

 Scientific Programming with Python 

Welcome to the Course!

Session 1

Introduction & Set Up



Meet the Teaching Assistants

- Konark — 2nd Year, BSc Computer Science
- Amirali — 2nd Year, BSc Software, Data & Technology



How the Course Works

- **Lectures** → delivered by the professor
- **Seminars:**
 - Warm-up problems in Jupyter — solved together
 - Core exercises — to be completed and submitted in class
- **Weekly Homework** → due before the next lecture



Grading Scheme

- 67% → Final written exam
- 33% → Weekly homework

⚠ To pass: you must score **at least 45% in each component**
(exam, weekly homework, and seminar core exercises)



Communication Channels

- Microsoft Teams
 - Course channel: ask general questions, share problems others may also encounter
 - Private messages: for detailed or personal matters



Today's Plan

- Install Python
- Set up Git & GitHub Classroom
- Submit your very first assignment → Homework 0



Let's get started!

Install Python

- Download from python.org/downloads
- Choose Python 3.11+ (stable version)
- On Windows →  check “Add Python to PATH” during install
- On macOS/Linux → often pre-installed. If missing or outdated:

macOS (with Homebrew):

```
brew install python
```

Ubuntu/Debian:

```
sudo apt update  
sudo apt install python3 python3-pip -y
```

Verify Installation

Check your version in the terminal:

```
python --version
```

 Expected output:

```
Python 3.x.x
```



Virtual Environments (Advanced)

Keep project dependencies isolated:

```
python -m venv .venv
source .venv/bin/activate    # macOS/Linux
.venv\Scripts\activate       # Windows
```

Deactivate with:

```
deactivate
```



Install Packages (coming soon...) with pip

Use `pip` to add dependencies:

```
pip install pytest
```

Install all dependencies from `requirements.txt`:

```
pip install -r requirements.txt
```

⚠ Not working for some? The problem is **3**!

- On Linux/macOS, older systems shipped with Python 2 as `python`.
 - To avoid conflicts, Python 3 is installed as `python3`.
- On Windows, you usually only have Python 3, so the command is just `python`.
- In modern Linux/macOS, `python` may already point to Python 3, but it's safest to use `python3`.

👉 Same goes for pip

👉 Rule of thumb:

- macOS/Linux → use `python3` & `pip3`
- Windows → use `python` & `pip`



Test Your Setup

Run the Python REPL:

```
python
```

```
>>> print("Hello, world!")
```

🎉 If it works → you're ready to code!



Python Command Cheat Sheet

- Run script: `python file.py`
- Interactive mode (REPL): `python`
- Install package: `pip install <name>`
- Install from requirements: `pip install -r requirements.txt`
- Virtual env:
 - Create: `python -m venv .venv`
 - Activate: `.venv\Scripts\activate` (macOS/Linux → `source .venv/bin/activate`)
 - Deactivate: `deactivate`

⚠ Add 3 for macOS/Linux

  Python is Ready!

- You've installed Python
- Verified it runs on your system
- Know how to manage packages & virtual environments

