

EVERY BOILERMAKER ENGINEER CODES: 101

ENTRY-LEVEL PROGRAMMING IN PYTHON

LECTURE 01

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COLLEGE OF ENGINEERING

Fall 2021

Part I

ENTRY-LEVEL PROGRAMMING IN PYTHON

WHO - INSTRUCTOR



Instructor:

- Prof. John Cole (he/him)
- jhcole@purdue.edu
- Hometown: Lafayette, Indiana
- Major: BSEE, PhD Electrical Engineering
- Personal: Dog dad to Beau and Bear

WHO - PEER TEACHERS

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WHAT ARE WE LEARNING

Structured Programming

- variables, sequential statement, control structures, loops
- functions, modules and the Python standard library
- lists, tuples, dictionaries, and sets
- strings, file input and output
- plotting with matplotlib

Object-Oriented Programming

- classes, objects, attributes, and methods
- abstraction, encapsulation, inheritance, and polymorphism

WHERE

Class

- On Brightspace
<https://purdue.brightspace.com/d21/home/401876>
- Check under the “All” tab for “Fall 2021
EBEC Entry-Level Programming in Python”

Office Hours

- Office hours will be held via Microsoft Teams
- use team code uahux0x

Q&A and Discussion Forum

- On Campuswire
<https://campuswire.com/c/G442E6951/feed/>
- Please add <team@campuswiremail.com> to your email safe list so you won't miss any important announcements.

WHEN

Class

- August 30th - December 12th
- New modules released every Monday (even on holidays)
- Assignments due second Monday after being released

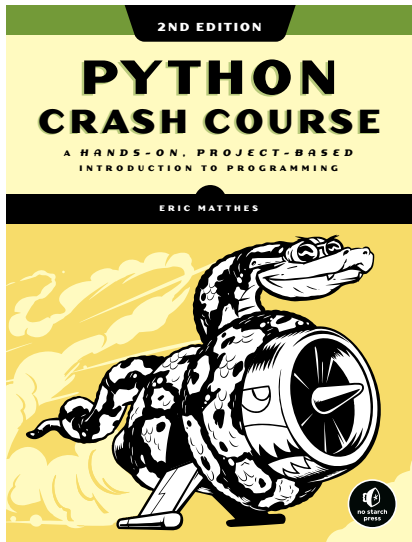
Office Hours

- To Be Determined

Q&A and Discussion Forum

- anytime

HOW TO GET THE TEXTBOOK



Textbook:

- digital access available
FREE at Purdue library
- Publisher: No Starch Press;
2nd Edition (May, 2019)
- ISBN-10: 1-59327-928-0
- ISBN-13: 9781593279288

HOW YOU WILL BE GRADED

50 % Programming Exercises

- 3-6 programming exercises weekly on Gradescope
- submit code and screenshots for each exercise
- 100 points per exercise (90 autograded, 10 manual)

25 % Quizzes

- weekly on Brightspace
- 10-15 multiple choice questions

25 % Final Project

- 2 weeks
- comprehensive

Notes:

- This is a FREE non-transcript course.
- This course will not affect your GPA.

HOW TO EARN THE CERTIFICATE



- Score **70 %** or higher to earn a certificate issued by the College of Engineering
- certificate file will be hosted long-term by Purdue for verification
- recipients will receive a link to their certificate file by email
- print your certificate or include the link on your resume, LinkedIn profile, or wherever

A laptop screen is shown, displaying a code editor with CSS code. The code is for a single-product page layout, featuring a header, a main content area with a product image and description, and a footer. The code is written in CSS and includes comments in French. A large, semi-transparent text overlay in a bold, yellow, serif font reads "Thanks for watching!". The text is centered on the screen and partially obscures the code. The code editor has a dark background and a sidebar on the left showing a file explorer with various files like "no-products-found.php", "search.php", "style.css", "content-single-product-rightof.php", "content-single-product.php", "content-single-product-rightof-fullheight.php", "index.html", and "single-product.php". The top of the screen shows the Brackets application window with the title "Users/Macbook/Desktop/sahim/sahim/style.css (single-product) - Brackets". The bottom of the screen shows the macOS dock with various application icons.

Thanks for
watching!

