots * histograms * box plots and violin plots * quiver plots * heat maps

Key Terms and Concepts

plot

object

attribute

object oriented programming

method

Additional Resources

Matplotlib official documentation: <https://matplotlib.org/contents.html>

Matplotlib summary notebook on Kaggle: <https://www.kaggle.com/grroverpr/matplotlib-plotting-guide/notebook>

Python Plotting With Matplotlib (Guide) on Real Python: <https://realpython.com/python-matplotlib-guide/#why-can-matplotlib-be-confusing>

Python For Data Science: Matplotlib Cheat Sheet from DataCamp: https://s3.amazonaws.com/assets.datacamp.com/blog_assets/Python_Matplotlib_Cheat_Sheet.pdf

7.18 Review Questions

Q06.01 Q06.06

Q06.02 Q06.07

Q06.03 Q06.08

Q06.04 Q06.09

Q06.05

Errors, Explanations, and Solutions

Q06.80

Q06.81

Q06.82

Q06.83

Q06.84

Chapter 8

If Else Try Except

8.1 Introduction

After completing the following chapter, you will be able to:

- Use if, else if and else selection structures
- Use the pass, try and except key words
- Construct flow charts to describe the flow of a Python program

8.2 Selection Statements

Selection statements are used in programming to decide or select particular blocks of code to run based on a defined logical condition. The primary selection structures in Python are:

- if
- else
- elif
- try
- except

8.3 If statements

The *if* statement is one of the basic selection structures in Python. The syntax for a section of code that uses an if statement is below:

```
if <logical_condition>:  
    <code to run>
```

The keyword *if* begins the selection statement. Following *if*, a logical condition needs to be included. A logical condition is an expression that can be evaluated as True or False. An example of logical condition is *a<5*. This logical condition returns True if *a* is less than 5. Otherwise if *a* is 5 or greater *a<5* returns False. Following the logical condition, a colon : is required. After the if statement, a section of code to run when the condition is True is included. The section of code must be indented and every line in this section must be indented the same amount. By convention, the indentation this is 4 spaces. Most Python code editors, including Jupyter Notebooks, indent code after if statements automatically.

An example set of code below shows how an if statement might work:

```
In [1]: a = 2  
        if a<5:  
            print('less than five')  
  
less than five
```

In the first line of code in the example above, the variable *a* is assigned the value 2. The second line of code is the if-statement. The if-statement starts with the keyword *if* and is followed by the logical condition *a<5* and a colon :. The logical condition *a<5* will return either True or False depending on the value of *a*. Since *a=2*, the logical condition *a<5* evaluates as True. The line *print('less than five')* is indented after the if-statement. The line of code including the *print()* statement will run if the if-statement is True. Since the if-statement is True, the indented line *print('less than five')* runs. As a result of running these three lines of code, the user sees the text *less than five*.

Multiple if statements

If statements can be chained together one after another to create a programmatic flow. For example, the following code block utilizes three different if-statements, each if-statement is followed by an indented code block.

```
In [2]: a = 2
    if a<0:
        print('is negative')
    if a == 0:
        print('is zero')
    if a>0:
        print('is positive')

is positive
```

Note how each if-statement is followed by a logical condition and a colon :. Also note how the code below each if-statement is indented. With the code left-justified (not indented), all three code lines will run and the output will be different. The `pass` keyword is used as code will not run unless at least one line of code is indented after the if-statement. `pass` is a line of code that does nothing.

```
In [3]: a = 2
    if a<0:
        pass
    print('a is negative')
    if a == 0:
        pass
    print('a is zero')
    if a>0:
        pass
    print('a is positive')

a is negative
a is zero
a is positive
```

8.4 If-Else Statements

If statements can include *else* clauses. An *else* clause is a section of code that run if the if statement is False. The general form is:

```
if <logical_condition>:
    <code block 1>
else:
    <code block 2>
```

The `else` key word needs to be on it's own line and be at the same indentation level as the `if` keyword that it corresponds to. `else` needs to be followed by a colon : and any code that is to run as part of the `else` statement must be indented the same amount. A sample if/else code section is below:

```
In [1]: a = 5
    if a>10:
        print('a is greater than 10')
    else:
        print('a is less than 10')
```

a is less than 10

Since `a=5` assigns a value to `a` that is less than 10, the code under the `if` statement does not run. Therefore the code under the `else` statement does run and `a is less than 10` is printed. If the value of `a` is modified so that it is greater than 10, the code under the `if` statement will run, and the code under the `else` keyword will not.

```
In [2]: a = 20
    if a>10:
        print('a is greater than 10')
    else:
        print('a is less than 10')
```

a is greater than 10

elif

The `else if` statement can be added to an if statement to run different sections of code depending on which one of many conditions are True. The basic syntax of an else if section of code is:

```
if <logical_condition>:
    <code block 1>
elif <logical_condition>:
    <code block 2>
else:
    <code block 3>
```

The keyword `elif` must be followed by a logical condition that evaluates as True or False followed by a colon :. The `<code block>` will run if the `else if` condition is True and will be skipped if the `else if` condition is False. An example section of code if below:

```
In [3]: color = 'green'
    if color == 'red':
        print('The color is red')
    elif color == 'green':
```

```
    print('The color is green')
else:
    print('The color is not red or green')
```

The color is green

If we modify the code to assign the string 'orange' to the variable `color`, the code under the `if` will not run, and the code under the `elif` will not run either. Only the code under the `else` will be executed.

```
In [4]: color = 'orange'
if color == 'red':
    print('The color is red')
elif color == 'green':
    print('The color is green')
else:
    print('The color is not red or green')
```

The color is not red or green

8.5 Try-Except Statements

Syntax Errors and Exception Errors

Syntax Errors

Syntax errors are a type of error in Python where the syntax of a code line is not valid Python code. Syntax errors include quotes that are not closed, and variable names that do not start with a letter.

```
In [1]: string = "problem solving

File "<ipython-input-1-4c037f6284bc>", line 1
string = "problem solving
          ^
SyntaxError: EOL while scanning string literal
```

When you encounter syntax errors in Python, the Python interpreter gives you the message `SyntaxError` with a sometimes cryptic message. Even if a line of code is not run over the course of the program, syntax errors in Python are not allowed. For instance, a line of code indented after the `if`-statement `if 'a' == 'b':` will not be executed. But if the indented line of code contains a syntax error, the Python interpreter still flags the error and does not complete the program.

```
In [2]: if 'a' == 'b':
    string = 10problems

    File "<ipython-input-2-532ae1edb2a2>", line 2
    string = 10problems
    ^
SyntaxError: invalid syntax
```

Exception Errors

Exception errors are errors that result from a line of code not being able to run. Syntax errors are lines of code that are not valid Python. Lines of code with exception errors are valid Python, but the line of code still can not run. For example the statement `f = open('file.txt', 'r')` is valid Python. But if the file `file.txt` does not exist, then Python throws an exception error because the code can not be executed.

```
In [3]: f = open('file.txt', 'r')
```

```
-----
FileNotFoundException                                Traceback (most recent call last)

<ipython-input-3-cc3c27f5a0c3> in <module>()
----> 1 f = open('file.txt', 'r')

FileNotFoundException: [Errno 2] No such file or directory: 'file.txt'
```

Another valid line of Python code is `print(a[0])`, but if `a` is defined as an integer, `a` can not be indexed and an exception error is shown.

```
In [4]: a = 1
        print(a[5])
```

```
-----
TypeError                                 Traceback (most recent call last)

<ipython-input-4-0e1fa8aeb4c3> in <module>()
      1 a = 1
----> 2 print(a[5])
```

```
TypeError: 'int' object is not subscriptable
```

Try Except statements

```
In [5]: try:  
    f=open('file.txt','r')  
except:  
    print('file is open')
```

```
file is open
```

```
In [6]: try:  
    a = 5  
    print(a[0])  
except:  
    print('variable a is not a list')
```

```
variable a is not a list
```

8.6 Flow Charts

Flow charts are used to graphically represent the flow of a program. There are four basic shapes used in a flow chart. Each shape has a specific use:

- oval: start and stop
- diamond: selection structures and loops
- parallelogram: input and output
- rectangle: calculations

Below is a sample program:

```
In [1]: # start  
        num = input('Enter a number: ')  
        num = float(num)  
        if num>0:  
            print('num greater than zero')  
        if num<0:  
            print('num less than zero')  
        print('Done')  
        # end
```

```
Enter a number: 1  
num greater than zero
```

Done

```
In [2]: # start
    num = input('Enter a number: ')
    num = float(num)
    if num>0:
        print('num greater than zero')
    if num<0:
        print('num less than zero')
    print('Done')
    # end
```

Enter a number: -1

num less than zero

Done

8.7 Summary

Key Terms and Concepts

selection structures

if

else

else-if

exceptions

try

flow chart

decision tree

8.8 Review Questions

Q07.01

Q07.05

Q07.02

Q07.06

Q07.03

Q07.07

Q07.04

Errors, Explanations and Solutions

Run the following code snippets. Explain the error in your own words. Rewrite the code snippet to solve the error.

Q07.80

```
a = 1
if a = 0:
    print('zero')
else if a = 1:
    print('one')
```


Chapter 9

Loops

9.1 Introduction

By the end of this chapter you will be able to:

- use a while loop
- use a for loop
- use the break statement
- use the continue statement
- construct flow charts that describe a program which contains a loop

9.2 While Loops

A *While Loop* is a type of loop that continues to run as long as a condition is True. When the condition becomes False the loop stops running. The general form of a while loop is below:

```
while <logical_statement>:  
    <code>
```

The keyword `while` must be included, as well as a `<logical_statement>` that can be evaluated as True or False. The `<code>` after the `while` statement must be indented and each line of code that will run as part of the while loop needs to be indented the same amount. Many code editors, including Jupyter notebooks, auto-indent the code within a loop. If the indentation is added manually, 4 spaces is standard.

An example of a while loop is below:

```
In [1]: i = 0  
        while i<4:  
            print(i)  
            i = i+1
```

```
0  
1  
2  
3
```

The first line `i=0` creates a variable `i` and assigs it the value 0. The next line declares the logical condition needed to keep the loop running. The statement `i<4` will be True or False depending on the variable `i`. Since `i=0`, the statement `i<4` is True and the while loop starts to run. The code that run inside the loop prints the value of `i` then increases `i` by 1. When `i=4`, the statement `i<4` is False and the while loop ends.

Using a while loop to validate user input

While loops can be utilized to validate user input. Say we want to insist that a user inputs positive number. We can code this into a while loop that keeps on repeating until the user enters valid input. The code below will continue to ask a user for a positive number until one is entered.

```
In [2]: num_input = -1  
        while num_input < 0:  
            str_input = input('Enter a positive number: ')  
            num_input = float(str_input)
```

```
Enter a positive number: -1  
Enter a positive number: 5
```

In the section of code above, it is important to initialize the variable `num_input` with a value that causes the while statement `num_input < 0` to evaluate as True. `num_input = -1` causes the statement `num_input < 0` to evaluate as True and any other negative number would have worked as well. If the while statement can't be evaluated as True or False, Python will throw an error. It is therefore necessary to convert the user's input from a string to a float. The statement '`5`' < 0 does not evaluate to True or False, because the string '`5`' can't be compared to the number 0.

9.3 For Loops

For Loops are a component of many programming languages. A *For Loop* is a programming structure where a section of code is run a specified number of times. This compares to while loops which run as long as a logical condition is True.

Say we want to print out the statement:

```
Engineers solve problems in teams  
Engineers solve problems in teams  
Engineers solve problems in teams
```

One way to do accomplish this is with three print statements in a row:

```
In [1]: print('Engineers solve problems in teams')  
        print('Engineers solve problems in teams')  
        print('Engineers solve problems in teams')
```

```
Engineers solve problems in teams  
Engineers solve problems in teams  
Engineers solve problems in teams
```

For Loops with `range()`

Another way to accomplish the same thing is to use a for loop. The basic structure of a for loop is below:

```
for <var> in range(<num>):  
    <statements>
```

Where `<var>` can be any variable name, `range(<num>)` is the number of times the for loop runs and `<statements>` are the lines of code that execute each time the for loop runs. Note the for loop starts with the keyword `for` and includes a colon `:`. Both `for` and the colon `:` are required. Also note `<statements>` was indented. Each statement that will run as part of the for loop needs to be indented the same number of spaces. The standard indentation is 4 spaces.

Let's rewrite our example above using a for loop:

```
In [2]: for i in range(3):  
        print('Engineers solve problems in teams')
```

```
Engineers solve problems in teams
Engineers solve problems in teams
Engineers solve problems in teams
```

The Python `range()` function will return a iterable list of values starting from zero and ending at $n-1$. For instance, when `range(3)` is called, the values 0, 1, 2 are returned. Note that 3 is not part of the iterable, even though the function input was `range(3)`. This can be confirmed with a for loop:

```
In [3]: for i in range(3):
    print(f'This is range number: {i}')

This is range number: 0
This is range number: 1
This is range number: 2
```

For loops with lists

For loops can also be run using lists. If a list is used, the loop will run as many times as there are items in the list. The general structure is:

```
for <var> in <list>:
    <statements>
```

Where `<var>` is a variable name assigned to the item in the list, `<list>` is the list object and `<statements>` are the programming statements that run for each item in the list. An example is below:

```
In [4]: my_list = ['electrical','civil','mechanical']
        for item in my_list:
            print(item)

electrical
civil
mechanical
```

Note how the loop ran three times, because there were three items in the list. Each time through the loop, the variable `item` was set to one particular item in the list. The first time through the loop, `item='electrical'`. The second time through the loop `item='mechanical'` and the third time through the loop `item='civil'`.

9.4 Break and Continue

Break and continue are two ways to modify the behavior of a loop

```
In [1]: while True:  
    out = input('type q to exit the loop: ')  
    if out == 'q':  
        break  
    print('Loop exited')
```

```
type q to exit the loop: t  
type q to exit the loop: m  
type q to exit the loop: q  
Loop exited
```

9.5 Flow Charts

Flow charts show the flow of a program graphically.

9.6 Summary

The summary from this chapter

Key Terms and Concepts

loop	break statement	flow chart
while loop	continue statement	
for loop	infinite loop	

9.7 Review Questions

08.01	08.04
08.02	08.05
08.03	

Errors, Explanations, and Solutions

Q08.80
Q08.81
Q08.82

Chapter 10

Matrices and Arrays

10.1 Introduction

By the end of this chapter you will be able to:

- Create **NumPy** arrays
- Modify **NumPy** arrays
- Index **NumPy** arrays
- Run mathematical operations on **NumPy** arrays
- Solve a system of linear equations using matrices

10.2 NumPy

NumPy is a Python package used for numerical calculations, working with arrays of a homogeneous values, and scientific computing.

In previous chapters, NumPy was used for the different functions and methods it provides. In addition to NumPy math functions such as `np.sin()` NumPy can also be used to construct homogeneous arrays and preform mathematical operations on arrays. A NumPy array is different from a Python list. The data types stored in a Python list can all be different:

```
python_list = [ 1, -0.038, 'gear', True]
```

The list above contains four different data types: 1 is an integer, -0.038 is a float, 'gear' is a string, and 'True' is a boolean.

The code below prints the data type of each value store in `python_list`.

```
In [25]: python_list = [1, -0.038, 'gear', True]
      for item in python_list:
          print(type(item))

<class 'int'>
<class 'float'>
<class 'str'>
<class 'bool'>
```

The data types stored in a NumPy array need to all share the same data type. Consider the NumPy array below:

```
np.array([1.0, 3.1, 5e-04, 0.007])
```

All four values stored in the NumPy array above share the same data type: 1.0, 3.1, 5e-04, and 0.007 are all floats.

If the same four elements stored in the previous Python list are stored in a NumPy array, NumPy will force all of the four items in the list to conform to the same data type. In the case below, all four items are converted to type '<U32', which is a string data type in NumPy.

```
In [16]: import numpy as np
      np.array([1, -0.038, 'gear', True])

Out[16]: array(['1', '-0.038', 'gear', 'True'], dtype='<U32')
```

NumPy arrays can also be two-dimensional, three-dimensional, or up to n-dimensional. The array size is only limited by computer resources, but the data type stored in each array is limited to the same type.

NumPy arrays are useful because mathematical operations can be run on an entire array simultaneously. If a list of numbers is stored in a regular Python list, when the list is multiplied by a scalar, the list extends and repeats instead of multiplying each number in the list by the scalar.

```
In [17]: lst = [1, 2, 3, 4]
          lst*2
```

```
Out[17]: [1, 2, 3, 4, 1, 2, 3, 4]
```

To multiply each element of a Python list by the scalar number 2, a loop can be used:

```
In [18]: lst = [1, 2, 3, 4]
          for i, item in enumerate(lst):
              lst[i] = lst[i]*2
          lst
```

```
Out[18]: [2, 4, 6, 8]
```

The method above is fairly cumbersome and is also quite *computationally expensive*. An operation that is computationally expensive is an operation that takes a lot of processing time and/or storage resources like RAM. Another way of completing this same action is to use a NumPy array. The NumPy array can be multiplied by a scalar and this will produce an array with each element multiplied by the scalar.

```
In [19]: nparray= np.array([1,2,3,4])
          2*nparray
```

```
Out[19]: array([2, 4, 6, 8])
```

If we have a very long list, we can compare the amount of time it takes for each operation. Jupyter notebooks have a nice built-in way to time how long it takes a line of code to execute. In a Jupyter notebook, when a line start with %timeit followed by code, the notebook will run the line of code multiple times and output an average of the time spent to complete the line of code. We can use %timeit to compare an mathematical operation on a Python list using a for loop to the same mathematical operation on a NumPy array.

```
In [26]: lst = list(range(10000))
          %timeit for i, item in enumerate(lst): lst[i] = lst[i]*2
```

```
4.29 ms ± 1.23 ms per loop (mean ± std. dev. of 7 runs, 1000 loops each)
```

```
In [27]: nparray= np.arange(0,10000,1)
          %timeit 2*nparray
```

```
7.4 µs ± 158 ns per loop (mean ± std. dev. of 7 runs, 100000 loops each)
```

With 10,000 integers, the Python list and for-loop takes an average of single milliseconds, while the NumPy array completing the same operation takes tens of microseconds. This is a speed increase of over 100x by using the NumPy array (1 millisecond = 1000 microseconds). For larger lists and NumPy arrays, the speed increase using NumPy is considerable.

10.3 Installing NumPy

Before NumPy's functions and methods can be used, NumPy must be installed. Depending on which distribution of Python is being used, the installation methods are slightly different.

Install NumPy on Anaconda

If the Anaconda distribution of Python is installed, NumPy comes pre-packaged and no further installation steps are necessary.

If using a version of Python from python.org or a version of Python that came with the operating system, the **Anaconda Prompt** and **conda** or **pip** can be used to install NumPy.

Install NumPy with the Anaconda Prompt

To install NumPy, open the **Anaconda Prompt** and type:

```
> conda install numpy
```

Type y for yes when prompted.

Install NumPy with pip

To install NumPy with **pip**, bring up a terminal window and type:

```
$ pip install numpy
```

This will install NumPy in the current working Python environment.