Next Step → Git & GitHub

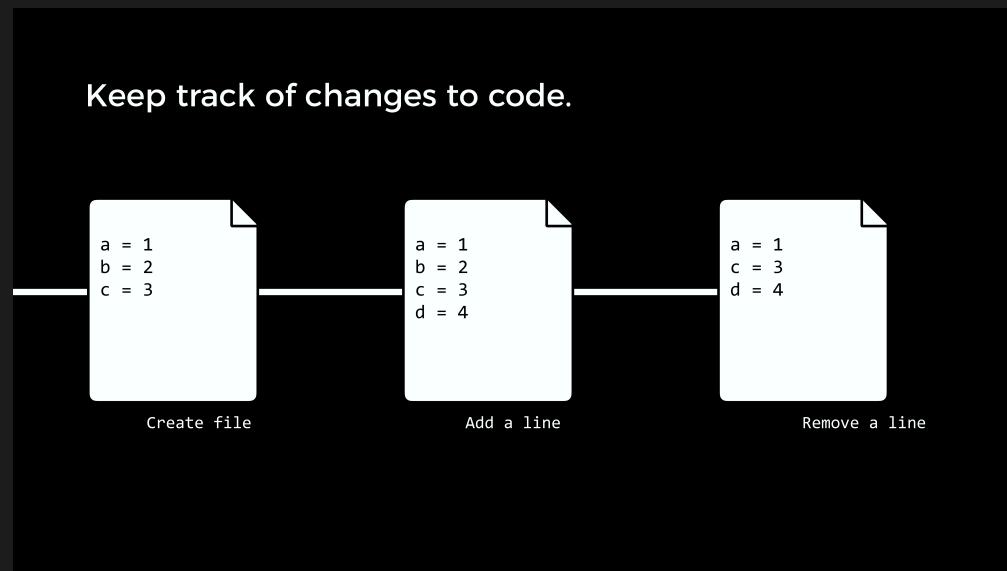
- Manage your projects with **version control**
- Collaborate with peers
- Submit homework via **GitHub Classroom**

✨ Let's set up Git & GitHub together! ✨

🐙 Git & GitHub — Quick Introduction

A minimal toolkit to collaborate and track changes:

- Local work tracked by **Git**
- Shared remotely on **GitHub**
- Sync via **clone / pull / add / commit / push**



1 Install Git

- Download & install from git-scm.com/downloads
- Verify installation:

```
git --version
```

2 GitHub Setup

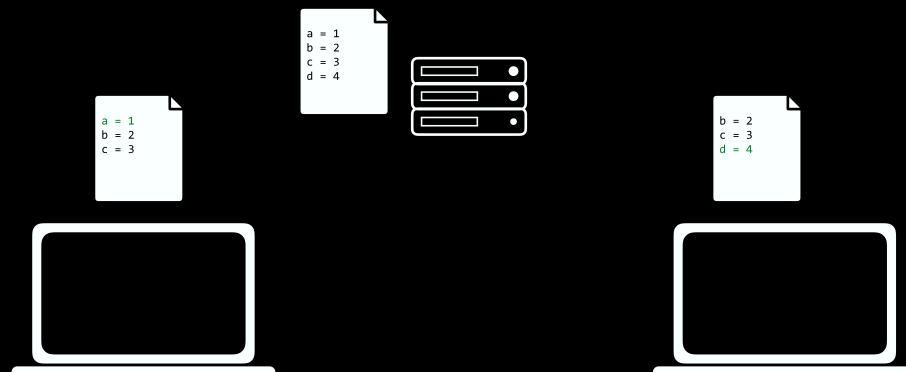
- Create an account on github.com
- Configure identity locally:

```
git config --global user.name "Your Name"  
git config --global user.email "you@example.com"
```

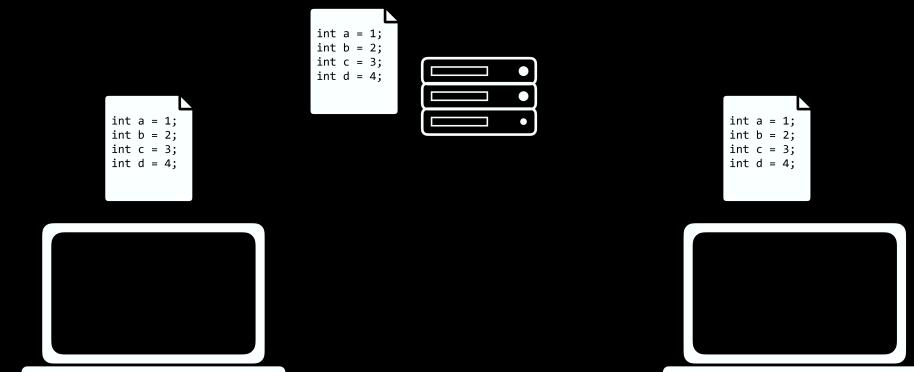
3 Repositories (Local ↔ Remote)

- A **repository** = a project folder tracked by Git
- Two sides of the same repo:
 - **Local** on your computer
 - **Remote** on GitHub (the server)
- Collaborate by syncing changes through the remote

Synchronizes code between different people.