Part II

PROGRAMMING IN PYTHON

OPEN A TERMINAL

- Linux & Mac

Terminal

```
user@machine:~$
```

- Windows (also called command prompt)

Terminal

```
C:\Users\user>
```

- Generic Terminal

Terminal

```
$
```

START INTERACTIVE MODE

Terminal

```
$ python
Python 3.8.2 (default, Jul 16 2020, 14:00:26)
[GCC 9.3.0] on linux
Type "help", "copyright", "credits" or "license"
for more information.
>>>
```

The Python interactive prompt “>>> ”

- indicates interpreter is waiting for a statement to be typed
- reappears after previous statement is executed
- good way to experiment and learn
- exit by pressing **ctrl** + **D** or entering `exit()`
- statements are not saved

INTERACTIVE MODE - EXAMPLE

Terminal

```
$ python
Python 3.8.2 (default, Jul 16 2020, 14:00:26)
[GCC 9.3.0] on linux
Type "help", "copyright", "credits" or "license"
for more information.
>>> print('hello world')
hello world
>>> exit()
$
```

SCRIPT MODE

- type Python statements in a file
- save the file with the .py extension
- run by typing “python filename.py” in a terminal

Editor - hello_world.py

```
1 print('Hello World!')
```

Terminal

```
$ python hello_world.py
Hello World!
$
```


MATH OPERATORS

MATH OPERATOR performs a calculation

OPERANDS the values an operator acts on

Common Math Operators

- addition “+”
- subtraction “-”
- multiplication “*”
- float division “/”
- exponentiation “**”
- floor division “//”
- modulus (remainder) “%”

MATH OPERATOR EXAMPLES

Terminal

```
$ python3
>>> 5 + 10
15
>>> 3 - 7
-4
>>> 6 * 15
90
>>> 7 / 4
1.75
>>> 7 // 4
1
>>> 7 % 4
3
>>>
```

Terminal

```
>>> 4 / 1.5
2.6666666666666665
>>> 4 // 1.5
2.0
>>> 2**8
256
>>> 12 / 3*2
8.0
>>> 12 / (3*2)
2.0
>>> 2 + 3*(9-4)**2
77
>>>
```

OPERATOR PRECEDENCE

- order of operations is determined by precedence
- higher precedence operators execute first
 - ① parentheses ()
 - ② exponents **
 - ③ multiplication *, division / and //, and modulus %
 - ④ addition + and subtraction -
- equal precedence operators execute from left to right

VARIABLES

VARIABLE a name that references a value stored in memory

- think of them as handles for your data
- used to access and manipulate data in memory
- can point to any type of data

ASSIGNMENT OPERATOR the equal sign “=”

EXPRESSION anything that results in a value (e.g. 1+2)

LITERAL a value written directly in a program

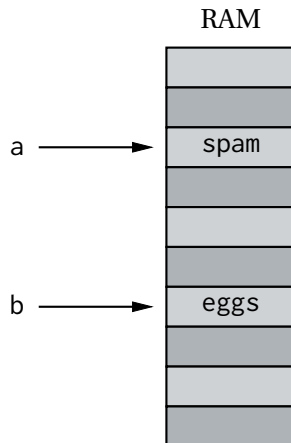
ASSIGNMENT STATEMENT sets the value that a variable refers to

- general form is: variable = expression
- e.g. age = 21 (variable, assignment operator, literal)

SIMPLE ASSIGNMENT

Terminal

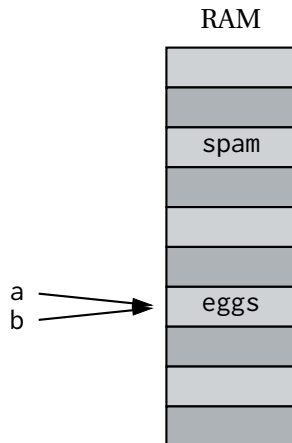
```
$ python
>>> a = 'spam'
>>> a
'spam'
>>> b = 'eggs'
>>> b
'eggs'
>>> a = b
>>> a
'eggs'
>>>
```



SIMPLE ASSIGNMENT

Terminal

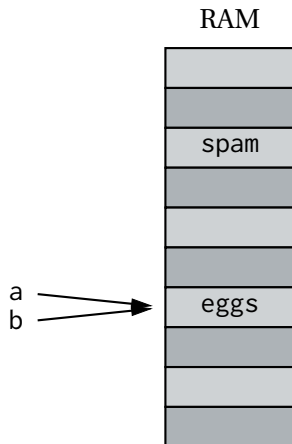
```
$ python
>>> a = 'spam'
>>> a
'spam'
>>> b = 'eggs'
>>> b
'eggs'
>>> a = b
>>> a
'eggs'
>>>
```



GARBAGE COLLECTION

What happens to the 'spam' stored in memory?

- values that are no longer referenced by a variable are periodically removed
- this process is called garbage collection
- automatically frees up memory so it can be used for something else



VARIABLES AS ARGUMENTS

FUNCTION a piece of pre-written code that performs an operation

ARGUMENT data given to a function

- A variable can be passed as an argument to a function.

Terminal

```
$ python
>>> a = "spam"
>>> print(a)
spam
>>>
```


VARIABLES MUST BE ASSIGNED

Variables can only be used after being assigned.