Verify NumPy installation

To verify NumPy is installed, try to invoke NumPy version at the Python REPL by calling the `__version__` attribute common to most Python packages.

```
In [1]: import numpy as np  
np.__version__
```

```
Out[1]: '1.14.3'
```

10.4 Array Creation

NumPy arrays are created with the `np.array()` function. The arguments provided to `np.array()` needs to be a list or iterable. An example is below. Note how the list `[1,2,3]` is passed into the function with square brackets at either end.

```
In [ ]: import numpy as np  
np.array([1,2,3])
```

The data type can be passed into the `np.array()` function as a second optional positional arguments. Available data types include 'int64', 'float', complex and >U32 (string data type).

```
In [ ]: import numpy as np  
        np.array([1,2,3],dtype='float')
```

The data type store in a NumPy array can be determined using the `.dtype` method. For instance, an array of floats will return `float64`.

```
In [3]: import numpy as np  
        my_array = np.array([1,2,3],dtype='float')  
        my_array.dtype
```

```
Out[3]: dtype('float64')
```

Arrays of Regularly Spaced Numbers

`np.arange()`

NumPy's `np.arange()` function will create a NumPy array according the arguments `start`, `stop+1`, `step`.

```
my_array = np.arange(start, stop+1, step)
```

This function is useful for creating an array of regularly spaced numbers. Consider creating a NumPy array of even numbers between 0 and 10. Note that just like counting in Python, counting in numpy starts at zero and ends at n+1.

```
In [19]: np.arange(0,10+2,2)
```

```
Out[19]: array([ 0,  2,  4,  6,  8, 10])
```

`np.linspace()`

Numpy's `np.linspace()` function will create a NumPy array according the arguments `start`, `stop+1`, `number of elements`.

```
my_array = np.linspace(start, stop, number of elements)
```

This function is useful for creating an array of regularly spaced numbers where the spacing is not known but the number of values is. Consider creating a `numpy` array of 10 numbers between 0 and 2π .

```
In [20]: np.linspace(0,2*np.pi,10)
```

```
Out[20]: array([0.0, 0.6981317, 1.3962634, 2.0943951, 2.7925268,  
               3.4906585, 4.1887902, 4.88692191, 5.58505361, 6.28318531])
```

np.logspace()

Numpy's `np.logspace()` function will create a **numpy** array according the arguments `start`, `stop`,`number of elements`, but unlike `np.linspace()`, `np.logspace()` will produce a logarithmically spaced array.

```
my_array = np.logspace(start, stop, number of elements)
```

This function is useful for creating an array of logarithmically spaced numbers where the spacing interval is not known but the number of values is. Consider creating a **numpy** array of 10 logarithmically spaced numbers between 0.1 and 1.

In [26]: `np.logspace(0.1, 1, 10)`

Out[26]: `array([1.25892541, 1.58489319, 1.99526231, 2.51188643, 3.16227766, 3.98107171, 5.01187234, 6.30957344, 7.94328235, 10.])`

np.zeros()

Numpy's `np.zeros()` function will create a **numpy** array containing zeros of a specific size. This is often useful when the size of an array is known, but the values that will go into it have not been created yet.

```
my_array = np.zeros((rows,cols))
```

In [53]: `np.zeros((5,5))`

Out[53]: `array([[0., 0., 0., 0., 0.], [0., 0., 0., 0., 0.], [0., 0., 0., 0., 0.], [0., 0., 0., 0., 0.], [0., 0., 0., 0., 0.]])`

np.ones()

Numpy's `np.ones()` function will create a **numpy** array containing all 1's of a specific size. This is often useful when the size of an array is known, but the values that will go into it have not been created yet.

```
my_array = np.ones((rows,cols))
```

In [54]: `np.ones((3,5))`

Out[54]: `array([[1., 1., 1., 1., 1.], [1., 1., 1., 1., 1.], [1., 1., 1., 1., 1.]])`

Arrays of Random Numbers

Numpy has functions to create many different types of random number arrays in the `np.random` module. A few of the common random number types are below.

Array of Random Integers

Arrays of random integers can be created with numpy's `np.random.randint()` function. The general syntax is:

```
np.random.randint(lower limit, upper limit, number of values)
```

To create an array of 5 different random numbers, each random number between 1 and 10:

```
In [30]: np.random.randint(0,10,5)
```

```
Out[30]: array([9, 4, 9, 1, 9])
```

A multi-dimentional size can be provided as the third arument. A 5×5 array of random numbers between 1 and 10:

```
In [31]: np.random.randint(0,10,[5,5])
```

```
Out[31]: array([[8, 1, 6, 7, 7],  
                 [9, 9, 0, 7, 7],  
                 [6, 2, 1, 0, 2],  
                 [8, 3, 4, 2, 1],  
                 [4, 5, 1, 0, 3]])
```

Array of Random Floats

Arrays of random floating point numbers can be created with numpy's `np.random.rand()` function. The general syntax is:

```
np.random.rand(number of values)
```

To create an array of 5 different random numbers, each random number between 0 and 1:

```
In [36]: np.random.rand(5)
```

```
Out[36]: array([0.02421777, 0.06312956, 0.45358935, 0.72194406, 0.65034115])
```

Random Array Choice from a List

```
np.random.choice(list of choices, number of choices)
```

To choose three numbers at random from a list of [1,5,9,11] use:

```
In [37]: lst = [1,5,9,11]  
np.random.choice(lst,3)
```

```
Out[37]: array([1, 1, 9])
```

Random Array with a Normal Distribution

`np.random.randn()` will return a random array of numbers with a normal distribution, assuming a mean of 0 and variance of 1.

```
np.random.randn(number of values)
```

In [38]: `np.random.randn(10)`

Out [38]: `array([-1.88792019, 0.5247404 , -1.16660705, 0.68567961, -0.57930791,
 -0.54634836, 0.1534303 , -1.64928217, -0.01712827, 0.9343703])`

To specify a mean `mu` and a standard deviation `sigma`, the function can be wrapped with:

```
In [39]: mu = 70
         sigma = 6.6

         sigma * np.random.randn(10) + mu
```

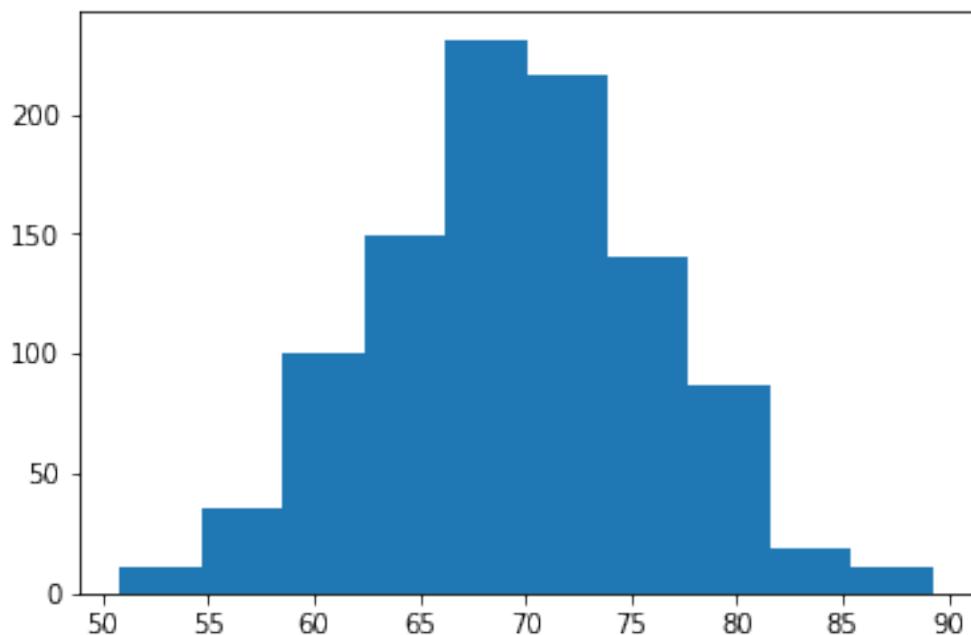
Out [39]: `array([65.56436887, 70.7579809 , 78.70706918, 76.5538997 , 72.83272356,
 62.17107227, 57.15193348, 66.07326289, 75.47326815, 76.13660167])`

To quickly plot a normal distribution, `matplotlib plt.hist()` function can be used.

```
In [43]: import matplotlib.pyplot as plt
         import numpy as np
         %matplotlib inline

         mu = 70
         sigma = 6.6

         sample = sigma * np.random.randn(1000) + mu
         plt.hist(sample)
         plt.show()
```



2-D Arrays

`np.meshgrid`

```
In [47]: x = np.arange(0,6)
y = np.arange(0,11,2)
X, Y = np.meshgrid(x,y)
print(X)
print(Y)
```

```
[[0 1 2 3 4 5]
 [0 1 2 3 4 5]
 [0 1 2 3 4 5]
 [0 1 2 3 4 5]
 [0 1 2 3 4 5]
 [0 1 2 3 4 5]]
[[ 0  0  0  0  0  0]
 [ 2  2  2  2  2  2]
 [ 4  4  4  4  4  4]
 [ 6  6  6  6  6  6]
 [ 8  8  8  8  8  8]
 [10 10 10 10 10 10]]
```

np.mgrid

```
In [52]: X, Y = np.mgrid[0:5,0:11:2]
    print(X)
    print(Y)
```

```
[[0 0 0 0 0 0]
 [1 1 1 1 1 1]
 [2 2 2 2 2 2]
 [3 3 3 3 3 3]
 [4 4 4 4 4 4]]
 [[ 0  2  4  6  8 10]
 [ 0  2  4  6  8 10]
 [ 0  2  4  6  8 10]
 [ 0  2  4  6  8 10]
 [ 0  2  4  6  8 10]]
```

Section Summary

Below is a list of numpy functions used in this section

np.array np.arange np.linspace np.logspace np.zeros np.ones np.random.rand np.random.randint
np.random.randn np.meshgrid np.mgrid

10.5 Array Indexing

Elements in a numpy array can be accessed using *indexing*. Indexing is an operation that pulls out a select set of values from an array. The *index* of a value in an array is that value's location. There is a difference between the the value that is stored and the index or location of that value within an array. Take the following example. Remember that counting in Python starts at zero.

```
In [2]: import numpy as np
a = np.array([2,4,6])
```

In the array above, there are three values stored: 2, 4 and 6. Each of these values has a different index. The value 2 has an index of 0. 2 is in the 0 location in the array. The value 4 has an index of 1 and the value 6 has an index of 2. A table summarizes this below:

Index or Location	Value
0	2
1	4
2	6

Individual values stored in array can be accessed using indexing. The general form is:

```
<value> = <array>[index]
```

Where `<value>` is the value stored in the array, `<array>` is the array object name and `[index]` specifies the index or location of that value. Applied to our example above, the value 6 is stored at index 2.

```
In [3]: import numpy as np
```

```
a = np.array([2,4,6])
value = a[2]
print(value)
```

```
6
```

Multi-dimensional Array Indexing

Multidimensional arrays are indexed as well. A simple 2-D array is defined by a list of lists.

```
In [5]: import numpy as np
```

```
a = np.array([[2,3,4],[6,7,8]])
print(a)
```

```
[[2 3 4]
 [6 7 8]]
```

Values in a 2-D array can be accessed using the general notation below:

```
<value> = <array>[row, col]
```

Where `<value>` is the value pulled out of the 2-D array named `<array>`. `[row, col]` specifies the row and column index of the value. Remember that Python counting starts at 0, so the first row is row zero and the first column is column zero.

We can access the value 8 in the array above by calling the row and column index `[1,2]` for the 2nd row (remember row 0 is the first row) and the 3rd column (remember column 0 is the first column).

```
In [6]: import numpy as np
```

```
a = np.array([[2,3,4],[6,7,8]])
value = a[1,2]
print(value)
```

```
8
```

Assigning Values with Indexing

Array indexing can be used to access values in an array and they can also be used for *assigning* values of an array. In order to assign a value to a particular index or location in an array, the following general form is used:

```
<array>[index] = <value>
```

Where `<array>` is the array object that value will be assigned to, `[index]` is the index or location the value will be put in and `<value>` is the value assigned to that location.

If we want to put the value 10 into the third index or location of an array, it can be coded as follows:

```
In [8]: import numpy as np
        a = np.array([2,4,6])
        a[2] = 10
        print(a)
```

```
[ 2  4 10]
```

Values can also be assigned into 2-D arrays using the form

```
<array>[row,col] = <value>
```

An example is below:

```
In [10]: import numpy as np

        a = np.array([[2,3,4],[6,7,8]])
        print(a)

        a[1,2]=20
        print(a)
```

```
[[2 3 4]
 [6 7 8]]
 [[ 2   3   4]
 [ 6   7 20]]
```

10.6 Array Slicing

Multiple values stored within an array can be accessed simultaneously with array *slicing*. To pull out a section or slice of an array, the colon operator `:` is used when calling the index. The general form is:

```
<slice> = <array>[start:end+1]
```

Where `<slice>` is the slice or section of the array object `<array>`. The index of the slice is specified in `[start:end+1]`. Note that Python counting starts at zero and ends at $n+1$. To pull the first 2 values out of an array, the indexing operation is `[0:2]`. An example is below:

```
In [1]: import numpy as np
```

```
a = np.array([2, 4, 6])
b = a[0:2]
print(b)
```

```
[2 4]
```

A blank stands in for the last index. A slicing operation `[1:]` will pull out the 2nd through last value of an array

```
In [3]: import numpy as np
```

```
a = np.array([2, 4, 6, 8])
b = a[1:]
print(b)
```

```
[4 6 8]
```

A blank also stands in for the first index. The slicing operation `[:3]` will pull out the 1st through third values of an array

```
In [4]: import numpy as np
```

```
a = np.array([2, 4, 6, 8])
b = a[:3]
print(b)
```

```
[2 4 6]
```

Slicing 2D Arrays

2D arrays can be sliced with the general form

```
<slice> = <array>[start_row:end_row+1, start_col:end_col-1]
```

```
In [7]: import numpy as np
```

```
a = np.array([[2, 4, 6, 8], [10, 20, 30, 40]])
b = a[0:2, 0:3]
print(b)
```

```
[[ 2  4  6]
 [10 20 30]]
```

Again, a blank represents the first index or the last index. The colon operator also represents “all”. To slice out the first two rows and all columns that code is:

```
In [1]: import numpy as np

a = np.array([[2, 4, 6, 8], [10, 20, 30, 40]])
b = a[:2, :] # [first two rows, all columns]
print(b)
```

```
[[ 2  4  6  8]
 [10 20 30 40]]
```

10.7 Array Operations

Mathematical operations can be completed using numpy arrays.

Scalar Addition

Scalars can be added and subtracted from arrays and arrays can be added and subtracted from each other:

```
In [2]: import numpy as np

a = np.array([1, 2, 3])
b = a + 2
print(b)
```

```
[3 4 5]
```

```
In [3]: import numpy as np

a = np.array([1, 2, 3])
b = np.array([2, 4, 6])
c = a + b
print(c)
```

```
[3 6 9]
```

10.8 Scalar Multiplication

Numpy arrays can be multiplied and divided by scalars:

```
In [4]: import numpy as np  
  
a = np.array([1,2,3])  
b = 3*a  
print(b)
```

```
[3 6 9]
```

```
In [5]: import numpy as np  
  
a = np.array([10,20,30])  
b = a/2  
print(b)
```

```
[ 5. 10. 15.]
```

Matrix Multiplication

Numpy array can be multiplied by each other using matrix multiplication. These matrix multiplication methods include element-wise multiplication, the dot product and the cross product

Element-wise multiplication

```
In [14]: import numpy as np  
  
a = np.array([1, 2, 3])  
b = np.array([4, 5, 6])  
a * b
```

```
Out[14]: array([ 4, 10, 18])
```

Dot Product

```
In [13]: import numpy as np  
  
a = np.array([1, 2, 3])  
b = np.array([4, 5, 6])  
np.dot(a,b)
```

```
Out[13]: 32
```

Cross Product

```
In [12]: import numpy as np

a = np.array([1, 2, 3])
b = np.array([4, 5, 6])
np.cross(a, b)

Out[12]: array([-3, 6, -3])
```

Exponents and Logarithms

```
np.exp()
np.log() - natural log
np.log2() base-2 log
np.log10() base 10 log
np.e
```

Trigonometry

```
sin()
cos()
tan()
arcsin()
arccos()
arctan()
hypot() Given the sides of a right triangle, returns the hypotenuse.

degrees()
radians()
deg2rad()
rad2deg()
```

10.9 Systems of Linear Equations

```
In [1]: import numpy as np
```

A system of linear equations is shown below

$$8x + 3y - 2z = 9$$

$$-4x + 7y + 5z = 15$$

$$3x + 4y - 12z = 35$$

The `np.linalg.solve()` function can be used to solve this system for the variables x , y and z . Set a numpy array `A` as a 3 by 3 array of the coefficients. Set a numpy array `b` as the right-hand side of the equations. Then solve for the values of x , y and z using `np.linalg.solve(A, b)`. The resulting array will have three entries. One entry for each variable.

```
In [2]: A = np.array([[8, 3, -2], [-4, 7, 5], [3, 4, -12]])
b = np.array([9, 15, 35])
x = np.linalg.solve(A, b)
x
```

```
Out[2]: array([-0.58226371,  3.22870478, -1.98599767])
```

```
In [16]: x[0]
```

```
Out[16]: -0.5822637106184365
```

We can plug the values of x , y and z back into one of the equations to check the answer.

$$8x + 3y - 2z = 9$$

Where x is the first entry in the array, y is the second entry in the array and z is the third entry in the array.

```
x = x[0]
```

```
y = x[1]
```

```
z = x[2]
```

When these values are plugged into the equation above, the answer should be 9.0.

```
In [4]: 8 * x[0] + 3 * x[1] - 2 * x[2]
```

```
Out[4]: 9.0
```

Another example from engineering statics is the following:

three forces operate on a point. The forces are defined as:

```
F1 =
```

```
F2 =
```

```
F3 =
```

What is the tension in AC and BC?

10.10 Summary

Key Terms and Concepts

numpy	computationally expensive	homogenous data type
array	slice	
matrix	index	

Numpy Functions and Methods

`np.array()`

10.11 Review Questions

Q09.01	Q09.06
Q09.02	Q09.07
Q09.03	Q09.08
Q09.04	Q09.09
Q09.05	

Errors, Explanations, and Solutions

Q09.80
Q09.81
Q09.82
Q09.83
Q09.84
Q09.85

Chapter 11

Symbolic Math

11.1 Introduction

By the end of this chapter you will be able to:

- Define Python variables as symbolic math variables
- Define mathematical equations using symbolic math variables
- Solve for symbolic math variables in terms of other symbolic math variables
- Derive numerical solutions using symbolic math variable substitution
- Simplify equations using symbolic math variables

11.2 SymPy

SymPy <http://www.sympy.org> is a Python library for *symbolic math*.

In symbolic math, symbols are used to represent mathematical expressions. An example symbolic math expression is below.

$$x^2 + y^2 = z$$

The expression contains the symbols x , y , and z .

If we define a second symbolic math expression:

$$x = a + b$$

then we can substitute in $a + b$ for x .