Synchronizes code between different people.



4 GitHub (the Server)

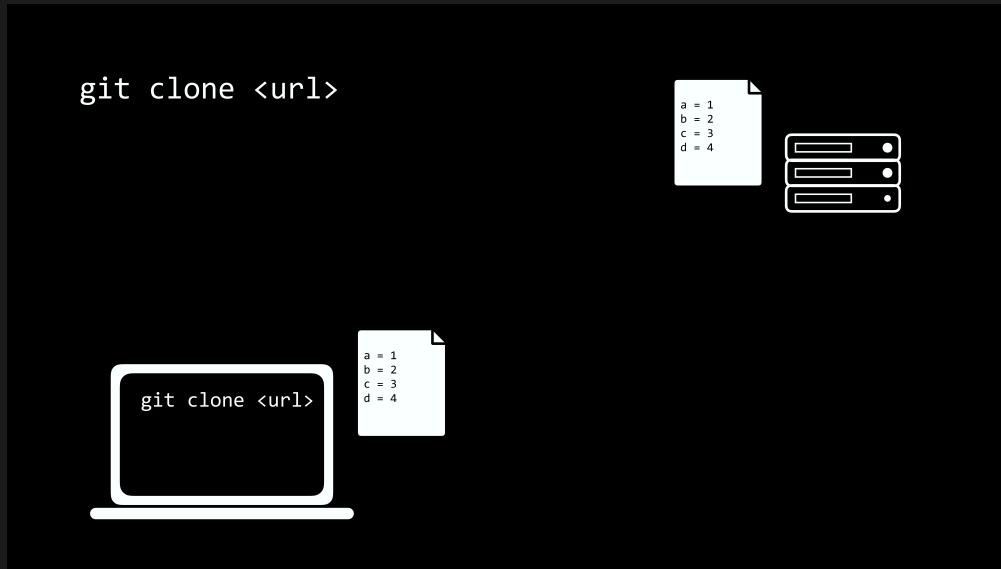
- Hosts repositories, issues, pull requests, CI, and collaboration tools
- Central place to share code and review contributions

5 Clone a Repository

Copy a remote repo to your machine:

```
git clone <url>
```

- Creates a local folder with full commit history



6 Stage Changes

Select what to include in the next commit:

```
git add <filename>
# or
git add .
```