Terminal

```
$ python
>>> print(a)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'a' is not defined
>>> a = "eggs"
>>> print(a)
eggs
>>>
```

VARIABLE TO LEFT OF ASSIGNMENT

The left side of an assignment statement must be a variable.

Terminal

```
$ python
>>> 1 = a
      File "<stdin>", line 1
      SyntaxError: can't assign to literal
>>> a = 1
>>>
```

MULTIPLE ASSIGNMENT & OPERATORS WITH VARIABLES

- multiple assignment matches variables and values one-for-one

Terminal

```
>>> a, b, c = 5, 7, 9
>>> a
5
>>> b
7
>>> c
9
```

- operators work with variables just like they do with values

Terminal

```
>>> a, b, c = 5, 7, 9
>>> a + b
12
>>> c % b
2
>>> c % b * a
10
```

COMPOUND ASSIGNMENT OPERATORS

Terminal

```
>>> a = 100
>>> a = a + 10
>>> a += 10
>>> a
120
>>> a *= 2
>>> a
240
>>> a /= 5
>>> a
48
>>> a -= 6
>>> a
42
```

- a variable can appear on both sides of an assignment
- $a += 3$ is equivalent to $a = a + 3$
- $a -= 3$ is equivalent to $a = a - 3$
- $a *= 3$ is equivalent to $a = a * 3$
- $a /= 3$ is equivalent to $a = a / 3$
- $a **= 3$ is equivalent to $a = a ** 3$
- $a //= 3$ is equivalent to $a = a // 3$
- $a %= 3$ is equivalent to $a = a \% 3$
- python does not have ++ or -- operators

ALL VALUES HAVE A TYPE

The `type()` function returns the type of its argument.

Terminal

```
>>> type(5)
<class 'int'>
>>> type(5.0)
<class 'float'>
>>> type('eggs')
<class 'str'>
>>> type("spam")
<class 'str'>
>>> type(''3'')
<class 'str'>
```

Basic Types:

- INT** integers (e.g. 1, 35, -10)
- FLOAT** floating point numbers (e.g. 3.14159, 10.0, 1e5)
- STR** character strings, anything enclosed in single, double, or triple quotes (e.g. "eggs", "spam", "3")

ALL VARIABLES HAVE A TYPE

Terminal

```
>>> a, b, c = 5, 7.0, 'eggs'
>>> type(a)
<class 'int'>
>>> type(b)
<class 'float'>
>>> type(c)
<class 'str'>
>>> c = 3
>>> type(c)
<class 'int'>
```

Variables:

- have the same type as the value they refer to
- can refer to a value of any type
- can change their value and type at any time

MIXED TYPE OPERATIONS

Terminal

```
>>> 5+2
7
>>> 5+2.0
7.0
>>> 5/2
2.5
>>> 5//2
2
>>> 5%2
1
>>> 5.1%2
1.0999999999999996
>>>
```

Terminal

```
>>> type(5+2)
<class 'int'>
>>> type(5+2.0)
<class 'float'>
>>> type(5/2)
<class 'float'>
>>> type(5//2)
<class 'int'>
>>> type(5%2)
<class 'int'>
>>> type(5.1%2)
<class 'float'>
>>>
```

TYPE CONVERSIONS

Terminal

```
>>> a = 1.5
>>> type(a)
<class 'float'>
>>> b = str(a)
>>> type(b)
<class 'str'>
>>> b
'1.5'
>>> c = float(b)
>>> type(c)
<class 'float'>
>>> c
1.5
```

Terminal

```
>>> d = int(c)
>>> type(d)
<class 'int'>
>>> d
1
>>>
```

- `str()` returns its argument as a string
- `float()` returns its argument as a float
- `int()` returns its argument as an integer

int() LIMITATIONS

- int() can not handle strings with decimal points

Terminal

```
>>> int('5')
5
>>> int(5.8)
5
>>> int('5.8')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: invalid literal for int() with base 10:
'5.8'
>>>
```

float() LIMITATIONS

- float() can only handle integers and numeric strings

Terminal

```
>>> float(5)
5.0
>>> float('5.8')
5.8
>>> float('five')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: could not convert string to float: 'five'
>>>
```

QUOTES IN STRINGS

Terminal

```
>>> "but I don't like spam"
"but I don't like spam"
>>> 'The nights who say "Ni!"'
'The nights who say "Ni!"'
>>> 'Don't say "Ni!"'
      File "<stdin>", line 1
        'Don't say "Ni!"'
            ^
SyntaxError: invalid syntax
>>> 'Don\'t say "Ni!"'
'Don\'t say "Ni!"'
>>> "Don't say \"Ni!\""
'Don\'t say "Ni!"'
```