The result is the expression:

$$(a + b)^2 + y^2 = z$$

$$a^2 + 2ab + b^2 + y^2 = z$$

If solve for y in terms of a, b and z , would result in:

$$y = \sqrt{z - a^2 - 2ab - b^2}$$

In the symbolic math substitution above, symbolic math variables were rearranged, grouped and inserted. None of the variables were equal to a specific number, like 5 or 0.001, but you can still solve for one variable in terms of the others.

If there are numerical values for z , a and b , we can use Python to calculate the value of y . But if we don't have numerical values for z , a and b Python can also be used to rearrange terms and solve for one variable in terms of the other. Working with mathematical symbols in a programmatic way instead of working with numerical values in a programmatic way is call symbolic math.

To work with symbolic math, the SymPy library needs to be installed. Using the Anaconda Prompt this can be accomplished with the command:

```
> conda install sympy
```

SymPy is included with the Anaconda distribution of Python, so if you have the full Anaconda distribution, you will be notified that the SymPy library is already installed.

11.3 Defining Variables

Before we can construct symbolic math expressions, we need to first create symbolic math variables or symbols. To define variables with SymPy, first import the `symbols()` function from the SymPy module:

```
In [1]: from sympy import symbols
```

Symbolic math symbols are declared using SymPy's `symbols()` function. Note that in the arguments of the `symbols()` function, symbol names, are separated by a space (no comma) and surrounded by quotes. The output of the `symbols()` function are SymPy symbol objects. These output objects need to be separated by commas with no quotation marks.

```
In [2]: x, y = symbols('x y')
```

Substitution

Now that the symbols `x` and `y` are instantiated, a symbolic math expression using `x` and `y` can be created. A symbolic math expression is a combination of symbolic math variables with numbers and mathematical operators (such as `+`, `-`, `/` and `*`. The standard Python rules for calculating numbers apply in SymPy symbolic math expressions.

```
In [3]: expr = 2*x + y
```

Use the `.subs()` method to insert a numerical value into a symbolic math expression, . The first argument of the `.subs()` method is the variable and the second argument is the numerical value. In the expression above:

$$2x + y$$

If we substitute

$$x = 2$$

The resulting expression should be

$$\begin{aligned} &2(2) + y \\ &4 + y \end{aligned}$$

```
In [4]: expr.subs(x, 2)
```

```
Out[4]: y + 4
```

The `.subs()` method does not replace variables in place, it only completes a one-time substitution. If `expr` is called after the `.subs()` method is applied, the original `expr` expression is returned.

```
In [5]: expr
```

```
Out[5]: 2*x + y
```

In order to make the substitution permanent, a new expression object needs to be instantiated as the output of the `.subs()` method.

```
In [6]: expr = 2*x + y
expr2 = expr.subs(x, 2)
expr2
```

```
Out[6]: y + 4
```

SymPy variables can also be substituted into SymPy expressions. In the code section below, the symbol x is substituted for the symbol z .

```
In [7]: x, y, z = symbols('x y z')
expr = 2*x + y
expr2 = expr.subs(x, z)
expr2
```

```
Out[7]: y + 2*z
```

Expressions can also be substituted into other expressions. Consider the following:

$$2x + y$$

substitute in

$$y = 2x^2 + z^{-3}$$

results in

$$2x + 2x^2 + z^{-3}$$

```
In [8]: x, y, z = symbols('x y z')
expr = 2*x + y
expr2 = expr.subs(y, 2*x**2 + z**(-3))
expr2
```

```
Out[8]: 2*x**2 + 2*x + z**(-3)
```

A more practical example could involve a large equation and several variable substitutions.

$$n_0 e^{-Q_v/RT}$$

$$n_0 = 3.48 \times 10^{-6}$$

$$Q_v = 12,700$$

$$R = 8.31$$

$$T = 1000 + 273$$

```
In [9]: from sympy import symbols, exp
n0, Qv, R, T = symbols('n0 Qv R T')
expr = n0*exp(-Qv/(R*T))
```

Multiply SymPy `subs()` methods can be chained together to substitute multiple variables in one line of code.

```
In [10]: expr.subs(n0, 3.48e-6).subs(Qv,12700).subs(R, 8031).subs(T, 1000+273)
```

```
Out[10]: 3.48e-6*exp(-12700/10223463)
```

To evaluate an expression as a floating point number, use the `.evalf()` method.

```
In [11]: expr2 = expr.subs(n0, 3.48e-6).subs(Qv,12700).subs(R, 8031).subs(T, 1000+273)
```

```
In [12]: expr2.evalf()
```

```
Out[12]: 3.47567968697765e-6
```

11.4 Defining Equations

We can define equations using SymPy using symbolic math variables . *Equations* in SymPy are different than *expressions*. An expression does not have equality. An expression is a collection of symbols and operators, but expressions aren't equal to anything. Equations has equality. An equation can be thought of as an expression equal to something else.

```
In [1]: from sympy import symbols, Eq, solveset, solve
from sympy.solvers.solveset import linsolve
```

```
In [2]: x, y = symbols('x y')
```

```
In [3]: eq1 = Eq(4*x+2*y - 3)
```

```
In [4]: eq2 = Eq(-2*x-6*y + 10)
```

```
In [5]: sol = solve((eq1, eq2),(x, y))
sol
```

```
Out[5]: {x: -1/10, y: 17/10}
```

The SymPy solution object is a dictionary. The keys in the solution dictionary are the SymPy variable objects. The values in the solution dictionary are the numerical values the variables are equal to.

```
In [1]: print(f'The solution is x = {sol[x]}, y = {sol[y]}')
```

```
NameError                                 Traceback (most recent call last)

<ipython-input-1-82f40b20ea0e> in <module>()
----> 1 print(f'The solution is x = {sol[x]}, y = {sol[y]}')

NameError: name 'sol' is not defined
```

11.5 Solving two equations for two unknowns

Solving two equations for two unknown can be accomplished using SymPy. Consider the following set of two equations with two variables:

$$x + y - 5 = 0$$

$$x - y + 3 = 0$$

To solve this system of two equations for the two unknowns, x and y , first import the SymPy package. From the SymPy package, we'll use the functions `symbols`, `Eq` and `solve`.

```
In [1]: import numpy as np
       from sympy import symbols, Eq, solve
```

Next, we create two SymPy symbols objects, x and y . Note the string passed as an argument to the `symbols()` function, '`x y`', does not have any commas. The outputs of the `symbols()` function are the two symbols objects x and y . These outputs must be separated by a comma and are not surrounded by quotes.

```
In [2]: x, y = symbols('x y')
```

Now we can define the two equations as SymPy equation objects.

```
In [3]: eq1 = Eq(x + y - 5)
       eq2 = Eq(x - y + 3)
```

To compute the value of x and y , we use SymPy's `solve()` function. The first argument passed to the `solve()` function is a tuple of the two equations (`eq1, eq2`). The second argument passed to the `solve()` function is a tuple of the variables we want to solve for (x, y).

```
In [4]: solve((eq1,eq2), (x, y))
```

```
Out[4]: {x: 1, y: 4}
```

The solution is in the form of a Python dictionary. The dictionary keys are the variables and the dictionary values are the numerical solutions. We can access the solution out of the dictionary using regular dictionary indexing.

```
In [5]: sol_dict = solve((eq1,eq2), (x, y))
print(f'x = {sol_dict[x]}')
print(f'y = {sol_dict[y]}')

x = 1
y = 4
```

Consider the following engineering statics problem:

GIVEN:

A mass of 20 lbs is hung from a ring. The ring is supported by two cords, cord CE is 30 degrees above the horizontal to the right and cord BD is 45 degrees to the left above the horizontal.

$m = 20 \text{ lb}$

T_{CE} @ +30 degrees CCW relative to +x-axis

T_{BD} @ +45 degress CW relative to -x-axis

FIND:

magnitude of T_{CE} and T_{BD}

SOLUTION:

To solve for the magnitude of TCE and TBD, need to solve to two equations for two unknowns. To accomplish this with SymPy, first we need to import NumPy and SymPy. The SymPy functions symbols, Eq and solve will all be needed.

```
In [6]: import numpy as np
        from sympy import symbols, Eq, solve
```

Next define the symbolic math variables (that will be used in the equations) as SymPy symbols objects. Multiple symbolic math variables can be defined at the same time. Note the argument names (on the right-hand side of the assignment operator =) need to be enclosed in quotes ' ' and separated by spaces, no commas. The object names (on the left-hand side of the assignment operator =) are separated with commas, no quotes.

```
In [7]: Tce, Tbd = symbols('Tce Tbd')
```

Next two equations based on the sum of the forces need to be defined. Assuming the ring is in static equilibrium:

$$\sum \vec{F} = 0$$

$$\sum F_x = 0$$

$$\Sigma F_y = 0$$

The three forces operating on the ring are defined as:

T_{ce} = tension in cable CE

$$\vec{T}_{ce} = T_{ce}\cos(30)\hat{i} + T_{ce}\sin(30)\hat{j}$$

T_{bd} = tension in cable BD

$$\vec{T}_{bd} = -T_{bd}\cos(45)\hat{i} + T_{bd}\sin(45)\hat{j}$$

$$\vec{m} = 0\hat{i} - 20\hat{j}$$

Taking $\Sigma F_x = 0$ (sum of the \hat{i} terms):

$$T_{ce}\cos(30) - T_{bd}\cos(45) = 0$$

Taking $\Sigma F_y = 0$ (sum of the \hat{j} terms):

$$T_{ce}\sin(30) + T_{bd}\sin(45) - 20 = 0$$

Our first equation, based on the sum of the forces in the x-direction (the \hat{i} terms) is:

$$T_{ce}\cos(30) - T_{bd}\cos(45) = 0$$

This equation can be represented as a SymPy equation object. Note the right-hand side of the equation is 0. SymPy equation objects are instantiated with expressions equal to zero. If the expression was not equal to zero, we would simply subtract both sides by the term on the right-hand side of the equals sign and use the resulting expression (equal to zero) to create the SymPy equation object.

```
In [8]: eq1=Eq(Tce*np.cos(np.radians(30)) - Tbd*np.cos(np.radians(45)))
print(eq1)
```

```
Eq(-0.707106781186548*Tbd + 0.866025403784439*Tce, 0)
```

The second equation, based on the sum of the forces in the y-direction is:

$$T_{ce}\sin(30) + T_{bd}\sin(45) - 20 = 0$$

We can define this equation as a **Sympy** equation object as well:

```
In [9]: eq2=Eq(Tce*np.sin(np.radians(30)) + Tbd*np.sin(np.radians(45))-22)
           print(eq2)
```

```
Eq(0.707106781186548*Tbd + 0.5*Tce - 22, 0)
```

Now to solve the two equations for T_{ce} and T_{bd} we use sympy's `solve` method. The first argument is a tuple of the equations we want to solve, the second argument is a tuple of the variables we want to solve for.

```
In [10]: solve((eq1,eq2),(Tce, Tbd))
```

```
Out[10]: {Tbd: 19.7246603876972, Tce: 16.1051177665153}
```

The solution is saved in a dictionary. The dictionary keys are the variable names and the dictionary values are the numerical solution.

We can solve the same problem, but keep m as a variable.

```
In [11]: m, Tce, Tbd = symbols('m, Tab, Tac')
```

```
In [12]: eq1=Eq(Tce*np.cos(np.radians(30)) - Tbd*np.cos(np.radians(45)))
           eq2=Eq(Tce*np.sin(np.radians(30)) + Tbd*np.sin(np.radians(45))-m)
```

```
In [13]: solve((eq1,eq2),(Tce,Tbd))
```

```
Out[13]: {Tab: 0.732050807568877*m, Tac: 0.896575472168053*m}
```

Now our solution is in terms of the variable m .

11.6 Summary

Key Terms and Concepts

symbolic math

numerical calculation

expression

symbolic variable

systems of equations

equation

11.7 Review Questions

Q10.01

Q10.05

Q10.02

Q10.06

Q10.03

Q10.07

Q10.04

Q10.08

Errors, Explanations, and Solutions

Q10.80

Q10.81

Q10.82

Q10.83

Q10.84

Q10.85

Chapter 12

Python and External Hardware

12.1 Introduction

By the end of this chapter you will be able to:

- Connect external hardware to a computer running Python
- Install the PySerial library
- Read data over a serial connection using Python
- Save data coming in over a serial connection using Python
- Write data to a serial line using Python
- Read data from a sensor using Python
- Control an LED using Python

12.2 PySerial

PySerial is a Python package that facilitates serial communication. A computer running Python with the PySerial package installed can communicate with external hardware. PySerial is a useful package for problem solvers because it allows us to exchange data between computers and pieces of external hardware such as voltmeters, oscilloscopes, strain gauges, flow meters, actuators, and lights.

PySerial provides an interface to communicate over the *serial* communication protocol. Serial communication is one of the oldest computer communication protocols. Serial communication predates the USB specification used by computers and other pieces of hardware like mice, keyboards, and webcams. USB stands for Universal Serial Bus. USB and is built upon and extends the original serial communication interface.

Installing PySerial

To use the PySerial package, PySerial first needs to be installed. If you are use the full Anaconda distribution of Python, PySerial comes pre-installed. If you do not use the full Anaconda distribution of Python, PySerial can be installed using the **Anaconda Prompt**.

```
> conda install pyserial
```

Alternatively, PySerial can be installed on the command line using **pip**:

```
$ pip install pyserial
```

After PySerial is installed, the installation can be confirmed at the Python REPL:

```
In [1]: >>> import serial  
>>> print(serial.__version__)
```

```
3.4
```

NOTE: Even though the command to install PySerial was `> conda install pyserial`, the PySerial module is imported with the line `import serial`.

12.3 Bytes and Unicode Strings

Before using PySerial to communicate with external hardware over the serial interface, it is important to understand the difference between *bytes* and *unicode strings* in Python.

The distinction between bytes and unicode strings is important because strings in Python are *unicode* by default. However, external hardware like Arduino's, oscilloscopes and voltmeters transmit characters as *bytes*.

Unicode Strings

In Python, the syntax to define a new string is:

```
In [1]: ustring = 'A unicode string'
```

We can determine the data type of the `ustring` variable using the `type()` function:

```
In [2]: print(type(ustring))
```

```
<class 'str'>
```

When the Python interporator declares the variable `ustring` is of `<class 'str'>`, it indicates `ustring` is a *unicode string*.

In Python 3, all strings are *unicode strings* by default.

Unicode Strings are useful because there are many letter and letter-like characters that are not part of the the set of letters, numbers and symbols on a regular computer keyboard. For example in Spanish, the accent character is used over certain vowels. Letters with accents can't be represented by the letters on a standard English keyboard. However, letters with accents are part of a set of letters, numbers and symbols in *unicode strings*.

Byte Strings

Another way that characters such as letters, numbers and punctuation can be stored is as *bytes*. A *byte* is a unit of computer information that has a fixed width (one byte long). Because of this fixed width, one *byte* only has a small number of unique combinations. This limits *byte strings* to basically only the letters, numbers and punctuation marks on a computer keyboard. This limited set of characters is called the ASCII (pronounced *ask-ee two*) character set. A table of ASCII character codes is in the appendix. For instance, ASCII code 49 corresponds to the number one 1.

Machines speak bytes.

However, external hardware such as Arduinos, oscilloscopes, and voltmeters speak *byte strings* by default. In fact, almost all machines speak *byte strings* by default, including the servers that bring Netflix to your laptop.

To define a *byte string* in Python, the letter `b` is placed before the quotation marks `b' '` when a string is created.

```
In [3]: bstring = b'bstring'
```

We can view the data type of our `bstring` variable using the `type()` function.

```
In [4]: print(type(bstring))
```

```
<class 'bytes'>
```

Convert between *unicode strings* and *byte strings*

In order for a Python program to communicate with external hardware, we need to be able to convert between *unicode strings* and *byte strings*. This conversion is completed with the `.encode()` and `.decode()` methods.

The `.encode()` method “encodes” a unicode string into a byte string.

```
<byte string> = <unicode string>.encode()
```

The `.decode()` method “decodes” a byte string into a unicode string.

```
<unicode string> = <byte string>.decode
```

Remember: Machines speak bytes, Python strings are unicode by default.

We need to decode what machines transmit to Python before further processing. Python defaults unicode (and machines do not), so within our Python code we need to *encode* our unicode strings so machines can understand it.

```
In [5]: ustring = 'A unicode string'
        new_bstring = ustring.encode()
        type(new_bstring)
```

Out [5]: bytes

```
In [6]: bstring = b'bstring'
        new_ustring = bstring.decode()
        type(new_ustring)
```

Out [6]: str

When a command from a Python program (a unicode string) is sent to a piece of external hardware (that reads bytes):

The `.encode()` method is applied to the unicode string (to convert the unicode string to a byte string) before the command is sent to the piece of external hardware.

When a chunk of data comes in from a piece of external hardware (a byte string) and is read by a Python script (which speaks *unicode* by the default):

The `.decode()` method is applied to the byte string (to convert the byte string to a unicode string) before it is processed further by Python program.

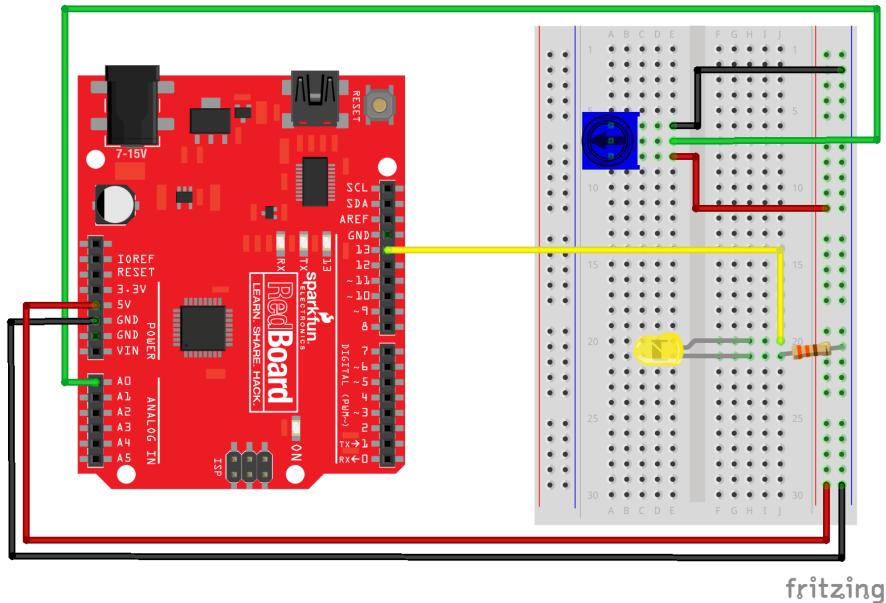
12.4 Reading a Sensor with Python

In this section you will learn how to read a sensor connected to an external piece of hardware (an Arduino) using Python. To accomplish this, the following hardware is required:

- A computer running Python
- An Arduino
- A potentiometer (the sensor)
- wires, a resistor, an LED, and a breadboard to connect the sensor to the Arduino
- A USB cable to connect the Arduino to the computer

Wire the sensor to the Arduino

Connect the potentiometer sensor to the Arduino using a resistor, wires and a breadboard. The middle pin of the potentiometer is connected to pin A0 on the Arduino. Connect the LED to the



Arduino with potentiometer

Arduino. Note the long lead of the LED is connected to PIN13 on the Arduino and the short lead of the LED is connected through a resistor to ground. If the LED is wired backwards, the LED will not turn on.