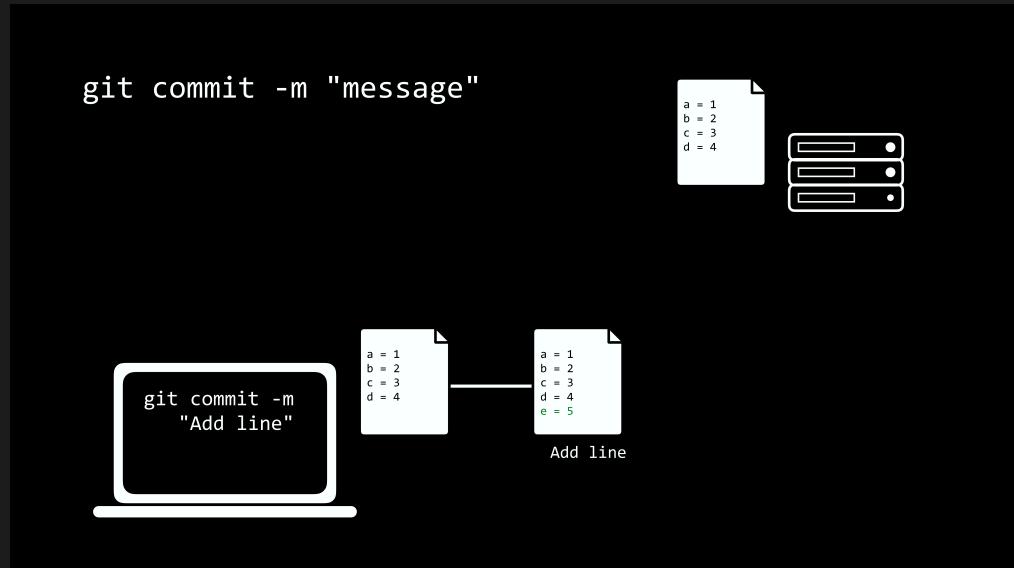


7

Commit Changes

Save a snapshot with a clear message:

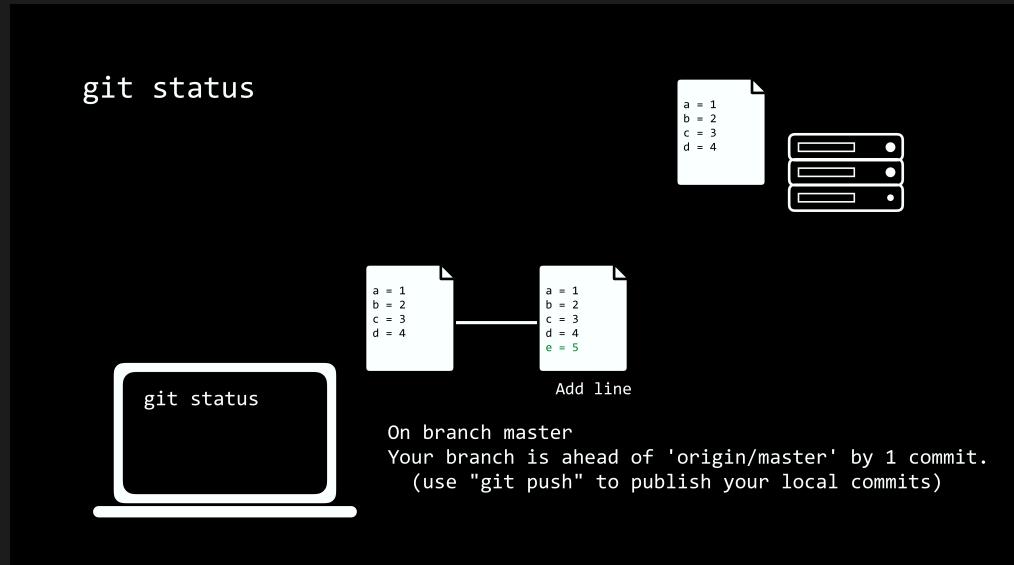
```
git commit -m "Describe what changed"
```



8 Check Status

See what's modified, staged, or untracked:

```
git status
```

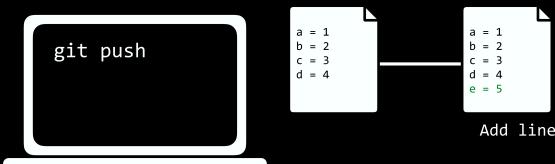
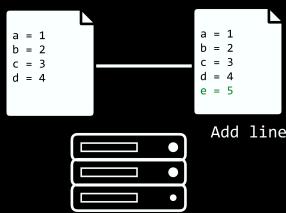


9 Push to GitHub

Upload your local commits to the remote:

```
git push  
# on the first push, Git may ask you to set an upstream branch  
git push --set-upstream origin <branch>  
# or shorter:  
git push -u origin <branch>
```

