EPAM Python Software Engineer Training

Lesson 2: Introduction

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1 Course

1.1 What is python

Python is one of the mainstream programming languages nowadays, placed as the 4th most popular language after Java, C#, and PHP. It can be used for a wide range of solutions including (most common):

- all sorts of web applications;
- as a high-level language for back-end solutions;
- all sorts of emulators;
- scintific applications;
- (seldom) desktop applications;

The main advantage of python is its readability that none of other languages provides. Still it is quite efficient for certain application domains and has a large active community. It is typically pre-installed on most modern Linux flavors. A (FreeBSD + C + Python) or (Linux + Python) is a wide-spread combo in many complex high-load high-availability solutions.

Please, visit an Official Site for more information.

1.2 Python flavors

An official python interpretter is *CPython*; at the same time it is the most wide-spread flavor due to its long history and stability.

There are also a lot of alternative python interpretters which are either specialized for specific application domains or show better performance:

- IronPython: a MicroSoft flavor for .Net;
- Jython: an Oracle flavor for JVM;
- *PyPy*: a python interpretter written in python; often it is faster than *CPython* but is quite young, hence, considered unstable;

• stackless: a python interpretter with cooperative multi-threading and minimal stack; often is better scalable than CPython with native thread support;

It is so easy to customize python interpretter that there are a lot of proprietary modification of it around.

1.3 C support

Python is well-known for its support for C/C++ libraries. In general any shared library can be imported as a regular python module if that library provides a specific "pythonish" interface. Many builtin python modules are in fact shared libraries. This property is typically leveraged to offload performance critical algorithms to C (e.g. massive string operations).

There are three ways to include a non-pythonish shared library into python:

• through a ctypes module:

Just dynamically load all necessary types and functions as appropriate python objects. It is the fastest way to test some library.

• through a C wrapper library:

Write a pythonish wrapper for non-pythonish shared library. Usually this solution shows the best performance, but is hard to maintain.

• through a Cython wrapper module:

Cython is a programming language - a mix of C and Python. Also, Cython is a compiler producing a pythonish C module off a python-like code; later that C module is compiled into a pythonish shared library. This is the most elegant yet efficient method. However, not all python flavors are supported (e.g. PyPy is not).

1.4 Useful tools

Every python developer must know how to install python and a few useful tools:

- *pip*: a modern application to install packages from a python package index (PyPI); and official PyPI is *http://pypi.python.org/*. On Linux it is typically installed as a *python-pip* Linux package.
- setuptools, distribute: popular python packaging libraries; distribute is considered a road-map for the nearest future. This and below are installed as a pip package. See lesson X.
- docutils: a standard python documentation package (see Lesson 2).
- virtualenv: a common package to create virtual development environments.

1.5 Style

Please follow PEP8 and a Google Python Style Guide. The latter one take precedence. Main rules are: always use 4 spaces for indentation, single quotes for string literals, 80 characters as line limit.

Any IDE can be used; I am using *Vim.* Anyway, please, make sure that your IDE never puts a *<TAB>* character and never leaves a trailing white space.

2 Tasks

2.1 Installation

Install python, pip, and docutils on your computer.

2.2 Workspace

For each lesson create a folder named lesson# under which for each task create a file named task#.ext where # is a lesson/task number and ext is dependent onto a task (py in most cases).