In the hardware schematic, the blue square with an arrow on it is a potentiometer. Potentiometers are controlled by a user and the user knows when the sensor signal changes because the user has turned the potentiometer dial.

The hardware schematic describes how to the Arudino, LED, resistor, and potentiometer are connected with jumper wires and a breadboard.

Upload code to the Arduino

Once the LED and potentiometer is hooked up the the Arduino, upload the following code to the Arduino using the Arduino IDE. Note that Arduinos don't use the Python programming language. The programming language used by Arduinos is a varient of the C programming language.

The Arduino sketch below (an Arduino program is called a sketch) accomplishes a couple things. First, the Arduino reads the potentiometer sensor value and stores the sensor value in the variable `sensorValue`. Next, the Arduino sends the sensor value over the serial line (as a byte sting). Finally, `sensorValue` is compared to 500. If `sensorValue` is less than 500, the LED stays off. If `sensorValue` is greater than 500, the LED turn on. This read-send-compare process repeats in a loop.

```
// potentiometer_read.ino
// reads a potentiometer and sends value over serial
int sensorPin = A0;      // The potentiometer is connected to analog pin 0
int ledPin = 13;          // The LED is connected to digital pin 13
int sensorValue;         // an integer variable to store the potentiometer reading
```



Arduino IDE Check to Verify



Arduino IDE Arrow to Upload

```

void setup() // this function runs once when the sketch starts
{
    // make the LED pin (pin 13) an output pin
    pinMode(ledPin, OUTPUT);

    // initialize serial communication
    Serial.begin(9600);
}

void loop() // this function runs repeatedly after setup() finishes
{
    sensorValue = analogRead(sensorPin); // read the voltage at pin A0
    Serial.println(sensorValue); // Output sensor value to Serial Monitor

    if (sensorValue < 500) { // if sensor reading is less than 500,
        digitalWrite(ledPin, LOW); } // Turn the LED off

    else { // if sensor reading is greater than 500
        digitalWrite(ledPin, HIGH); } // Keep the LED on

    delay(100); // Pause 100 milliseconds before next sensor reading
}

```

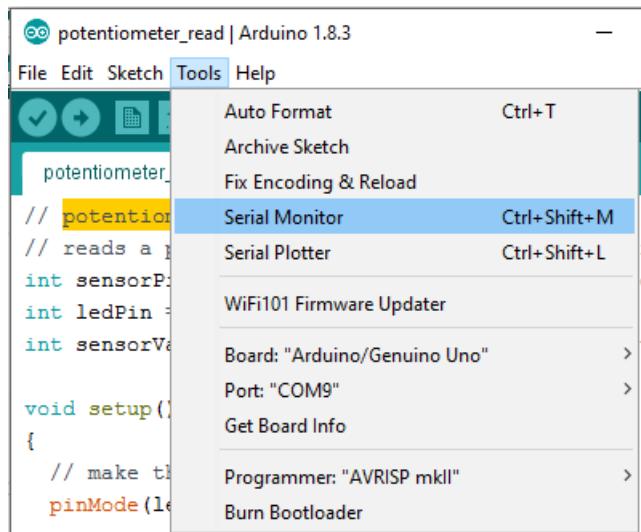
Connect the Arduino to the computer and Upload the Sketch

Connect the Arduino to the computer with a USB cable. Upload the sketch to the Arduino. In the Arduino IDE, click the [check mark] to verify and the [arrow] to upload. If the sketch does not upload, check which COM port is selected in Tools → Ports.

Check the Sensor Signal

To verify the Arduino sketch is working correctly, the sensor signal can be checked in three ways:

- The LED turns on and off as the potentiometer dial is rotated



Select the Arudino Serial Monitor from the Tools Menus

- In the Arudino **Serial Monitor**, numbers change as the potentiometer dial is rotated
- In the Arudino **Seral Plotter**, the line moves as the potentiometer dial is rotated

LED turns ON and OFF

The LED should turn on and off as the potentiometer is rotated. If the LED does not turn on and off when the potentiometer is rotated, make sure the potentiometer is turned back and forth through its full range of rotation. Also ensure the USB cable is plugged in to both the Arudino and the computer.

Arudino Serial Monitor

Access the Arudino **Serial Monitor** using Tools → Serial Monitor.

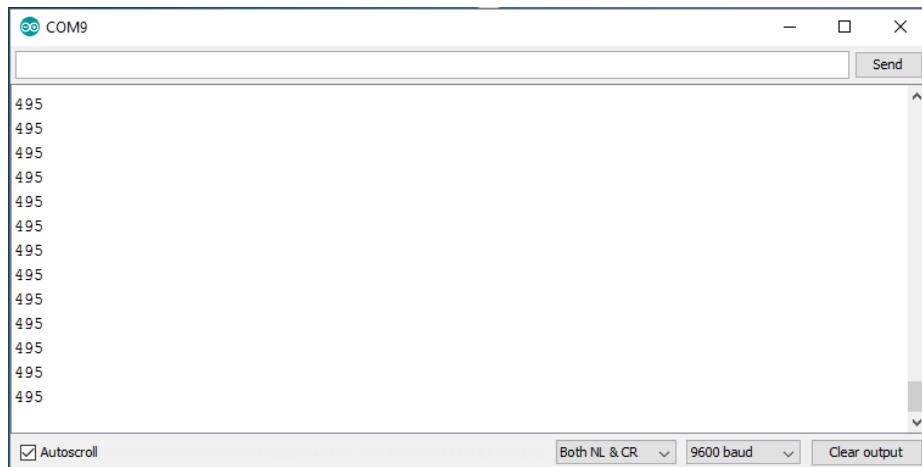
If the Arudino sketch is working correctly, a running list of numbers is shown in the Arudino **Serial Monitor**. When the potentiometer is dialed back and forth, the numbers streaming down the **Serial Monitor** should change. The output in the Serial Monitor should be a running list of numbers between 0 and 1024.

If a running list of numbers can't be seen in the Arudino **Serial Monitor**, ensure [Auto Scroll], [Both NL & CR] and [9600 baud] are selected. Also make sure the Port is set correctly in Tools → Port.

Arduino Serial Plotter

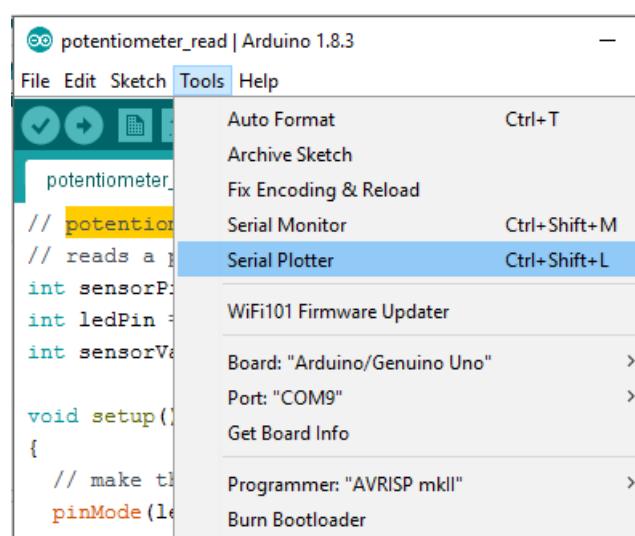
To access the Arudino Serial Plotter, select Tools → Serial Monitor. Note the Arudino Serial Monitor needs to be closed before the Serial Plotter can be opened. If the sketch is working correctly, potentiometer rotation produces a moving line on the Arudino Serial Plotter .

The output of the Serial Plotter should be a running line graph. The height of the line on the graph should change as the potentiometer is dialed back and forth. If the Serial Plotter is blank, make

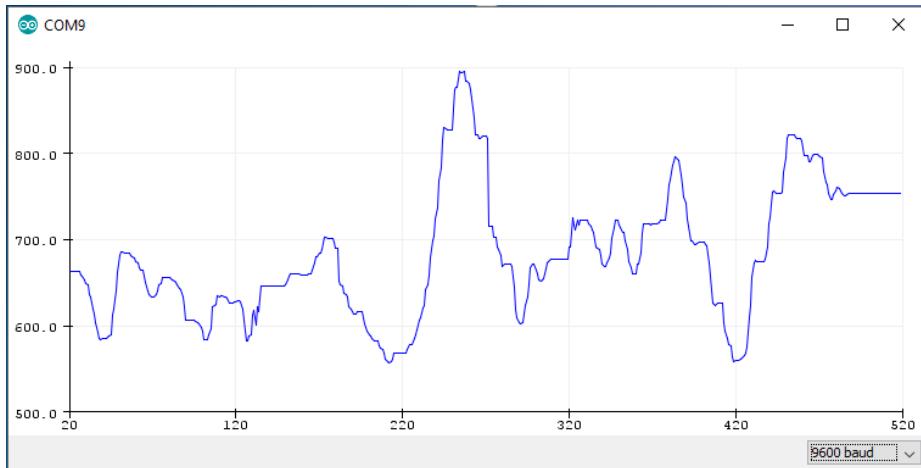


The screenshot shows the Arduino Serial Monitor window titled "COM9". The main text area displays the value "495" repeated 15 times. At the bottom, there are three buttons: "Autoscroll" (checked), "Both NL & CR" (selected), and "9600 baud". A "Send" button is located in the top right corner.

Arduino Serial Monitor Output



Arduino Serial Plotter Menu



Arudino Serial Plotter

sure [9600 baud] is selected in the lower right corner of the Serial Plotter. Also make sure the Port has been set correctly in Tools → Port.

Write a Python script to read the sensor

After the hardware is connected and the Arduino sketch is working properly, we can construct a Python script to read the sensor value.

Communication between the Python script and the Arduino can be accomplished using the PySerial package. Make sure PySerial is installed before the script is run.

At the top of the Python script, import the PySerial module. Note that although the package is called PySerial, use the line `import serial` to import the package.

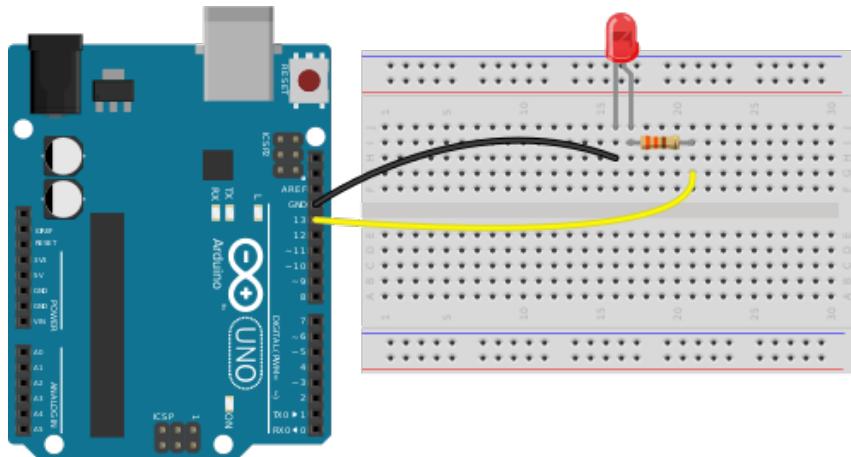
```
import serial
import time
```

Next, we'll code a loop runs for about 5 seconds while data is collected from the sensor. If it seems like the loop is stuck, press [Ctrl] + [c].

```
data = [] # create an empty list to store the data
for i in range(50):
    with serial.Serial('COM4', 9800, timeout=1) as ser:
        line = ser.readline() # read a '\n' terminated line
        string = line.decode() # convert the byte string to a unicode string
        data.append(float(string)) # convert the unicode string to a float and add it to the list
    time.sleep(0.1) # wait 0.1 seconds before reading the next line
```

After the data is collected, the data can be displayed with the `print()` function and a `for` loop. The output looks like the numbers in the Arduino **Serial Monitor**.

```
for line in data:
    print(line)
```



Arduino with LED

The data can also be plotted with Matplotlib. The resulting plot looks like the line plot in the [Arduino Serial Plotter](#).

```
import matplotlib.pyplot as plt
# if using a jupyter notebook include, comment out if using a .py file
%matplotlib inline

plt.plot(data)
plt.show()
```

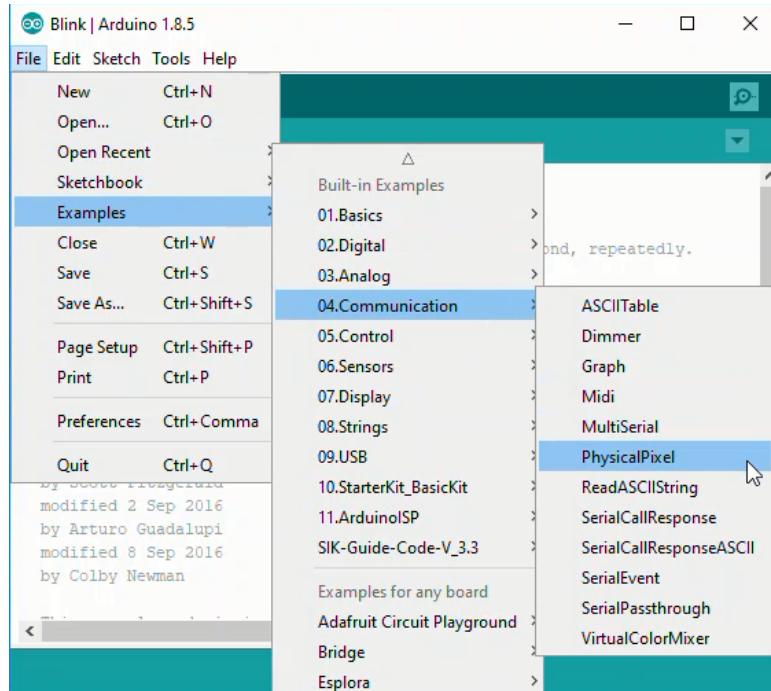
12.5 Controlling an LED with Python

In this section you will learn how to control an LED connected to an external piece of hardware (an Arduino) using Python. To accomplish this task, the following hardware is required:

- A computer running Python
- An Arduino
- An LED
- Wires, a resistor and a breadboard to connect the LED to the Arduino
- A USB cable to connect the Arduino to the computer

Wire the LED to the Arduino

Connect the LED to the Arduino using a resistor, wires and a breadboard. Note the short leg of the LED is connected to ground, and the long leg of the resistor is connected through a resistor to PIN 13. A resistor is needed to prevent too much current from flowing through the LED. This type of resistor is called a *pull up resistor*.



Physical Pixel Example Sketch in the Arduino IDE

Upload code to the Arduino

Upload the following code to the Arduino using the Arduino IDE. This is the example sketch called Physical Pixel. The Physical Pixel sketch is found in the Arduino IDE under File → Examples → 04.Communication → PhysicalPixel

The code for the Physical Pixel Sketch is shown below.

```
// Arduino IDE: File --> Examples --> 04.Communication --> PhysicalPixel

const int ledPin = 13; // the pin that the LED is attached to
int incomingByte; // a variable to read incoming serial data into

void setup() {
    // initialize serial communication:
    Serial.begin(9600);
    // initialize the LED pin as an output:
    pinMode(ledPin, OUTPUT);
}

void loop() {
    // see if there's incoming serial data:
    if (Serial.available() > 0) {
        // read the oldest byte in the serial buffer:
        incomingByte = Serial.read();
        // if it's a capital H (ASCII 72), turn on the LED:
        if (incomingByte == 72) {
            digitalWrite(ledPin, HIGH);
        }
    }
}
```



Arduino IDE Check to Verify



Arduino IDE Arrow to Upload

```

if (incomingByte == 'H') {
    digitalWrite(ledPin, HIGH);
}
// if it's an L (ASCII 76) turn off the LED:
if (incomingByte == 'L') {
    digitalWrite(ledPin, LOW);
}
}
}

```

Connect the Arduino to the Computer

Connect the Arduino to the computer using a USB cable. Make sure the Port is selected properly in the Arduino IDE under Tools → Port.

In the Arduino IDE, click the [checkmark] to verify and the [arrow] to upload. If the sketch does not upload, check which COM port is selected in Tools → Port.

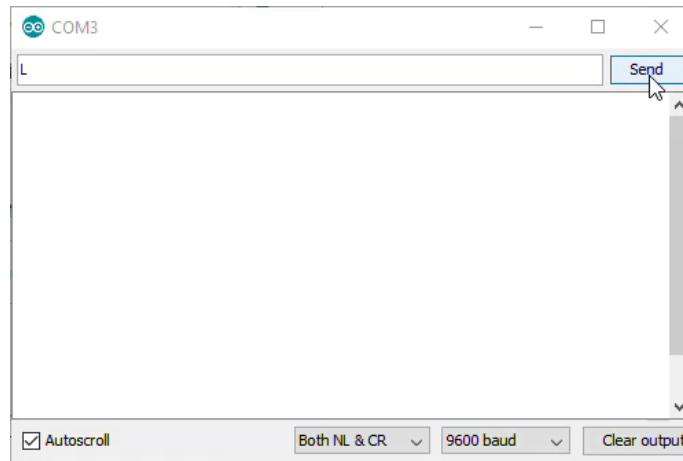
Turn the LED on and off with the Arduino Serial Monitor

Open the Arduino Serial Monitor using Tools → Serial Monitor. In the Serial Monitor type L or H and click [Send]. Observe the LED turn on and off. Send H to turn the LED on. Send L to turn the LED off.

Write a Python Script to turn the LED on and off

After the LED turns on and off based on sending H and L with the Arduino Serial Monitor, we can write a Python script to turn the LED on and off. Again, the serial communication between the Python script and the Arduino is facilitated by the PySerial package. Ensure PySerial is installed before running the Python script.

At the top of the Python script, import the PySerial package. Note that even though the package is called PySerial, the line `import serial` is used. Python's built-in `time` module is also imported as the `time.sleep()` function will be used in the script.



Arduino Serial Monitor

```
import serial
import time
```

In the next part of the Python script, create a loop that blinks the LED on and off for about 5 seconds. Note the byte string `b'H'` is sent to the Arduino, not the unicode string `'H'`. The unicode string `'H'` is pre-pended with the letter `b` in the line `ser.writelines(b'H')`.

```
data = []
for i in range(10):
    with serial.Serial('COM4', 9800, timeout=1) as ser:
        ser.writelines(b'H')      # send a byte
        time.sleep(0.5)          # wait 0.5 seconds before reading the next line
        ser.writelines(b'L')      # send a byte
```

Write a Python script to allow a user to turn the LED on and off

Once the LED blinks on and off successfully using a for loop in a Python script, we can write a new Python script that allows a user to turn the LED on and off. At the top of the new Python script import the PySerial package and built-in time module.

```
import serial
import time
```

Next, give the user instructions. If the user types `H`, the LED turns on. If the user types `L` the LED turns off. If the user types `q`, the program terminates.

```
print('This is a program that allows a user to turn an LED on and off')
print('type H to turn the LED on')
print('type L to turn the LED off')
print('type q to quit')
```

Finally, the script needs a while loop to ask the user to enter the letter `H`, `L` or `q`. Once the user enters the letter, the letter is converted to a byte string. Next, the byte string is sent over the serial

line to the Arduino. A delay is added so that the Arduino can process the command before reading with the next one.

```
user_input = input('H = on, L = off, q = quit' : )
while user_input != 'q':
    with serial.Serial('COM4', 9800, timeout=1) as ser:
        byte_command = encode(user_input)
        ser.writelines(byte_command)      # send a byte
        time.sleep(0.1) # wait 0.5 seconds before reading the next line
        user_input = input('H = on, L = off, q = quit' : )
print('q entered. Exiting the program')
```

Run the Python script. Type H and L and observe the LED turn on and off. Type q to end the program.

