Intro to Python

November 27, 2017

@priska

Topics

- ▶ Python in the real world
- ▶ How to get better at programming
- Classes

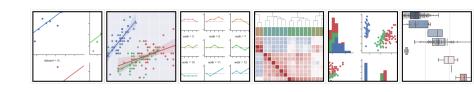
Python in the real world

- Web development (server side) e.g., Django, Pyramid, Flask, Plone
- Data science
- Data visualization
- Desktop GUIs e.g., Tk, WxWidgets, Kivy, PyQt
- ▶ (Test) Automation
- Game development (video games and game engines)

See also famous software written in Python

```
from wsgiref.simple_server import make_server
from pyramid.config import Configurator
from pyramid.response import Response
def hello_world(request):
    return Response('Hello World!')
if name == ' main ':
    with Configurator() as config:
        config.add_route('hello', '/')
        config.add_view(hello_world, route_name='hello')
        app = config.make_wsgi_app()
    server = make\_server('0.0.0.0', 6543, app)
    server.serve_forever()
```

```
class ANN(object):
   Base class for tensorflow-based neural networks. Provides four attributes:-
   and four methods:-
       """ Initialize model parameters. """
       for var in self.PARAMS:
       return [var.eval(session=self.sess) for var in self.PARAMS]
       """ Set model parameters from a list of numpy arrays. """
```



Python Conferences in Europe

- ► PyData
- ► EuroPython
- ► EuroSciPy
- ► PyCon DE

Watch the Python Software Foundation for more conferences and workshops. Many conferences offer scholarships/grants you can apply for.

Meetups in Berlin

meetup.com

- ▶ Python Users Berlin
- ▶ Berlin Machine Learning group
- and many other groups

How to become a better programmer

Practice! A lot.

Pick a task you're interested in and solve it.

Then pick the next task/problem.

Solve the same task more than once. Solve it in different ways.

How to become a better programmer

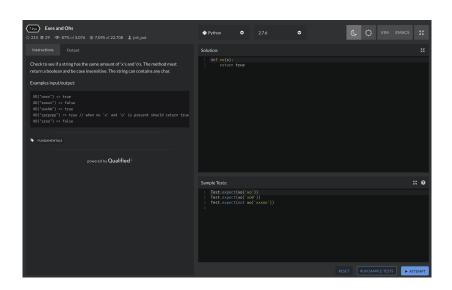
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- ▶ If you can't think of anything to code, try, e.g.,
 - CodeWars
 - ► Project Euler
 - ► Sphere online judge



Python Classes

Remember?

```
class Dog:
   def init (self, name):
        self_name = name
        self.tricks = [] # creates a new empty list for each dog
   def add_trick(self, trick):
        self.tricks.append(trick)
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.add_trick('roll over')
>>> e.add trick('play dead')
>>> d.tricks
['roll over']
>>> e.tricks
['play dead']
```

See also the Python documentation on classes

First steps with data

```
import matplotlib.pyplot as plt
import numpy as np
if __name__ == "__main__":
   N = 1000
    x = np.random.rand(N)
    y = np.sin(x * 25)
    z1 = np.polyfit(x, y, deg=1)
    p1 = np.poly1d(z1)
    xx = np.linspace(0, 1, 100)
    plt.plot(x, y, '.')
    plt.plot(xx, p1(xx), '-g')
    plt.show()
```

First steps with data