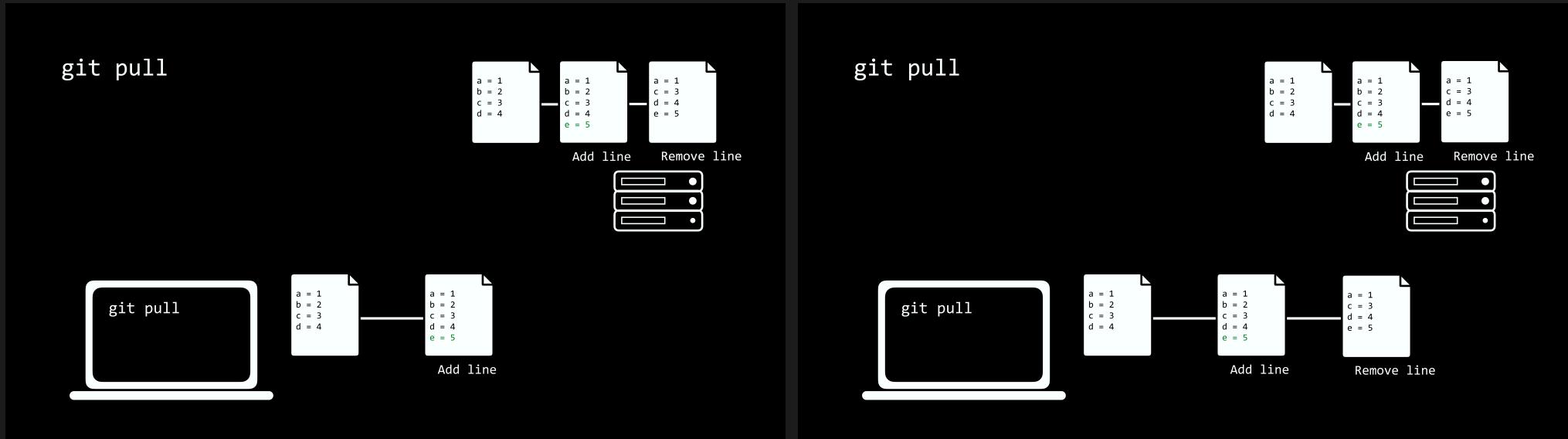
git push



10 Pull from GitHub

Download and integrate remote changes:

```
git pull
```



11 View History

Inspect past commits:

```
git log
```

Useful flags: `--oneline`, `--graph`, `--decorate`

```
git log
```

```
commit 436f6d6d6974204d73672048657265  
Author: Brian Yu <brian@cs.harvard.edu>  
Date: Mon Jan 22 14:06:28 2018 -0400
```

Remove a line

```
commit 57656c636f6d6520746f20576562  
Author: Brian Yu <brian@cs.harvard.edu>  
Date: Mon Jan 22 14:05:28 2018 -0400
```

Add a line



1 2 Reset (HARD) — Use with Caution

⚠ Dangerous: discards local changes after the target commit.

```
git reset --hard <commit>
```

- Resets working directory and index to the given commit
- Irreversible if changes weren't pushed or saved elsewhere

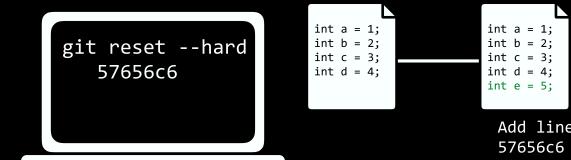
```
git reset
```

- git reset --hard <commit>
- git reset --hard origin/master



```
git reset
```

- git reset --hard <commit>
- git reset --hard origin/master





Git Command Cheat Sheet

- **Setup:** `git config --global user.name , user.email`
- **Clone:** `git clone <url>`
- **Status:** `git status`
- **Stage:** `git add <file>` / `git add .`
- **Commit:** `git commit -m "<message>"`
- **Push/Pull:** `git push` / `git pull`
- **History:** `git log`
- **Reset (danger):** `git reset --hard <commit>`



Wrap-Up

- You know the course structure & grading
- You can install Git, configure GitHub, and use core commands
- Next: **HW0 submission via GitHub Classroom**

?

Any Questions?