12.6 Summary

Key Terms and Concepts

External Hardware	Arduino	UTF-8
Sensor	Serial Communication	Byte code
LED	USB	ASCII
Resistor	Unicode	ASCII Character
Breadboard	Unicode String	

Additional Resources

The official documentation for the PySerial Package is found here: <https://docs.pyserial.com>

The Arduino project has a great set of tutorials found here:<https://www.arduino.cc/en/Tutorials>

SparkFun has a great overview of wiring an LED to an Arduino here: and a great overview of writing a potentiometer to an Arduino here:

Review Questions

Q11.01

Q11.02

Q11.03

Q11.04

Q11.05

Q11.06

Errors, Explanations, and Solutions

Q11.80

```
import serial  
  
string = 'L'
```

Q11.81

Q11.82

Q11.83

12.7 Review Questions

- | | |
|----|-----|
| 1. | 6. |
| 2. | 7. |
| 3. | 8. |
| 4. | 9. |
| 5. | 10. |

Chapter 13

MicroPython

13.1 Introduction

By the end of this chapter you will be able to:

- Install MicroPython on a microcontroller
- Run Python commands on a microcontroller using the MicroPython REPL
- Save module files and run Python scripts on a microcontroller
- Use MicroPython to read data off a sensor
- Use MicroPython to switch on and off a light

13.2 What is MicroPython?

What is MicroPython?

[MicroPython](#) is a port, or version of Python designed to run on small, inexpensive, low-power microcontrollers. Examples of microcontrollers that MicroPython can run on include the [pyboard](#), the [WiPy](#) and ESP8266 boards like the [Adafruit Feather Huzzah](#). Traditionally, Python is run on a desktop or laptop computer (also on cloud servers). Compared to a desktop or laptop, microcontrollers are much smaller, cheaper and less powerful. A “regular” version of Python can’t run on small, cheap microcontrollers because Python is too resource intensive. Regular Python takes up too much hard disk space, runs on too much RAM and requires a more powerful processor than microcontrollers have.

It is pretty amazing that a version of Python (MicroPython) runs on these small, cheap microcontrollers like the ESP8266. To get MicroPython to run at all on these small boards, MicroPython only contains a subset of all the standard library modules included with “regular” Python. Some of the libraries that are included with MicroPython don’t have the full set of functions and classes that come with the full version of Python. This allows MicroPython to be compact (around 600 kB for the ESP8266 port) and only use a small amount of RAM (down to 16k according to the [Micropython main page](#).)

You can try using MicroPython online with a browser-based [MicroPython online emulator](#). The emulator allows you to run commands at a MicroPython Prompt and see the result on a virtual pyboard.

What is Micropython used for?

MicroPython is installed on small, cheap microcontrollers like the [ESP8266](#). Anything these small microcontrollers can do, MicroPython can do. This includes using the microcontroller as a remote sensor to measure things like temperature, humidity and light level. MicroPython can also be used to blink LED’s, control arrays of LED’s, or run small displays. MicroPython can control servo motors, stepper motors and solenoids. Civil Engineers could use MicroPython to monitor water levels. Mechanical Engineers could use MicroPython to drive robots. Electrical Engineers could use MicroPython to measure voltage levels in embedded systems. By the end of this chapter, you will learn how to use MicroPython, running on a small cheap ESP8266 board, to create a remote Internet-connected weather station.

Why should problem solvers learn MircoPython?

Using Python to solve problems such as calculations, statistics, modeling and visualization is really useful. But Python on its own is fairly limited in controlling devices outside the computer it’s running on. You don’t want to leave a laptop in a remote estuary to measure water temperature, but you could leave a little microcontroller and low-cost temperature sensor in a remote location. A small robot can’t carry around a heavy laptop, but a small, light, low-power board could run a simple robot. You don’t want to use a laptop for every small electrical measurement or embedded system control, but a \$2 WiFi module would work.

In addition, learning how to use MicroPython on small, cheap microcontroller can help problem solvers understand how programming works. Seeing and controlling a motor whirl is a different

kind of feedback and excitement compared to seeing a picture of a motor with the speed displayed as text. Seeing an array of LED's light up produces a different kind of wonder compared to seeing a 2-D plot on a computer screen. Plus MicroPython is just fun! It's as easy to program MicroPython as it is to program regular Python. The little projects you can do with MicroPython running on a small, low-cost board are almost unlimited. We could send MicroPython to space in a micro-satellite, or bury MicroPython underground in a small boring machine, or launch MicroPython into the sky on a weather balloon.

13.3 Installing MicroPython

MicroPython is a port of the Python programming language that runs on small, inexpensive microcontrollers. In this section, you will learn how to install MicroPython on an Adafruit Feather Huzzah ESP8266 microcontroller using Python and a package called **esptool**. In subsequent sections, you will learn how to blink an LED and read a sensor using MicroPython.

To install MicroPython on an ESP8266-based microcontroller, like the Adafruit Feather Huzzah ESP8266, we need the following hardware:

Hardware	Purpose
A laptop or desktop computer	install MicroPython on the microcontroller
Adafruit Feather Huzzah ESP8266	microcontroller running MicroPython
microUSB cable	connect the microcontroller to computer

To install MicroPython we will use the following software and tools:

Software	Purpose
Anaconda distribution of Python	run esptool that installs MicroPython
Anaconda Prompt	Install the esptool package using pip
esptool	A pip installable package used to install MicroPython
firmware .bin file	Version of MicroPython run on the microcontroller

Summary of Steps:

1. Install the [Anaconda distribution](#) of Python
2. Create a new conda environment and `pip install esptool`
3. Download the [latest MicroPython .bin firmware file](#)
4. Install the [SiLabs driver](#) for the Adafruit Feather Huzzah ESP8266
5. Connect the Adafruit Feather Huzzah ESP8266 board to the laptop using a microUSB cable
6. Determine which serial port the Feather Huzzah is connected to
7. Run the esptool to upload the .bin firmware file to the Feather Huzzah
8. Download and install [Putty](#), a serial monitor
9. Use Putty to connect to the Feather Huzzah and run commands in the MicroPython REPL

Install the Anaconda distribution of Python

If you don't have Anaconda installed already, go to [Anaconda.com/download](https://www.anaconda.com/download) and install the latest version.

Create a new conda environment and install esptool

To install MicroPython on the ESP8266-based microcontroller, we will start out by creating a *virtual environment*. A virtual environment is an isolated Python interpreter and set of packages that are separate from the base version of Python running on your computer. We'll create a new virtual environment with the Anaconda Prompt and the conda command line tool to use with our MicroPython projects.

Open the Anaconda prompt and create a new virtual environment named `micropython`. Activate the environment with the `conda activate` command. After activating the virtual environment you should see `(micropython)` before the Anaconda Prompt. Once inside the virtual environment, use `pip` to install `esptool`. The `esptool` will be used to upload the MicroPython `.bin` firmware file onto the Adafruit Feather Huzzah board. Confirm that `esptool` is installed in the `(micropython)` virtual environment with `conda list`. The list of commands below also creates a new directory in the **Documents** folder called `micropython` to store all the project files.

```
> conda create -n micropython python=3.6
> conda activate micropython
(micropython) > pip install esptool
(micropython) > conda list
(micropython) > cd Documents
(micropython) > mkdir micropthon
(micropython) > cd micropython
```

Download the latest MicroPython firmware .bin file

Go to GitHub.com and [download the latest .bin firmware](#) file at micropython.org/download#esp8266. Move the `.bin` firmware file to a new `micropython` directory. The `.bin` firmware file is the version of MicroPython that runs on the Adafruit Feather Huzzah ESP8266. Straight from Adafruit, the Feather Huzzah microcontroller does not have MicroPython installed, so we need to install MicroPython ourselves. After installing the MicroPython `.bin` firmware file onto the board, we will be able to bring up the MicroPython REPL prompt, type commands into the MicroPython REPL and run MicroPython `.py` scripts on the board.

Install the SiLabs driver for the Adafruit Feather Huzzah ESP8266

Before we can connect the Adafruit Feather Huzzah to the computer, we need a specific driver installed. For my Windows 10 laptop to see the Adafruit Feather Huzzah board, the [CP210x USB to UART Bridge VCP driver](#) needs to be downloaded from SiLabs and installed. This is quick and easy, but does require admin privileges.

The screenshot shows a web browser window with the title "MicroPython - Python fo". The address bar contains the URL micropython.org/download/#esp8266. The main content is titled "Firmware for ESP8266 boards". It says: "The following files are stable firmware for the ESP8266. Program your board using the esptool.py program as described in the tutorial." Below this, there is a list of stable firmware files:

- [esp8266-20171101-v1.9.3.bin \(elf, map\) \(latest\)](#)
- [esp8266-20170823-v1.9.2.bin \(elf, map\)](#)
- [esp8266-20170612-v1.9.1.bin \(elf, map\)](#)
- [esp8266-20170526-v1.9.bin \(elf, map\)](#)
- [esp8266-20170108-v1.8.7.bin \(elf, map\)](#)

Below this, it says: "The following are daily builds of the ESP8266 firmware. They have the latest features and bug fixes, WebREPL is not automatically started, and debugging is enabled by default." Another list of daily builds follows:

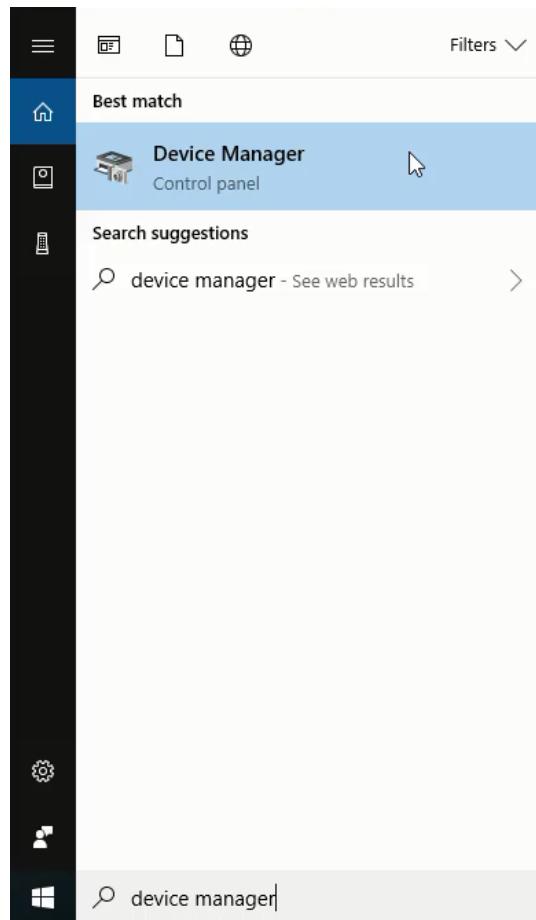
- [esp8266-20180218-v1.9.3-318-g60c6b880.bin \(elf, map\) \(latest\)](#)
- [esp8266-20180217-v1.9.3-318-g60c6b880.bin \(elf, map\)](#)
- [esp8266-20180216-v1.9.3-315-g73d1d20b.bin \(elf, map\)](#)
- [esp8266-20180215-v1.9.3-315-g73d1d20b.bin \(elf, map\)](#)

MicroPython Firmware

The screenshot shows a web browser window with the title "USB to UART Bridge VCP". The address bar contains the URL <https://www.silabs.com/products/development-tools/software/usb-to-uart-bridge-vcp-drivers>. The page features the Silicon Labs logo. The main content is titled "Download for Windows 10 Universal (v10.1.1)". Below this, there is a table:

Platform	Software	Release Notes
Windows 10 Universal	Download VCP (2.3 MB)	Download VCP Revision History

SiLabs Driver Download Page



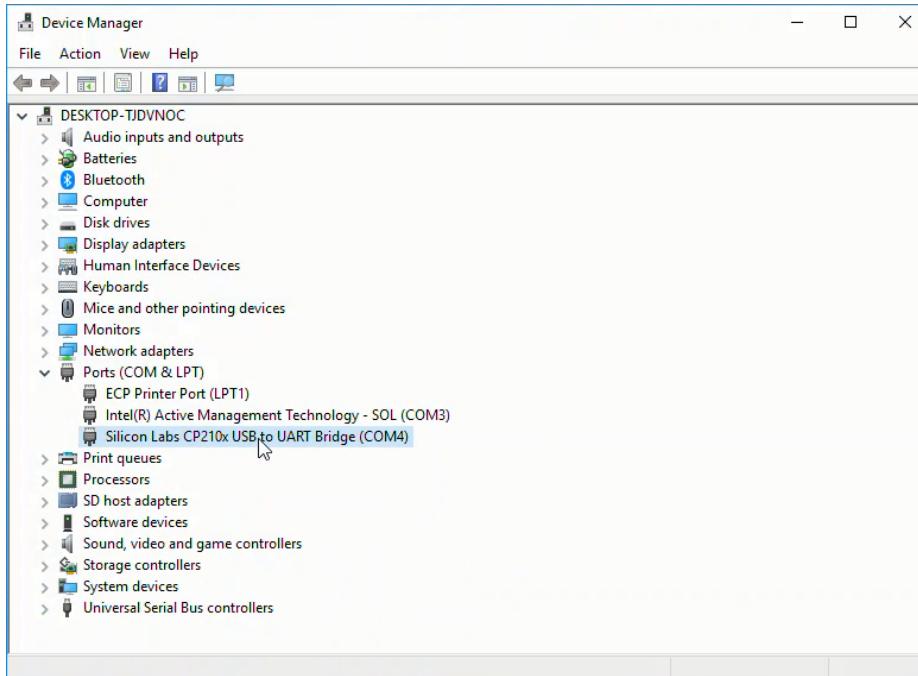
Find Windows 10 Device Manager

Connect the Adafruit Feather Huzzah ESP8266 board to the laptop

Use a microUSB cable (the same kind of cable that charges many mobile phones) to connect the Feather Huzzah to the computer. Make sure that the microUSB cable is a full USB **data cable** and not just a simple power cable. If you have trouble getting the Feather Huzzah to work, one reason might be the micoUSB cable is only a charging cable and can not transfer data.

Determine which serial port the Feather Huzzah is connected to

Use the Windows Device Manager to determine which serial port the Feather Huzzah board is connected to. The serial port is one of the parameters that needs to be defined when the .bin firmware file is upload on the board. Look for something like **Silicon Labs CP210x USB to UART Bridge (COM4)** in the **Ports (COM & LPT)** menu. The USB to UART bridge is actually the Feather Huzzah board. CP210x refers to the chip that handles serial communication on the Feather Huzzah, not the ESP8266 chip itself. Make note of the number after (COM). It often comes up as (COM4) but it may be different on your computer.



Windows 10 Device Manager Menu

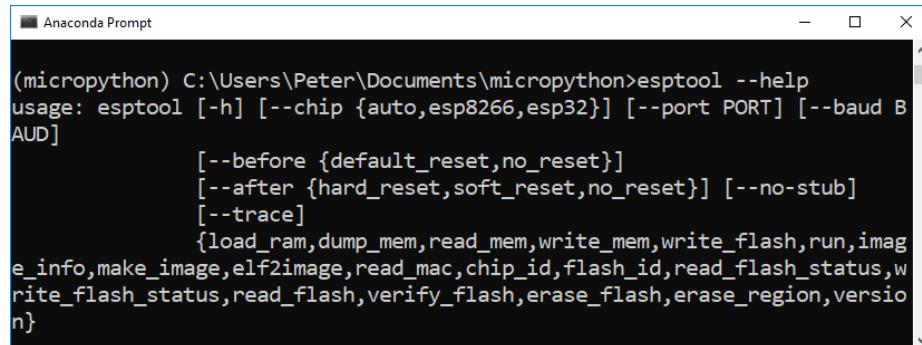
Run esptool to upload the .bin file to the Feather Huzzah

Open the Anaconda Prompt and `cd`(change directory) into the `micropython` directory which contains the `.bin` file. Use the `dir` command to see the `micropython` directory contents. Make sure the `.bin` firmware file is in the directory. The `.bin` firmware file will be called something like `esp8266-20171101-v1.9.3.bin`. Activate the `micropython` environment with the command `conda activate micropython`. Run `esptool --help` to ensure `esptool` is installed properly. Note there is no `.py` extension after `esptool`. On my Windows laptop, the command `esptool` worked, but the command `esptool.py` did not (this is different than the commands shown on the [MicroPython docs](#)). If you try to run `esptool` and you are not in the `(micropython)` virtual environment, you will get an error.

```
> cd Documents
> cd micropython
> pwd
Documents/micropython
> dir
> conda activate micropython
(micropython) > esptool --help
```

