

# Basic Python Programming

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June 26, 2017

# Outline

## 1 Preparation

- Set up
- Python Installation
- Editor

## 2 Basic concept

- Types
- Naming
- Others

## 3 Operator and Expression

- Operator
- Expression

# Homebrew

- Homebrew is a package manager for MacOS.
- Please visit [Homebrew](#)
- I wish you can use little Terminal to do something since you will touch it sooner or later.
- Open terminal
- Enter the command line on the website



Figure: terminal

# Install Python

- Enter this command to check the version of installed python

```
python3 -V
```

- If no python installed, enter this line in terminal to install

```
brew install python3
```

- after installed, enter

```
python3
```

then you will get this interface

>>' prompt." data-bbox="628 281 990 359"/>

```
jerry@jerrydeMBP ~$ python3
Python 3.6.1 (default, Apr 4 2017, 09:40:21)
[GCC 4.2.1 Compatible Apple LLVM 8.1.0 (clang-802.0.38)] on darwin
Type "help", "copyright", "credits" or "license()" for more information.
>>>
```

Figure: terminal

# Sublime Text

- Also, use text editor like Sublime Text is another way.
- New a file with ".py" as filename suffix(e.g. helloworld.py), then write as following:

```
#!/usr/bin/python  
# Filename : helloworld.py  
print ('Hello World')
```

- Execute the command

```
python3 helloworld.py
```

to see the result

# Constant

- Constant **cannot be changed**
- Represent its literal meaning
- e.g. Enter '2' in Python interface:

```
>>> 2
2
>>> 'Attest'
'Attest'
>>> 100/2
50.0
>>>
```

# Number

There are four types of number in python

- int
- long int
- float
- complex

```
>>> type(2)
<class 'int'>
>>> type(2.5)
<class 'float'>
>>> type(2+3j)
<class 'complex'>
```

- Use `type` to get the type.
- For complex, use `j` as Imaginary Unit

# String

- String is an array of characters, also **cannot be changed**
- Use ' ' or " " to indicate single line string

```
>>> 'detest'  
'detest'  
>>> "detest"  
'detest'  
>>>
```

- Use ''' ''' or """ """ to indicate multiple lines string

```
>>> '''hello  
... hi'''  
'hello\nhi'  
>>>
```



# Escape character

- Use \ to print out some character

```
>>> 'What\' your name?'  
"What' your name?"  
>>>
```

- If no \

```
>>> 'What' your name?'  
File "<stdin>", line 1  
    'What' your name?'  
      ^  
SyntaxError: invalid syntax  
>>>
```

# Identifier

Some rules to name an identifier:

- First character should be **letters** or `_`
- Remaining part can be letters, numbers(0-9) or `'_'`
- Identifier is case sensitive, it means 'a' is distinguished from 'A'
- e.g.

```
>>> a = 10
>>> 2a =10
File "<stdin>", line 1
2a =10
  ^
SyntaxError: invalid syntax
>>> a
10
>>>
```

# Variable

- Variables store value and **can be modified**
- e.g.

```
>>> Name = 'Jerry'
>>> Name
'Jerry'
>>> Name = 'Tom'
>>> Name
'Tom'
>>>
```

- Identifiers of variables should follow the rules mentioned before
- Create variable directly use unique identifier, no need to use type name, which is much different from other languages like C or Java



# Data type

- Variables can handle various types of data.
- As we go further, we will be able to create our own data types by using **class**
- Don't take too much about some details we haven't discussed so far

# Object

That's why we usually joke about programmers who can create their objects

- Python can solve problem in **Object Oriented** way, which is abbreviated as OOP
- Object describes **attributes of things**, so does Java
- To distinguish from **Function**, function describes the behavior of a process(Process-oriented programming)
- Today, OOP is much popular than POP
- More detail will be present in later slides

# Logical line and Physical line

- Physical line **can be seen when programming**
- Logical line is something like `print 'Hello world'` which actually takes up a physical line
- By default, Python wish only one **expression**(discussed next section) per line, which means a logical line per physical line
- Sometimes, you are willing to put more than one expression in a line, then use `;` to separate them apart

# Indentation

- Indentation is **very IMPORTANT** in python which may affect the result
- Four **Space** or one **Tab** as the unit of indentation
- It will go wrong if no indentation before **print**

```
#!/usr/bin/python3
# Filename : LargerThan20.py
a = 10
def SayHello(a):
    if a < 20:
        print ('a is smaller than 20')
    return
SayHello(a)
```

- Codes in the same level have same indentation, we call these codes a **block**



# Comment

- Use `#` to comment on one line
- Use `''' '''` or `""" """` for multiple lines comment

```
#!/usr/bin/python3
# Filename : LargerThan20.py
a = 10 # an variable nameed 'a', stores a int
      value 10

def SayHello(a):
    if a < 20:
        print ('a is smaller than 20')
    return
'''
If a is smaller than 20, print the sentence
'''

SayHello(a) #call the funtion
```



# Operator

## ■ Arithmetic operators

`+` `-` `*` `**` (power) `/` `//` (divisible) `%`

## ■ Comparison(Relational) operators `<` `>` `<=` `>=` `==` `!=` (inequal)

## ■ Bitwise operators

`<<` (left) `>>` (right) `&` (and) `|` (or) `^` (xor) `~` (not)

## ■ Logical(Boolean) operators `and` `or` `not`

## ■ Assignment operators `=`

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

```
8
```

```
>>> 2!=3
```

```
True
```

```
>>> 2==3 and 2!=3
```

```
False
```

# Operator priority

- Basic rule in arithmetics
- Logical < Comparison < Bitwise < Arithmetic
- More details plz visit [▶ Operator priority](#)
- Use **parenthesis** ( ) to indicate the order explicitly

# Expression

- An expression is an executable codes

```
>>> 5//2
```

```
2
```

```
>>> 3&1
```

```
1
```

```
>>> print('This is the end of this slide.')
```

```
This is the end of this slide.
```

```
>>>
```

```
>>> quit() # use this command to exit python  
interface
```