- Feel free to ask about Git basics
- Setup issues? We can help you fix them now
- No question is too small — if you're stuck, probably others are too :)



Let's Get Started with HW0

- We'll submit HW0 together right now
- Feel free to ask your peers if you get stuck
- Pair programming is always better  A emoji showing two people, a woman and a man, sitting at a laptop computer, representing pair programming.
- And of course, don't hesitate to ask us for help



GitHub Classroom — Step by Step

What it is:

- You accept an **assignment link** (shared on Teams).
- GitHub Classroom creates a **private repo** for you.
- You work locally and **push** to submit. You can push updates until the deadline.

1 Accept the Assignment

- Open the **Classroom** link from Teams.
- Sign in to **GitHub** (or create an account).
- Wait for the private repo to be created (name usually includes your username).
- Confirm the repo is **private** and belongs to the course organization.

2 Clone Your Repo

Use HTTPS (recommended for beginners):

```
git clone <repo-url>
cd <repo-name>
```



Project Structure — Do Not Modify

- **.gitignore** → handles which files are ignored by Git
(e.g., IDE files, caches, virtual environments)
- **requirements.txt** → lists dependencies needed for grading
⚠ Do not edit or remove
- **tests/ & .github/** → contains autograder test cases
⚠ Never change or delete, otherwise grading will fail

👉 Only work inside the provided source files

Install Dependencies →

```
pip install -r requirements.txt
```



Test Your Code Before Committing

Always run the tests to make sure your code works

```
pytest  
#or  
pytest tests/task_name.py # to run tests for a specific task
```

- Fix errors before committing
- Green tests  → safe to `git add` and `git commit`

3 Do the Work Locally

- Open the project in your editor.
- Implement your solutions, run tests.

Stage and commit your changes:

```
git add <files> # or: git add .
git commit -m "HW0: implemented"
```

4 Push to Submit

Push your commits to GitHub:

```
git push
# if Git asks for an upstream on first push:
git push --set-upstream origin <branch>
# shorter:
git push -u origin <branch>
```



Verify Your Submission

- Go to your repository on GitHub
- Open the **Pull Requests (PRs)** tab
- Check the feedback from the autograder
- If the checks pass → you're done
- If they fail → fix your code locally, commit, and push again
(the PR updates automatically)



GitHub Classroom Cheat Sheet

1 Accept Assignment (Teams link → private repo)

2 Clone Repo → `git clone <url>` → `cd <repo>`

3 Install Dependencies →

```
pip install -r requirements.txt
```

4 Work Locally → edit code, run `pytest`

5 Commit → `git add .` → `git commit -m "HwX: solution"`

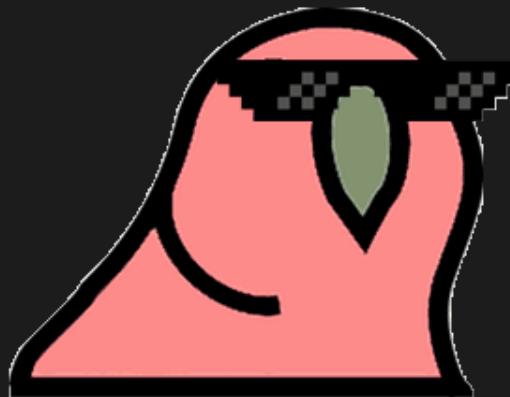
6 Push → `git push`

7 Check GitHub → PR shows autograder

- Green → done
- Red → fix, commit & push again

🎉 All Set Up!

- ✓ Python installed & working
- ✓ Virtual environment ready (don't worry about it UwU)
- ✓ Git & GitHub configured
- ✓ GitHub Classroom workflow clear



✨ You're ready to start coding! ✨



Homework 1

- We will now share the HW1 link
- Deadline: **before next week's lecture**
- Submit via GitHub Classroom (same process as HW0)



Thank You!

- That's all for today
- Good luck with HW1
- See you in the next session A yellow emoji icon showing two hands clapping together with small blue sparkles around them.