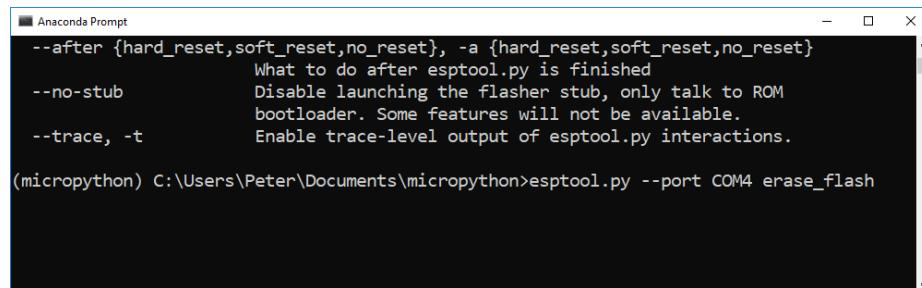
Before we write the `.bin` firmware file to the board, we should first erase the flash memory on the Feather Huzzah using the command `esptool erase_flash`. Make sure to specify the `--port`. The argument after `--port` is the COM port assigned to the ESP8266 board shown in the Windows Device Manager. This port often comes up as COM4.

```
(micropython) > esptool --port COM4 erase_flash
```



```
(micropython) C:\Users\Peter\Documents\micropython>esptool --help
usage: esptool [-h] [--chip {auto,esp8266,esp32}] [--port PORT] [--baud B
AUD]
              [--before {default_reset,no_reset}]
              [--after {hard_reset,soft_reset,no_reset}] [--no-stub]
              [--trace]
              {load_ram,dump_mem,read_mem,write_mem,write_flash,run,image_info,make_image,elf2image,read_mac,chip_id,flash_id,read_flash_status,write_flash_status,read_flash,verify_flash,erase_flash,erase_region,version}
```

esptool help



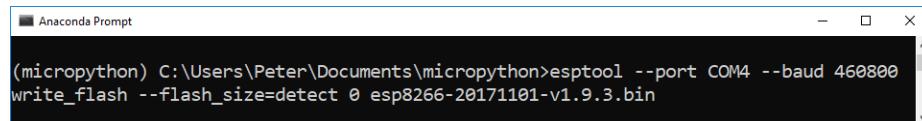
```
--after {hard_reset,soft_reset,no_reset}, -a {hard_reset,soft_reset,no_reset}
What to do after esptool.py is finished
--no-stub
Disable launching the flasher stub, only talk to ROM
bootloader. Some features will not be available.
--trace, -t
Enable trace-level output of esptool.py interactions.

(micropython) C:\Users\Peter\Documents\micropython>esptool.py --port COM4 erase_flash
```

esptool erase flash

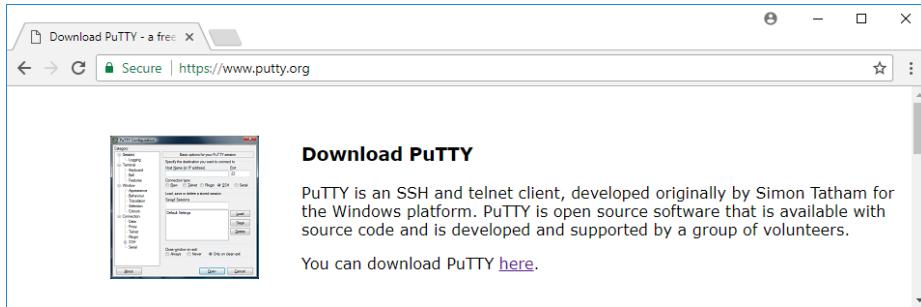
Now it's time to write the .bin firmware file to the flash memory on the board using the `esptool write_flash` command. Make sure to use the exact .bin firmware file name you see sitting in the `micropython` directory. The port has to be set as the port you found in the Windows Device Manager. `--baud` is the baud rate, or upload speed. I found that `--baud 460800` worked, but you could also specify `--baud 115200` which is slower. The upload time was a matter of seconds with either baud rate. The 0 after `--flash_size=detect` means we want the firmware to be written at the start of the flash memory (the 0th position) on the board. Again, make sure the .bin firmware file name is correct. It is easy to mistype. Another issue I ran into was that I tried to use the command `esptool.py` instead of `esptool` as shown on the [MicroPython docs](#). The documentation for [MicroPython on the ESP8266](#) specifies the command `esptool.py` (including the `.py` file extension). This did work on my Windows 10 machine. Omitting the `.py` file extension, and running `esptool` worked instead.

```
(micropython) > esptool --port COM4 --baud 460800 write_flash --flash_size=detect
```



```
(micropython) C:\Users\Peter\Documents\micropython>esptool --port COM4 --baud 460800
write_flash --flash_size=detect 0 esp8266-20171101-v1.9.3.bin
```

Use esptool to upload MicroPython firmware



PuTTY Downloads Page

Download and install PuTTY, a serial monitor

Now that MicroPython is installed on the board, we need to connect to our board over a serial connection. Windows 10 doesn't have a built-in serial monitor (like screen on MacOS and Linux). Therefore, if you are using the Windows operating system, you need to download and install a serial communication tool like **PuTTY**. PuTTY is a lightweight serial and SSH client for Windows. PuTTY provides an interface to communicate with the Adafruit Feather Huzzah board. [PuTTY can be downloaded here](#). PuTTY is pretty small and the download and installation should be pretty quick.

Use PuTTY to connect to the Feather Huzzah

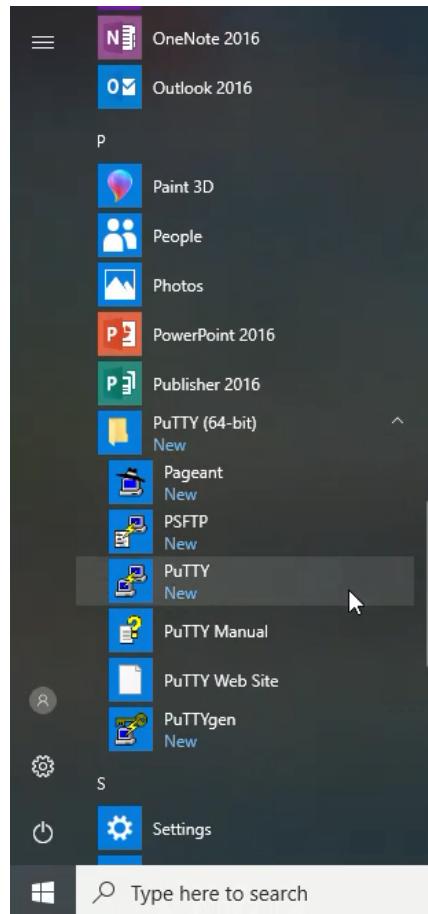
Ensure the Feather Huzzah board is connected to the computer with a USB cable and ensure you can see the board in the Windows Device Manager. Then use PuTTY to connect to the board over serial. Make sure you specify the correct serial port in the **Serial line** box and **115200** baud in the Speed box. **Micropython is set to run at 115200 baud**, other baud rates will lead to junk characters in the serial monitor. Make sure you need to select the **Serial** radio button below the header **Connection type:** near the top of the PuTTY window. It is easy to overlook this detail.

If you see `>>>` the MicroPython REPL (the MicroPython prompt) is running and the Adafruit Feather Huzzah ESP8266 is working! This version of Python isn't running on your computer, it's MicroPython running on the little microcontroller! Sometimes I had to type [Enter] or Ctrl-D to get the `>>>` REPL prompt to show up. A few times I needed to close Putty, unplug then replug the board and try Putty again. The Feather Huzzah also has a tiny little black RESET button that can be pressed to restart the board.

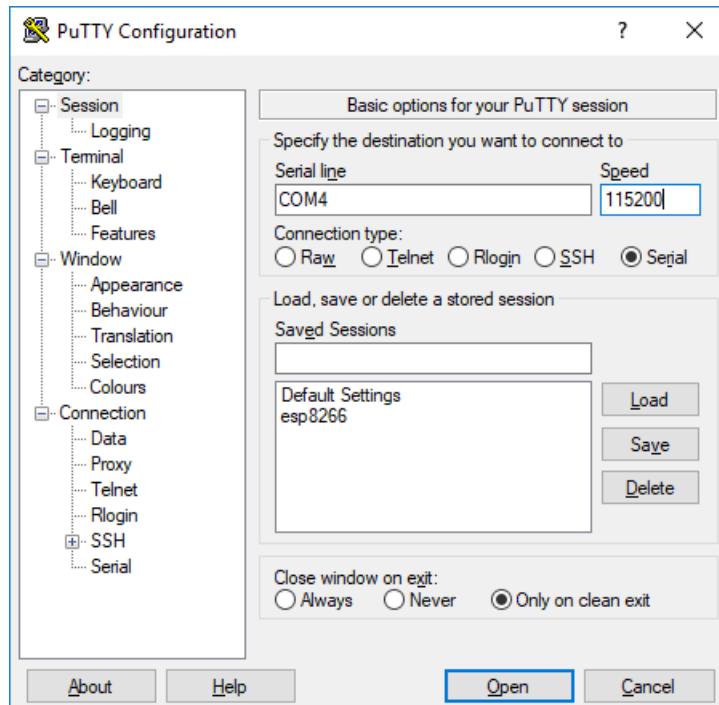
At the `>>>` MicroPython REPL prompt try the following commands:

```
>>> print('Problem Solving with MicroPython !')
Problem Solving with MicroPython !

>>> import sys
>>> sys.platform
'esp8266'
```



PuTTY in Windows 10 Start Menu



PuTTY Configuration

```
COM4 - PuTTY
1≡#4 ets_task(40100130, 3, 3fff837c, 4)
OSErr: [Errno 2] ENOENT

MicroPython v1.9.3-8-g63826ac5c on 2017-11-01; ESP module with ESP8266
Type "help()" for more information.
>>> 
```

The MicroPython REPL Prompt

```
COM4 - PuTTY
1≡#4 ets_task(40100130, 3, 3fff837c, 4)
OSErr: [Errno 2] ENOENT

MicroPython v1.9.3-8-g63826ac5c on 2017-11-01; ESP module with ESP8266
Type "help()" for more information.
>>> import sys
>>> sys.platform
'esp8266'
>>> 
```

result of commands typed in the MicroPython REPL

13.4 MicroPython REPL

The last section detailed the installation of MicroPython on an Adafruit Feather Huzzah ESP8266 microcontroller using Python and a package called **esptool**. In this section, you will learn how to write commands to the MicroPython REPL (the Micropython prompt) to turn an LED on and off.

Before you can use the MicroPython REPL (the MicroPython prompt) running on the Adafruit Feather Huzzah ESP8266, MicroPython needs to be installed on the board and PuTTY needs to be installed the Windows 10 computer to communicate with the board over serial. The previous section detailed how to install MicroPython on an ESP8266 microcontroller and how to install [PuTTY](#) on a Windows 10 machine.

Summary of Steps

1. Connect the Adafruit Feather Huzzah ESP8266 using a USB cable
2. Determine which COM port the board is connected to using the Windows Device Manager
3. Open PuTTY and connect to the board at 115200 baud
4. Run commands at the prompt to turn the built-in LED on the Adafruit Feather Huzzah ESP8266 on and off

Connect the Adafruit Feather Huzzah ESP8266 board to the laptop

Use a microUSB cable to connect the microcontroller to the computer. Make sure that the microUSB cable is a full USB data cable and not just a simple power cable. Cables that are just used to charge phones may only be power cables and may not be capable of transmitting data.

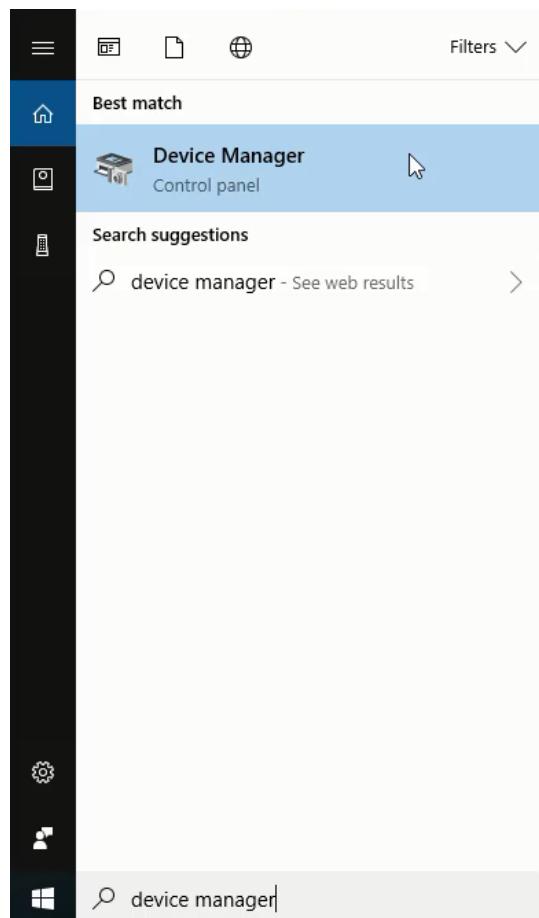
Determine which serial port the Feather Huzzah is connected to

Use Windows Device Manager to determine which serial port the Feather Huzzah is connected to. On Windows 10, the microcontroller usually comes up as COM4. You can find the serial port by looking in the Ports (COM & LPT) category of the Windows Device Manager. Look for something like **Silicon Labs CP210x USB to UART Bridge (COM4)** in the Ports (COM & LPT) menu. It is the **COM#** that you are looking for.

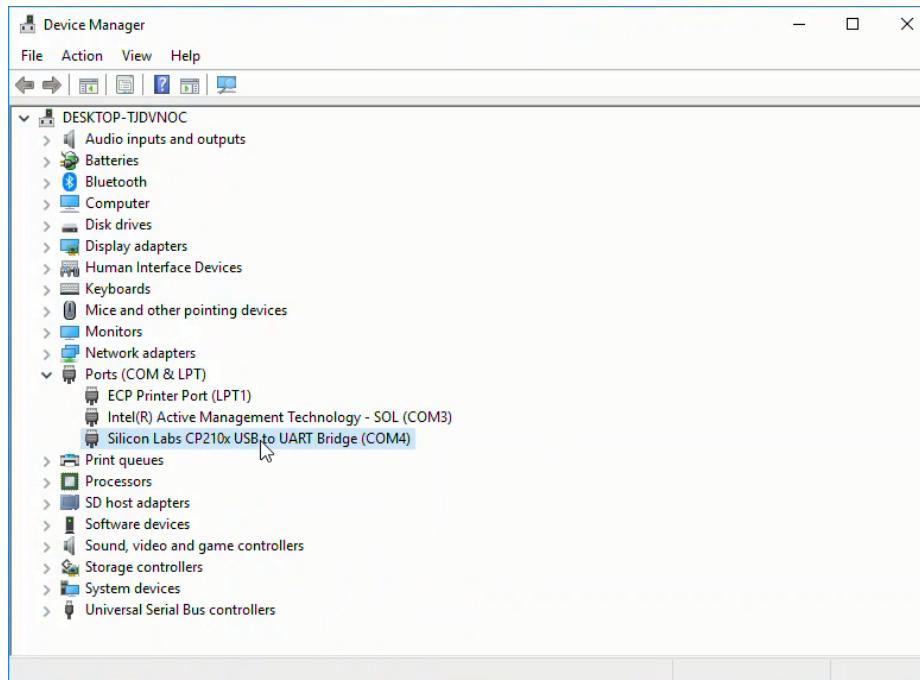
Use Putty to connect to the Feather Huzzah

Ensure the Feather Huzzah board is connected with a USB cable, then connect to it with PuTTY using the proper serial port (COM#) and 115200 baud. Remember to use the **Serial** radio button under **Connection Type:** to select serial communication or you will be trying to communicate with the Feather Huzzah over SSH which won't work.

This will bring up the MicroPython REPL prompt **>>>**. If you can't see the **>>>** prompt, try typing [Enter], [Ctrl]-[D], pushing the RESET button on the microcontroller or unplugging then replugging the USB cable.



Find the Windows 10 Device Manager



Device Manager Menu on Windows 10

Run commands at the prompt to turn the built-in LED on the Adafruit Feather Huzzah ESP8266 on and off

At the MicroPython REPL (the MicroPython command prompt `>>>`) try the following commands:

```
>>> print('MicroPython for Engineers!')
MicroPython for Engineers
```

If we import the `sys` module, we can see the MicroPython implementation and platform.

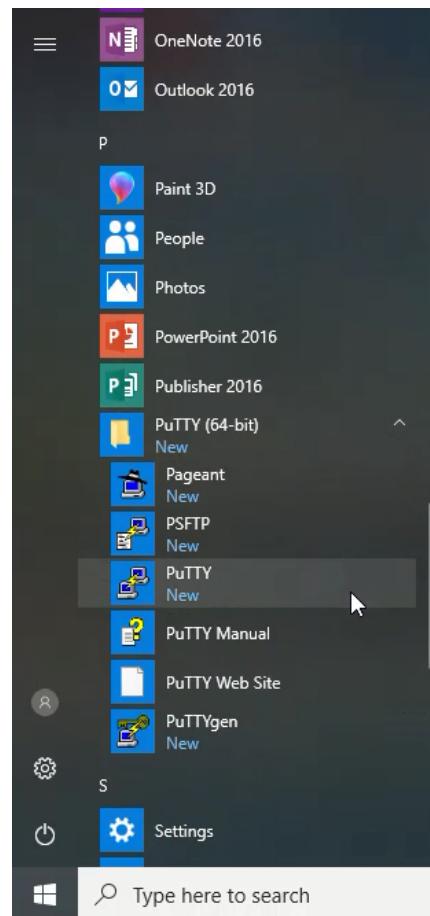
```
>>> import sys
>>> sys.implementation
(name='micropython', version=(1, 9, 3))
>>> sys.platform
'esp8266'
```

If you see similar output, that means MicroPython is working on the Feather Huzzah. We can also view the flash memory size of our Feather Huzzah and the size of the MicroPython firmware we installed. Try this at the MicroPython prompt:

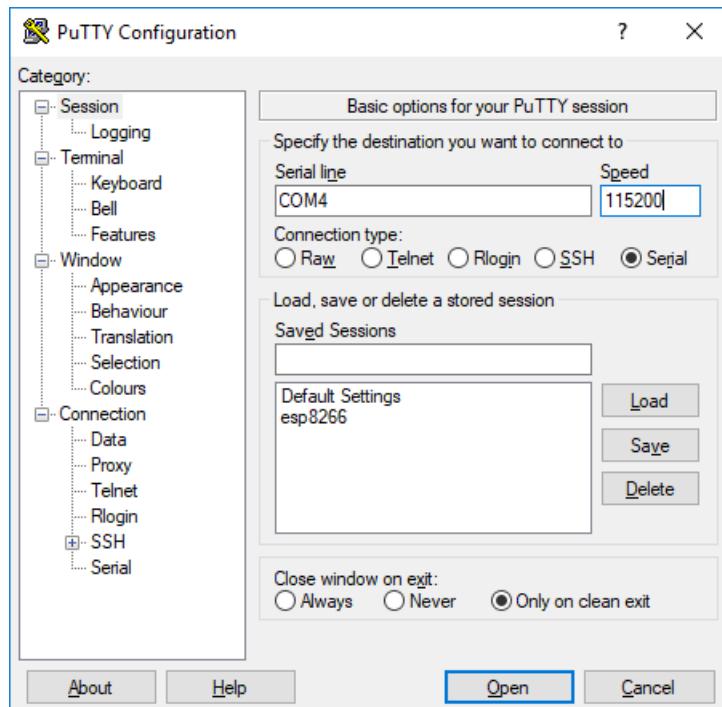
```
>>> import port_diag
```

We can see the flash memory size is 4 MB. Below the label `Firmware checksum`: we can see a line for `size: 600872`. This means the size of our Micropython installation is about 600 KB or 0.6 MB. Just over half a megabyte and we are running a working version of Python!

Now let's turn the Feather Huzzah's built-in LED on and off. The Feather Huzzah has a built-in red LED connected to Pin 0. We can access this LED with MicroPython's `machine` module.