- single quotes must be escaped within single quotes
- double quotes must be escaped within double quotes
- use backslash `\` to escape quotation marks

MORE ABOUT STRINGS

Terminal

```
>>> '''Don't say "Ni!"""
'Don\'t say "Ni!"
>>> """And now
... for something completely different"""
'And now\nfor something completely different'
>>> "egg" + "s a" + "nd s" + "pam"
'eggs and spam'
```

- triple quoted strings can contain both single and double quotes
- triple quoted strings can span multiple lines
- can enter special characters newline '\n' and tab '\t'
- strings can be combined with the + operator

THE input() FUNCTION

Terminal

```
>>> name = input('What is your name? ')
What is your name? Sir Arthur
>>> name
'Sir Arthur'
>>>
```

- enables reading input from the keyboard
- general form is `variable = input(prompt)`
- no automatic space after prompt
- `input()` **always** returns a string

READING NUMBERS WITH THE `input()` FUNCTION

Use a type conversion to input a number

Terminal

```
>>> age = input('How old are you? ')
How old are you? 7
>>> age
'7'
>>> type(age)
<class 'str'>
>>> age = int(age)
>>> age
7
>>> type(age)
<class 'int'>
>>>
```

READING NUMBERS WITH THE `input()` FUNCTION CONT.

- can use nested function calls `func_a(func_b(argument))`
- invalid input will produce an error

Terminal

```
>>> age = int(input('How old are you? '))
How old are you? 7
>>> type(age)
<class 'int'>
>>> age = int(input('How old are you? '))
How old are you? 7.5
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: invalid literal for int() with base 10:
'7.5'
```

THE print() FUNCTION

- can have multiple input arguments separated by commas
- arguments are displayed in the order they are passed
- by default, arguments are displayed separated by a space
- keyword argument `sep='delimiter'` changes the space between arguments to `delimiter`
- keyword argument `end='delimiter'` changes the newline at the end to `delimiter`

Terminal

```
>>> print('I am', 97, 'years old.')
I am 97 years old.
>>> print('a', 'b', 'c', sep='.', end='!')
a.b.c!>>>
```


THE `format()` FUNCTION

- accepts two arguments, a number, and a format specifier
- returns a formatted number as a string

Terminal

```
>>> format(12345.6789, '.2f')  
'12345.68'  
>>> format(12345.6789, '10,.2f')  
' 12,345.68'  
>>> format(12345, '8_d')  
' 12_345'
```

FORMAT SPECIFIERS

basic form of a format specifier is:

'[width][grouping_option][.precision][type]'

- width: the minimum total length of string
- grouping_option: a character to use when grouping digits
- .precision: the number of digits after the decimal point
- type use d for integers, f for floats, % for percentages

Terminal

```
>>> format(12345.6789, ',.5f')  
'12,345.67890'  
>>> format(12345, '12,d')  
'      12,345'  
>>> format(0.01, '0.0%')  
'1%'
```

AN EXAMPLE PROGRAM

- statements execute in the order they appear

Editor - total_price.py

```
1 # Ask User to input the item price
2 price = float(input('Enter the item\'s price: '))
3
4 # Ask User to input how many items
5 num_of_items = float(input('How many items: '))
6
7 # Calculate the total price
8 total_price = price * num_of_items
9
10 # Display the total price
11 print('The total price is $',
12       format(total_price, '.2f'), '.', sep='')
```

AN EXAMPLE PROGRAM CONTINUED.

Terminal

```
$ python total_price.py  
Enter the item's price: .99  
How many items: 8  
The total price is $7.92.
```

F-STRINGS

- start with an f before the first quotation mark
- wrap variables in the string in braces { }
- add format specifiers inside the braces after a colon

Terminal

```
>>> cost = 12345.6789
>>> f'{cost}'
'12345.6789'
>>> f'The item costs ${cost}.'
'The item costs $12345.6789.'
>>> f'The item costs ${cost:.2f}.'
'The item costs $12345.68.'
>>>
```

AN EXAMPLE PROGRAM - REVISITED

Editor - total_price.py

```
1 price = float(input('Enter the item\'s price: '))
2 num_of_items = float(input('How many items: '))
3 total_price = price * num_of_items
4
5 # Display the total price
6 print(f'The total price is ${total_price:.2f}.')
```

Terminal

```
$ python total_price.py
Enter the item's price: .99
How many items: 8
The total price is $7.92.
```

A laptop screen is shown, displaying a code editor with CSS code. The code is for a single-product page layout, featuring a header, a main content area with a product card, and a footer. The code is written in CSS and includes comments in French. A large, bold, yellow text overlay reads "Thanks for watching!". The laptop keyboard is visible at the bottom of the frame.

Thanks for watching!