PuTTY in Windows 10 start menu



PuTTY configuration

```
1#4 ets_task(40100130, 3, 3fff837c, 4)
OSError: [Errno 2] ENOENT

MicroPython v1.9.3-8-g63826ac5c on 2017-11-01; ESP module with ESP8266
Type "help()" for more information.
>>> 
```

MicroPython REPL prompt

```
>>> print('Micropython for Engineers!')
Micropython for Engineers!
>>> import sys
>>> sys.implementation
(name='micropython', version=(1, 9, 3))
>>> sys.platform
'esp8266'
>>> 
```

Results of running sys commands at the MicroPython REPL prompt

```
>>> import port_diag
FlashROM:
Flash ID: 1640ef (Vendor: ef Device: 4016)
Flash bootloader data:
Byte @2: 00
Byte @3: 40 (Flash size: 4MB Flash freq: 40MHZ)
Firmware checksum:
size: 600872
md5: 35e285a80516e70242ebf7d780d6c70f
True

Networking:
STA ifconfig: ('10.0.0.23', '255.255.255.0', '10.0.0.1', '75.75.75.75')
AP ifconfig: ('192.168.4.1', '255.255.255.0', '192.168.4.1', '75.75.75.75')
Free WiFi driver buffers of type:
0: 8 (1,2 TX)
1: 0 (4 Mngmt TX(len: 0x41-0x100))
2: 8 (5 Mngmt TX (len: 0-0x40))
3: 4 (7)
4: 7 (8 RX)
lwIP PCBs:
Active PCB states:
Listen PCB states:
Local port 8266, foreign port 9530 snd_nxt 0 rcv_nxt 1073716632 State: LISTEN
TIME-WAIT PCB states:
>>>
```

Results of running `import port_diag` at the MicroPython REPL prompt

First, we use the `machine` module to create a `Pin` object. The first argument when we instantiate the `Pin` object is the pin number on the board (in this case 0). Pin 0 on the Feather Huzzah is connected to the built-in red LED. The second argument is the pin type. We want Pin 0 to act as an output pin (`machine.Pin.OUT`). We are going to assign our pin the attribute `.on()` or `.off()`. This will cause the Feather board to output a positive voltage or no voltage to Pin 0 to turn the built-in red LED on and off. You can also connect Pin 0 to an external LED through a resistor then to ground and have this external LED turn on and off.

```
>>> import machine
>>> pin = machine.Pin(0, machine.Pin.OUT)
```

Note that Pin 0 on the Adafruit Feather Huzzah is kind of wired “backwards”. We call `pin.off()` and the built-in LED turns **on** and call `pin.on()` and the built-in LED turns **off**.

```
>>> pin.on()
>>> pin.off()
>>> pin.on()
>>> pin.off()
```

Now let’s see if we can make the LED blink. We’ll do this with a simple `for` loop. At the MicroPython REPL, initiating a loop will automatically indent the next line, so a tab is not needed before the `pin.on()` statement. To run the loop, type backspace on an empty line (to backspace from an indented line) and hit [Enter].

```
>>> import time
>>> for i in range(10):
...     pin.on()
...     time.sleep(1)
```

```
...     pin.off()
...     time.sleep(1)
...
```

This will blink the LED on and off for a total of 20 seconds.

13.5 Blinking a LED

In this section, you will learn how to blink the built-in LED on ESP8266 microcontroller using the MicroPython REPL.

Before the LED on the ESP8266 microcontroller can be blinked, MicroPython needs to be installed on the board and PuTTY needs to be installed (if using Windows 10) to facilitate communication between the microcontroller and the computer. Alternatively, a MacOS or Linux terminal and the **screen** utility can be used for serial communication.

The ESP8266 Microcontroller has a built-in red LED mounted on the board close to the USB cable input. We can use MicroPython to blink this LED on and off.

Connect the ESP8266 Microcontroller to the computer with a USB cable and bring up the MicroPython REPL using PuTTY.

Connect the Adafruit Feather Huzzah ESP8266 to the computer with a microUSB cable. Ensure this is a USB data cable, not just a charging cable. Open Putty and connect to the Feather Huzzah using the proper serial port (COM#) and 115200 baud. (Remember to use the **Serial** radio button under **Connection Type**:

This will bring up the MicroPython REPL prompt **>>>**. If you can't see the **>>>** prompt, try typing [Enter] or Ctrl-D or push the RESET button on the Feather Huzzah. If none of these methods work, try closing Putty and unplugging then replugging in the USB cable.

Run code at the MicroPython REPL to turn the LED on and off

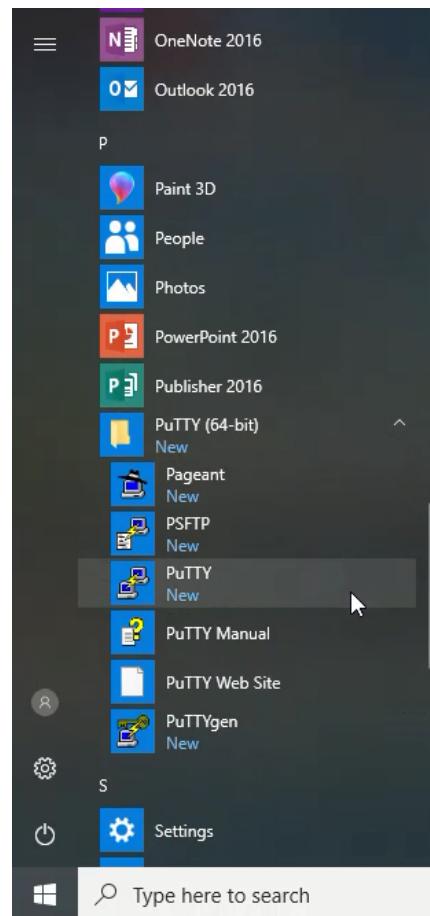
In the PuTTY serial window, test to see if the MicroPython REPL is functioning with a basic *Hello World* program.

```
>>> print("Hello World")
Hello World
```

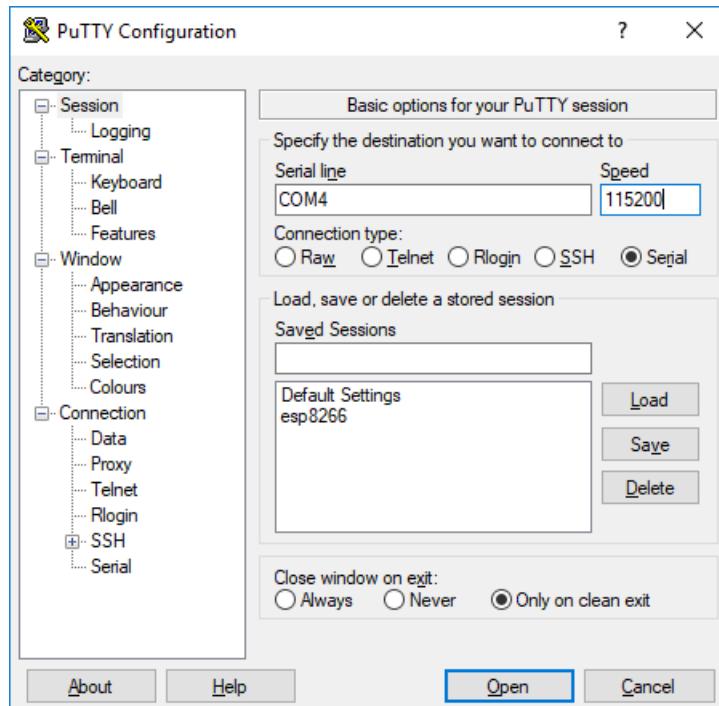
Next, we will blink the Feather Huzzah's built-in LED. The Feather Huzzah has a built-in LED connected to Pin 0. If we control the current going to Pin 0, we control the built-in LED. To control a Pin using MicroPython, first the **machine** module needs to be imported. Next a Pin object needs to be created. The integer passed into **machine.Pin()** determines the pin number assigned to the Pin object.

```
>>> import machine
>>> pin = machine.Pin(0)
```

The value (on or off) of Pin 0 can be returned using



PuTTY in the Windows 10 Start Menu



PuTTY Configuration

```
>>> pin.value
1
```

To assign a value to Pin 0, the `Pin` object must be created as an *output* pin. An output pin is a pin where a program or user determines the pin output. An input pin is a pin set up to read input, like the input from a sensor. In this case we want to assign Pin 0 as an output pin.

```
>>> pin = machine.Pin(0, machine.Pin.OUT)

# turn the LED on
>>> pin.value(0)

# turn the LED off
>>> pin.value(1)
```

Run code at the MicroPython REPL to blink the LED

Now we can write a for loop at the MicroPython REPL to blink the LED on and off. In order to do this, we need to import the `machine` module and the `time` module.

```
>>> import machine
>>> import time
>>> pin = machine.Pin(0, machine.Pin.OUT)
>>> for i in range(10):
```

```

...     pin.value(1)
...     time.sleep(0.5)
...     pin.value(0)
...     time.sleep(0.5)
# [backspace] to exit loop indent and [Enter] to execute the loop.
....
```

13.6 Reading a Sensor

In this section, you will learn how to connect a temperature sensor to an Adafruit Feather Huzzah ESP8266 and use the MicroPython REPL to read the temperature.

Before we can use the [MCP9808 temperature sensor](#), MicroPython needs to be installed on the board and PuTTY needs to be installed on Windows 10 (on MacOS and Linux, use a terminal and screen) to communicate with the board over serial.

Summary of Steps

1. Connect the temperature sensor to the Adafruit Feather Huzzah ESP8266
2. Connect the Adafruit Feather Huzzah ESP8266 to the computer with a USB cable and bring up the MicroPython REPL using PuTTY.
3. Run code at the MicroPython REPL to read the temperature

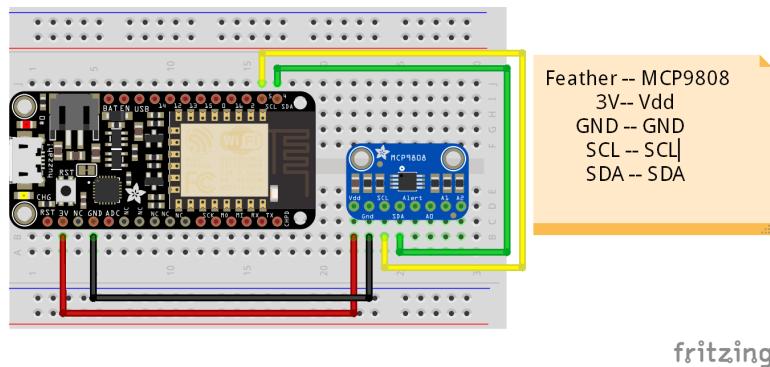
Connect the MCP9808 temperature sensor to the Adafruit Feather Huzzah board

Connect the [MCP9808 temperature sensor](#) breakout board to the Feather Huzzah board with jumper wires. There are four connections: A 3V power line from the Feather Huzzah to the MCP9808 Vdd pin, GND connected between both boards, and the I2C data and clock lines connected between the two boards. On the Feather Huzzah ESP8266, the I2C data line is SDA (pin 4) and the I2C clock line is SCL (pin 5). These connect with the MPC9808 I2C data line SDA and the MPC9808 I2C clock line SCL. Unlike Serial communication where RX connects to TX, in I2C communication SDA connects to SDA and SCL connects to SCL.

Feather Huzzah	wire	MCP9808
3V	red	Vdd
GND	black	GND
SDA (pin 4)	green	SDA
SCL (pin 5)	yellow	SCL

Connect the Adafruit Feather Huzzah to the computer with a USB cable and bring up the MicroPython REPL using PuTTY.

Connect the Adafruit Feather Huzzah ESP8266 to the computer with a microUSB cable. Ensure this is a USB data cable, not just a charging cable. Open Putty and connect to the Feather Huzzah using



MCP9808 temp sensor connected to an Adafruit Feather Huzzah ESP8266

the proper serial port (COM#) and 115200 baud. (Remember to use the **Serial** radio button under **Connection Type**:

This will bring up the MicroPython REPL prompt `>>>`. If you can't see the `>>>` prompt, try typing [Enter] or Ctrl-D or push the RESET button on the Feather Huzzah. If none of these methods work, try closing Putty and unplugging then replugging in the USB cable.

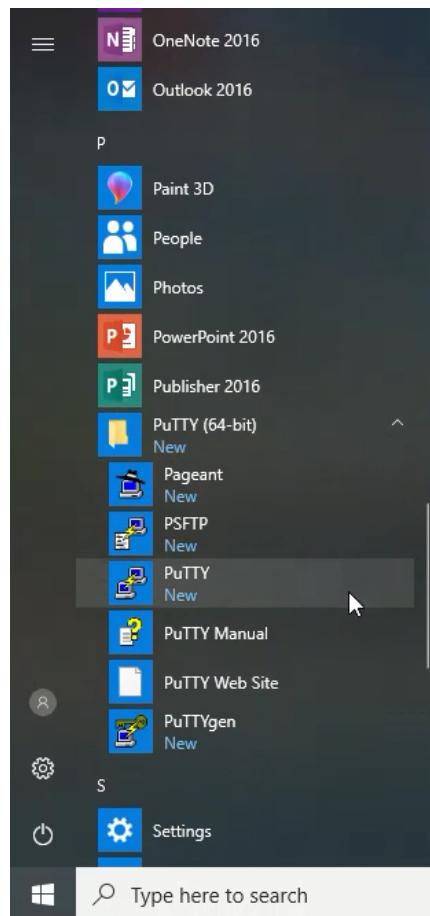
Run code at the MicroPython REPL to read the temperature

In the PuTTY serial window, import the `machine` module and then create an instance of the `machine.I2C` class with the `scl` and `sda` parameters set as `scl=machine.Pin(5)` and `sda=machine.Pin(4)`. Then create an empty `bytearray` which will store the data coming in from the MCP9808 temperature sensor. As strings in Micropython are UTF-8 encoded by default (like in Python 3), a `bytearray` needs to be used to read the raw output from the MCP9808 chip registers. The command `i2c.readfrom_mem_into()` method brings in the data from the sensor and saves it to the `byte_data` variable. The arguments inside the `i2c.readfrom_mem_into()` method 24 and 5 correspond to the I2C memory address and registry address of the temperature data stored in the MCP9808 temperature sensor.

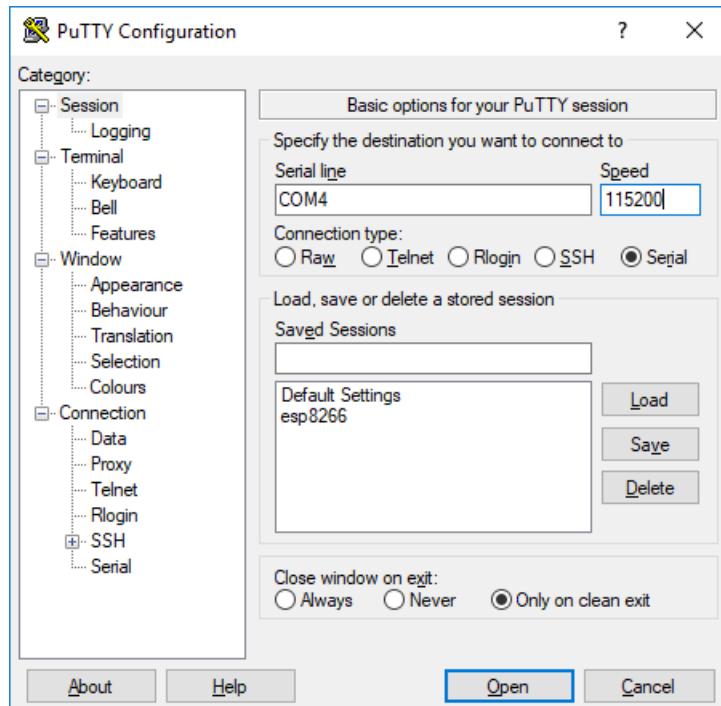
```
>>> import machine
>>> i2c = machine.I2C(scl=machine.Pin(5), sda=machine.Pin(4))
>>> byte_data = bytearray(2)
>>> i2c.readfrom_mem_into(24, 5, byte_data)
>>> value = byte_data[0] << 8 | byte_data[1]
>>> temp = (value & 0xFFFF) / 16.0
>>> if value & 0x1000:
...     temp -= 256.0
.... print(temp)
```

13.7 Uploading code

In this section, you will learn how to create a working WiFi weather station built using an ESP9266 microcontroller, and a temperature sensor. The working WiFi weather station will post the temper-



PuTTY in the Windows 10 Start Menu



PuTTY Configuration

ature to [ThingSpeak.com](#)

Before the MicroPython REPL (the Python prompt) running on the ESP8266 Microcontroller can be used, MicroPython needs to be installed on the board. PuTTY also needs to be installed on a computer in order for the computer to communicate with the microcontroller over a serial connection. A previous section in this chapter detailed on how to install MicroPython on an ESP9266 microcontroller and how to install PuTTY on a Windows 10 computer.

Summary of Steps

1. Install **ampy** with **pip**
2. Write python code
3. Put the code on the board with **ampy**
4. Run functions from the MicroPython REPL
5. Run a program

Install **ampy** with **pip**

Ampy is a Python package developed by Adafruit, a company that makes MicroPython compatible hardware. **Ampy** is used to push code stored on a computer onto a microcontroller running MicroPython. **Ampy** can be installed using the **Anaconda Prompt**. Alternatively, a terminal can be used to install **ampy**. If using a virtual environment, active the virtual environment first before proceeding with the **ampy** package installation.

```
> conda activate micropython
(micropython) > pip install ampy-adafruit
(micropython) > ampy --help
```

Write Python Code

Now write the Python code that will be put on the board. The Feather Huzzah board has two main Python files: **boot.py** and **main.py**. Additional files can also be added to the board. **boot.py** is the file that runs first when the board is powered up. After **boot.py** runs, then **main.py** will run. Another **.py** file can be added to the board to provide **main.py** with some functions and classes to work with.

Two general things need to be accomplished on the Feather Huzzah board to turn it into a WiFi weather station: read the temperature and post the temperature to ThingSpeak.com. Two different **.py** files will be constructed, one **.py** file for each of these general functionalities (reading the temperature and posting the temperature).

The first **MCP9808.py** file will simplify reading temperature data off of the Adafruit MCP9808 temperature breakout. A function that parses out the temperature data from the I2C bus and return it as the output for the **readtemp** function will be created. The function needs to import the **machine** module to use the I2C bus. The **machine** module provides the class to create a new **i2c** object. When the **i2c** object is instantiated, the **scl** and **sda** pins that the sensor is connected to need to be specified. **scl** is the i2c clock line and **sda** is the i2c data line. These are pins 5 and 4 on the Adafruit Feather Huzzah. Then a new byte array variable needs to be created, so that later data from the sensor can be saved into it. Next read the sensor data using the **i2c.readfrom_mem_into()** function. The first argument is the I2C bus address for the sensor. In this case the sensor is at I2C bus address 24. The line **>>> i2c.scan()** typed into the MicroPython REPL will show the I2C bus address. The next function argument is the register on the MCP9808 temperature sensor where the temperature value is stored, which happens to be register 5. If register 5 is accessed on the MCP, the temperature can be recorded. The third arguments is the variable to store the temperature data into. The **i2c.readfrom_mem_into()** method changes the variable that is a method argument, rather than changing a variable which is the method output as most methods do. This is why the **byte_data** variable needs to be created before calling the **i2c.readfrom_mem_into()** method. Next some post processing is needed to convert the byte array into a temperature in degrees C.

```
# MCP9808.py

# Functions for the MCP9808 temperature sensor
# learn.adafruit.com/micropython-hardware-i2c-devices/i2c-master

def readtemp():
    import machine
    i2c = machine.I2C(scl=machine.Pin(5), sda=machine.Pin(4))
    byte_data = bytearray(2)
    i2c.readfrom_mem_into(24, 5, byte_data)
    value = byte_data[0] << 8 | byte_data[1]
    temp = (value & 0xFFFF) / 16.0
    if value & 0x1000:
        temp -= 256.0
    return temp
```

Now build a Python file for the set of WiFi functions.

```
# wifitools.py

def connect(SSID, password):
    import network
    sta_if = network.WLAN(network.STA_IF)
    if not sta_if.isconnected():
        print('connecting to network...')
        sta_if.active(True)
        sta_if.connect(SSID, password)
        while not sta_if.isconnected():
            pass
    print('network config:', sta_if.ifconfig())


def http_get(url):
    import socket
    _, _, host, path = url.split('/', 3)
    addr = socket.getaddrinfo(host, 80)[0][-1]
    s = socket.socket()
    s.connect(addr)
    str_send = 'GET /%s HTTP/1.0\r\nHost: %s\r\n\r\n' % (path, host)
    s.send(bytes(str_send, 'utf8'))
    while True:
        data = s.recv(100)
        if data:
            print(str(data, 'utf8'), end='')
        else:
            break

def thingspeak_post(API_key, data):
    if not isinstance(data, str):
        data = str(data)
    base_url = 'https://api.thingspeak.com/update?api_key='
    mid_url = '&field1='
    url = base_url + API_key + mid_url + data
    http_get(url)
```

Now we will construct a MicroPython script called *main.py* which will use the functions stored in *MCP9808.py*. The *main.py* script will import the *MCP9808.py* and *wifitools* functions then use the *wifitools.connect()* function to connect to the WiFi network. A *time.sleep(5)* line to allows time for the Feather Huzzah board to connect to the WiFi network. Next we'll run a loop for a total of 8 hours at 60 minutes each hour. Inside the loop, we'll read in the temperature from the MCP9808 using the *MCP9808.readtemp()* function and post it to ThingSpeak.com using the *wifitools.thingspeak_post()* function. To take the temperature once a minute, we need to *time.sleep(60)* (wait 60 seconds) between each measurement.

```
# main.py
# ESP8266 Feather Huzzah Weather Station
```

```
import wifitools
import MCP9808
import time
import config

api_key = config.API_KEY
ssid = config.SSID
password = config.WIFI_PASSWORD

wifitools.connect(ssid, password)
time.sleep(5)

for i in range(8*60):
    data = MCP9808.readtemp()
    wifitools.thingspeak_post(api_key, data)
    time.sleep(60)
```

Upload Python Code to the ESP8266 Microcontroller with ampy

Once all the *.py* files are created, ensure the Feather Huzzah board is connected with a USB cable, and be aware of which serial port the Feather Huzzah is connected to. Upload the code files to the board using **ampy**. Make sure you are in the directory with the *.py* files and that you are working in a virtual environment that has **ampy** installed in it. In the example code below, the (`micropython`) virtual environment is active.

```
(micropython) > ampy --port COM4 put MCP9808.py
(micropython) > ampy --port COM4 put wifitools.py
(micropython) > ampy --port COM4 put main.py
(micropython) > ampy --port COM4 ls
boot.py
wifitools.py
MCP9808.py
config.py
main.py
```

Unplug and power up the Feather Huzzah and watch the data on ThingSpeak.com

The Feather Huzzah needs to be restarted to run the code uploaded with **ampy**. To restart the board, unplug and then replug in the board's power (the USB cable). Once power is restored, the board will run through the *boot.py* script then start the *main.py* script. When the board runs the *main.py* script, the board will connect to the WiFi network, read the temperature then upload the temperature to ThingSpeak.com. When ThingSpeak.com is viewed, you will see the temperature plotted on the Thinkspeak.com Channel's page.

13.8 Summary

Key Terms and Concepts

MicroPython	MicroPython REPL
Microcontroller	Baud Rate

13.9 Review Questions

- | | |
|----|----|
| 1. | 6. |
| 2. | 7. |
| 3. | 8. |
| 4. | 9. |
| 5. | |

Errors, Explanations, and Solutions

- Q12.80
- Q12.81
- Q12.82
- Q12.83
- Q12.84
- Q12.85

Chapter 14

Appendix

14.1 Contents

The following will be detailed in the appendix:

- Reserved and Key Words in Python
- ACII character codes
- Virtual Environments
- Git and GitHub
- LaTeX math
- Problem Solving with Python book construction
- About the author

14.2 Reserved and Key Words in Python

The following are reserved and key words in Python. These words should not be used as the names for user-defined functions, classes, methods or modules. The key words can be accessed with the following code:

```
In [1]: import keyword
        print(f'There are {len(keyword.kwlist)} key words')
        for keywrd in keyword.kwlist:
            print(keywrd)
```

```
There are 33 key words
False
None
```

```
True
and
as
assert
break
class
continue
def
del
elif
else
except
finally
for
from
global
if
import
in
is
lambda
nonlocal
not
or
pass
raise
return
try
while
with
yield
```

Logical Key Words

```
True
False
not
and
or
is
None
in
```

Control Flow Key Words

```
if
else
elif
```

```
for  
while  
break  
continue  
pass  
try  
except  
finally  
raise  
return  
yield
```

Definition Key Words

```
def  
global  
nonlocal  
class  
lambda  
with  
assert  
del
```

Module Key Words

```
import  
from  
as  
with
```

14.3 ASCII Character Codes

The following is a list of ASCII character codes. These character codes can also be accessed using the following code:

```
In [1]: for ASCIIcode in range(32,127):  
    print(f'ASCII code: {ASCIIcode}      Character: {chr(ASCIIcode)}')
```

```
ASCII code: 32      Character:  
ASCII code: 33      Character: !  
ASCII code: 34      Character: "  
ASCII code: 35      Character: #  
ASCII code: 36      Character: $  
ASCII code: 37      Character: %  
ASCII code: 38      Character: &  
ASCII code: 39      Character: '  
ASCII code: 40      Character: (  
ASCII code: 41      Character: )
```

ASCII code: 42	Character: *
ASCII code: 43	Character: +
ASCII code: 44	Character: ,
ASCII code: 45	Character: -
ASCII code: 46	Character: .
ASCII code: 47	Character: /
ASCII code: 48	Character: 0
ASCII code: 49	Character: 1
ASCII code: 50	Character: 2
ASCII code: 51	Character: 3
ASCII code: 52	Character: 4
ASCII code: 53	Character: 5
ASCII code: 54	Character: 6
ASCII code: 55	Character: 7
ASCII code: 56	Character: 8
ASCII code: 57	Character: 9
ASCII code: 58	Character: :
ASCII code: 59	Character: ;
ASCII code: 60	Character: <
ASCII code: 61	Character: =
ASCII code: 62	Character: >
ASCII code: 63	Character: ?
ASCII code: 64	Character: @
ASCII code: 65	Character: A
ASCII code: 66	Character: B
ASCII code: 67	Character: C
ASCII code: 68	Character: D
ASCII code: 69	Character: E
ASCII code: 70	Character: F
ASCII code: 71	Character: G
ASCII code: 72	Character: H
ASCII code: 73	Character: I
ASCII code: 74	Character: J
ASCII code: 75	Character: K
ASCII code: 76	Character: L
ASCII code: 77	Character: M
ASCII code: 78	Character: N
ASCII code: 79	Character: O
ASCII code: 80	Character: P
ASCII code: 81	Character: Q
ASCII code: 82	Character: R
ASCII code: 83	Character: S
ASCII code: 84	Character: T
ASCII code: 85	Character: U
ASCII code: 86	Character: V
ASCII code: 87	Character: W
ASCII code: 88	Character: X
ASCII code: 89	Character: Y
ASCII code: 90	Character: Z

```
ASCII code: 91      Character: [
ASCII code: 92      Character: \
ASCII code: 93      Character: ]
ASCII code: 94      Character: ^
ASCII code: 95      Character: _
ASCII code: 96      Character: `
ASCII code: 97      Character: a
ASCII code: 98      Character: b
ASCII code: 99      Character: c
ASCII code: 100     Character: d
ASCII code: 101     Character: e
ASCII code: 102     Character: f
ASCII code: 103     Character: g
ASCII code: 104     Character: h
ASCII code: 105     Character: i
ASCII code: 106     Character: j
ASCII code: 107     Character: k
ASCII code: 108     Character: l
ASCII code: 109     Character: m
ASCII code: 110     Character: n
ASCII code: 111     Character: o
ASCII code: 112     Character: p
ASCII code: 113     Character: q
ASCII code: 114     Character: r
ASCII code: 115     Character: s
ASCII code: 116     Character: t
ASCII code: 117     Character: u
ASCII code: 118     Character: v
ASCII code: 119     Character: w
ASCII code: 120     Character: x
ASCII code: 121     Character: y
ASCII code: 122     Character: z
ASCII code: 123     Character: {
ASCII code: 124     Character: |
ASCII code: 125     Character: }
ASCII code: 126     Character: ~
```

14.4 Virtual Environments

Using **virtual environments** is good standard of practice in Python. A virtual environment is an isolated installation of Python with associated packages.

Create a virtual environment with the Anaconda Prompt

To create the new virtual environment, open the **Anaconda Prompt** and issue the command:

```
> conda create --name env_name python=3.7
```

The `conda create` command builds the new virtual environment. The `--name env_name` flag gives our new virtual environment the name `env_name`. Including `python=3.6` ensures the virtual environment has a current version of Python.

The following output or something similar will result:

```
The following NEW packages will be INSTALLED:
```

```
certifi:          2016.2.28-py36_0
pip:             9.0.1-py36_1
python:          3.7.1-0
setuptools:      36.4.0-py36_0
vs2015_runtime:  14.0.25420-0
wheel:           0.29.0-py36_0
wincertstore:    0.2-py36_0
```

```
Proceed ([y]/n)? y
```

Type `y` to confirm and create the new virtual environment.

Activate the virtual environment

To use the new virtual environment `env_name`, it first needs to be activated:

```
> conda activate env_name
```

The virtual environment is active when you see `(env_name)` in parenthesis at the start of the prompt:

```
(env_name) >
```

Install packages in the virtual environment

When a new virtual environment is created, no packages will be installed. If you have the Anaconda distribution of Python, the base environment contains all 200+ packages that come with Anaconda. But a fresh new virtual environment will just have the version of Python installed, no other packages.

To install a package into the virtual environment, first make sure the environment is active `((env_name))` before the prompt). Package installation is accomplished with the `conda install` command followed by the package name. To install `matplotlib` into the virtual environment type:

```
(env_name) > conda install matplotlib
```

Multiple packages can be installed with the same command. To install both `numpy` and `jupyter` use:

```
(env_name) > conda install numpy jupyter
```

Decative the virtual environment

To deactivate an active environment, use:

```
(env_name) > conda deactivate  
>
```

When the virtual environment is deactivated, the prompt looks normal >, with no environment name in parenthesis before it.

List your virtual environments

View a list of your virtual environments using the command `conda info --envs` or `conda env list`.

```
> conda activate env_name  
(env_name) > conda info --envs  
  
# conda environments:  
#  
matplotlib          /home/tribilium/anaconda3/envs/matplotlib  
env_name           * /home/tribilium/anaconda3/envs/env_name  
root               /home/tribilium/anaconda3
```

Notice the * asterisk on the line with `env_name`. The virtual environment with the * is currently active.

To exit the virtual environment, use the command `conda deactivate`.

```
(env_name) > conda deactivate
```

If you run `conda env list` again, there is no * in front of `env_name`. That's because the `env_name` virtual environment is no longer active.

```
> conda env list  
  
# conda environments:  
#  
matplotlib          /home/tribilium/anaconda3/envs/matplotlib  
webscrape           /home/tribilium/anaconda3/envs/pelican  
root               * /home/tribilium/anaconda3
```

14.5 Numpy Math Functions

The code below will print out all of the numpy functions and methods:

```
import numpy as np  
for func in dir(np):  
    print(func)
```

Numpy Statistics Fuctions and Methods

```
np.mean  
np.median  
np.std  
np.var  
np.erf
```

Numpy Trigonometric Functions and Methods

```
np.pi  
np.sin  
np.cos  
np.tan  
np.arcsin  
np.arccos  
np.arctan  
np.arcsinh  
np.arccosh  
np.arctanh  
np.arctan2  
np.radians  
np.rad2deg  
np.deg2rad  
np.radians  
  
np.sinc  
np.sinh  
np.tanh  
  
np.angle
```

Numpy Exponential and Logarithmic Functions and Methods

```
np.log  
np.log10  
np.log1p  
np.log2  
np.logaddexp  
np.logaddexp2  
np.exp  
np.exp2  
np.sqrt  
np.power  
np.e
```

Numpy Matrix Creation and Manipulation Functions and Methods

```
np.linspace  
np.zeros
```

```
np.ones
np.ndarray
np.matrix
np.transpose
np.size
np.shape
np.reshape
np.meshgrid
np.dot
np.asmatrix
np.asarray
np.arange
np.array
```

14.6 Git and GitHub

Git is a common *version control* tool used by computer program developers to save code and work on code collaboratively as a team. **Git** is a program run from the command line or **Anaconda Prompt**. **Git** was created by Linus Torvalds, who also created the Linux operating system.

github.com run by the company GitHub is a website and service used by programmers and open source projects to share code and allow contributors to propose changes to existing code.

Both **git** and github.com are useful for problemsolvers working in teams.

Before using git and GitHub, it is helpful to understand a couple terms:

- **git** - a command line program used to track file changes and collaborate on code with others.
- **repo** - short name for “repository”. A repo is a directory and its contents.
- **local repo** - a directory and its contents on your computer that git knows about.
- **remote repo** - a directory and its contents stored in the cloud that git knows about.

Useful git commands are summarized below:

command	description
git initialize	a new repository
git remote add origin https://github.com/user/repo.git	a local repo with a remote repo on github.com

command	description
git add	adds all the files and changes to the local git repo
git commit	the changes in the local repo
git push	the changes up to the remote repo on github.com
git pull	the version in the remote repo down to the local repo

command	description
<code>git clone https://github.com/user/repo.git</code>	a remote repo on github.com to a local directory

Cloning a repo

One common task to complete with `git` is to clone a repo from `github.com` and save it locally. This means saving all the files stored in a remote repo on your local computer. Cloning a repo is accomplished with:

```
$ git clone https://github.com/user/repo.git
```

This command will copy the repo named `repo` from the user `user`. To clone the repo for this book, use:

```
$ git clone https://github.com/ProfessorKazarinoff/Problem-Solving-with-Python.git
```

Creating and synching a remote repo on `github.com` with a local repo

Another common task to complete with `git` is to synch a remote repo on `github.com` with a local repo on your local computer. This is useful for one person if they want to keep the files in a particular project synched across multiple computers. Synched remote and local repos are also useful for a group of problem solvers working on the same project. Each team member has access to the same remote repo on `github.com` and each team member has the same local repo on all of their computers.

Create a the remote repo on GitHub

First, go to `github.com` and create a new account. Log on and create a new repo. It is a good idea to include a license and a `.gitignore` file. For a Python project, the `.gitignore` file for Python is a good start. Two common licenses for open source projects you are willing to share with others is *GNU General Public License v3.0* and the *MIT License*.

Make a new local repo and link it to the remote repo on GitHub

Second, create a local directory and `cd` into it. Initialize a `git` repo locally in that directory. Then synch the local folder with the remote repo on `github.com`.

```
$ mkdir newproject
$ cd newproject
```

```
$ git init
$ git remote add origin https://github.com/user/repo.git
$ git pull origin master
```

Add, commit and push any changes

Third, work on the project locally. For example, you could edit one of the files or create a new file. Finally, save your work and commit the changes you made with git. Push those changes up to the remote repo on github.com

```
$ git add .
$ git commit -m "commit message"
$ git push origin master
```

Pull the most recent version before each work session

If using git and GitHub, remember to pull the most recent version of the repo down from GitHub before making any changes locally. If changes are made locally before the version of the repo on GitHub is synched, the local and remote repos will be out of synch.

```
$ git pull origin master
```

After local changes are made, save them and push to GitHub

```
$ git add .
$ git commit -m "commit message"
$ git push origin master
```

14.7 LaTeX Math

LaTeX math can be included in Jupyter notebook markdown cells. LaTeX math can also be included in parts of **matplotlib plots** like axis labels and text fields.

Inline LaTeX math commands need to be enclosed by the dollar signs.

```
angle is $2\pi$ radians
```

The markup above will be rendered as:

angle is 2π radians

A table of useful LaTeX commands and the associated output is below:

LaTeX Command	Output
<code>2^{3}</code>	2^3
<code>H_{2}</code>	H_2
<code>\frac{3}{4}</code>	$\frac{3}{4}$
<code>\pi</code>	π

LaTex Command	Output
\Delta	Δ
\epsilon	ϵ
\sigma	σ
2 \times 3	2×3
\int_a^b x^2 dx	$\int_a^b x^2 dx$
\sum	\sum
\vec{F}	\vec{F}
\hat{k}	\hat{k}
\bar{x}	\bar{x}
15 \%	15%

14.8 Problem Solving with Python Book Construction

Jupyter Notebooks

This book was constructed using **jupyter notebooks**. The GitHub repo for the books can be found at:

<https://github.com/ProfessorKazarinoff/Problem-Solving-with-Python>

The directory structure of the github repo contains all the **jupyter notebooks** used to write the book. The repo also contains a set of custom conversion scripts and templates which convert the jupyter notebooks into *.html* and *.tex* files.

```
Problem-Solving-with-Python/
|-- conversion_tools/
|-- notebooks/
|-- LICENSE
|-- notebooks/
|-- pdf/
|-- README.md
|-- website/
```

The notebooks directory contains a directory for each chapter of the book:

```
notebooks/
|-- 00-Preface/
|-- 01-Orientation/
|-- 02-The-Python-REPL/
|-- 03-Data-Types-and-Variables/
|-- 04-Jupyter-Notebooks/
|-- 05-Functions-and-Modules/
|-- 06-Plotting-with-Matplotlib/
|-- 07-If-Else-Try-Except/
|-- 08-Loops/
|-- 09-Linear-Algebra/
|-- 10-Symbolic-Math/
|-- 11-Python-and-External-Hardware/
```

```
|-- 12-MicroPython/  
|-- 99-Appendix/  
|-- figures/  
`-- TOC.ipynb
```

Within each chapter directory, there is a **jupyter notebook** for each section, and an images directory for any images used in the markdown sections of the notebooks.

```
01-Orientation/  
|-- 01.00-Welcome.ipynb  
|-- 01.01-Why-Python.ipynb  
|-- 01.02-Installing-Python.ipynb  
|-- 01.03-Installing-Anaconda.ipynb  
|-- 01.04-Installing-Anaconda-on-OSX.ipynb  
|-- 01.05-Summary.ipynb  
|-- 01.06-Review-Questions.ipynb  
`-- images/
```

Website

The website for the book was constructed using **mkdocs** and the **Material for MkDocs** theme. Jupyter notebooks were exported to *.html* files with markdown cells unformatted.

Hardcopy

The hard copy of the book was constructed using **LateX**, **nbconvert** and a set of custom scripts and templates. One conversion script combined all of the notebooks into one BIG notebook. This BIG notebook was then converted into **LaTeX** using **nbconvert** and a custom template. Outside of the Python ecosystem, a separate installation of TeXworks compiled the **LaTeX** *.tex* to *.pdf*.

14.9 About the Author

Peter D. Kazarinoff, PhD is a full-time faculty member in Engineering and Engineering Technology at Portland Community College in Portland, OR. Peter earned a PhD in Materials Science and Engineering from the University of Washington and a BA from Cornell University. He teaches courses in Engineering Programming, Materials Science, Manufacturing and others at Portland Community College.

Peter lives in Portland, OR with his wife and two kids.