

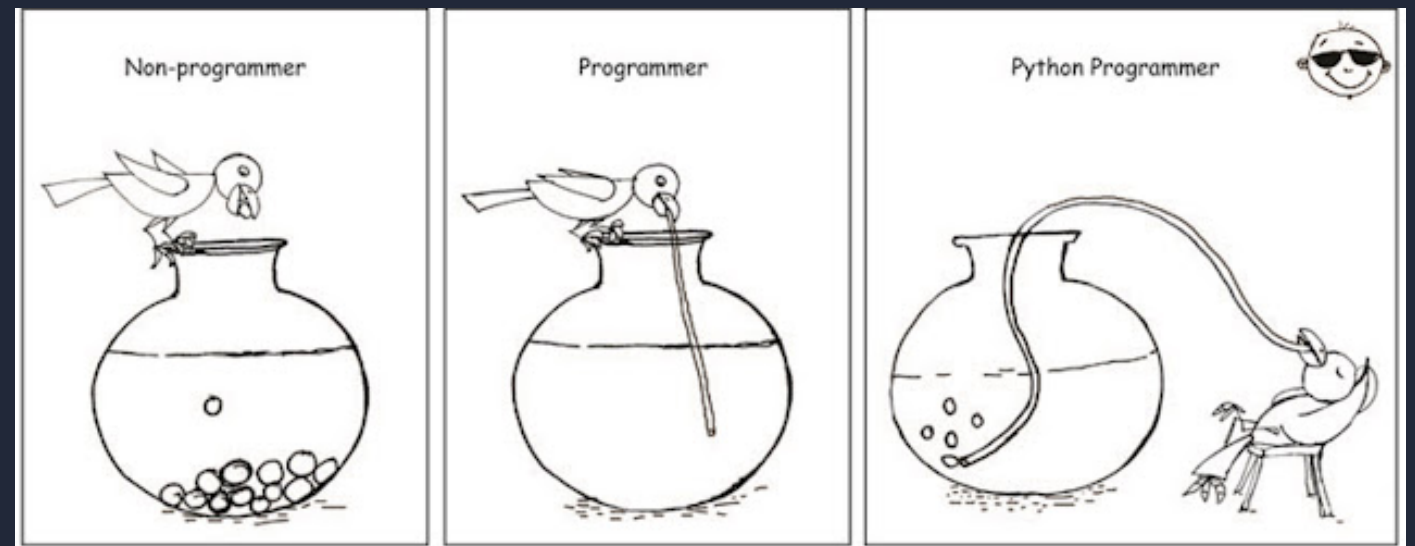


Introduction to Python

Computing 101 workshop - Summer 2024

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The functional capabilities of Computers

CORE ABILITIES:

- **COMPUTATIONS:** EXECUTES UP TO A BILLION OPERATIONS PER SECOND!
- **MEMORY:** CAPABLE OF STORING HUNDREDS OF GIGABYTES OF DATA

TYPES OF OPERATIONS:

- **PRE-PROGRAMMED:** INTEGRAL TO THE PROGRAMMING LANGUAGE
- **CUSTOM:** DEFINED BY THE PROGRAMMER BASED ON SPECIFIC NEEDS

OPERATIONAL PRINCIPLE: A COMPUTER OPERATES STRICTLY ACCORDING TO THE INSTRUCTIONS PROGRAMMED BY A USER.

Types of knowledge

DECLARATIVE KNOWLEDGE: FACTUAL STATEMENTS

- **EXAMPLE: "THERE ARE 118 ELEMENTS IN THE PERIODIC TABLE"**

IMPERATIVE KNOWLEDGE: STEP-BY-STEP INSTRUCTIONS OR PROCESSES

1. **STUDENTS MEMORIZE THE FIRST 10 ELEMENTS OF THE PERIODIC TABLE**
2. **THEY GROUP ELEMENTS BASED ON THEIR PROPERTIES (METALS, NONMETALS, METALLOIDS)**
3. **THEY PRACTICE USING FLASHCARDS TO ENHANCE RECALL**
4. **THEY TEST THEIR KNOWLEDGE THROUGH A QUIZ**

```
# Declarative
small_nums = [x for x in range(20) if x < 5]

# Imperative
small_nums = []
for i in range(20):
    if i < 5:
        small_nums.append(i)
```

Programmable computer

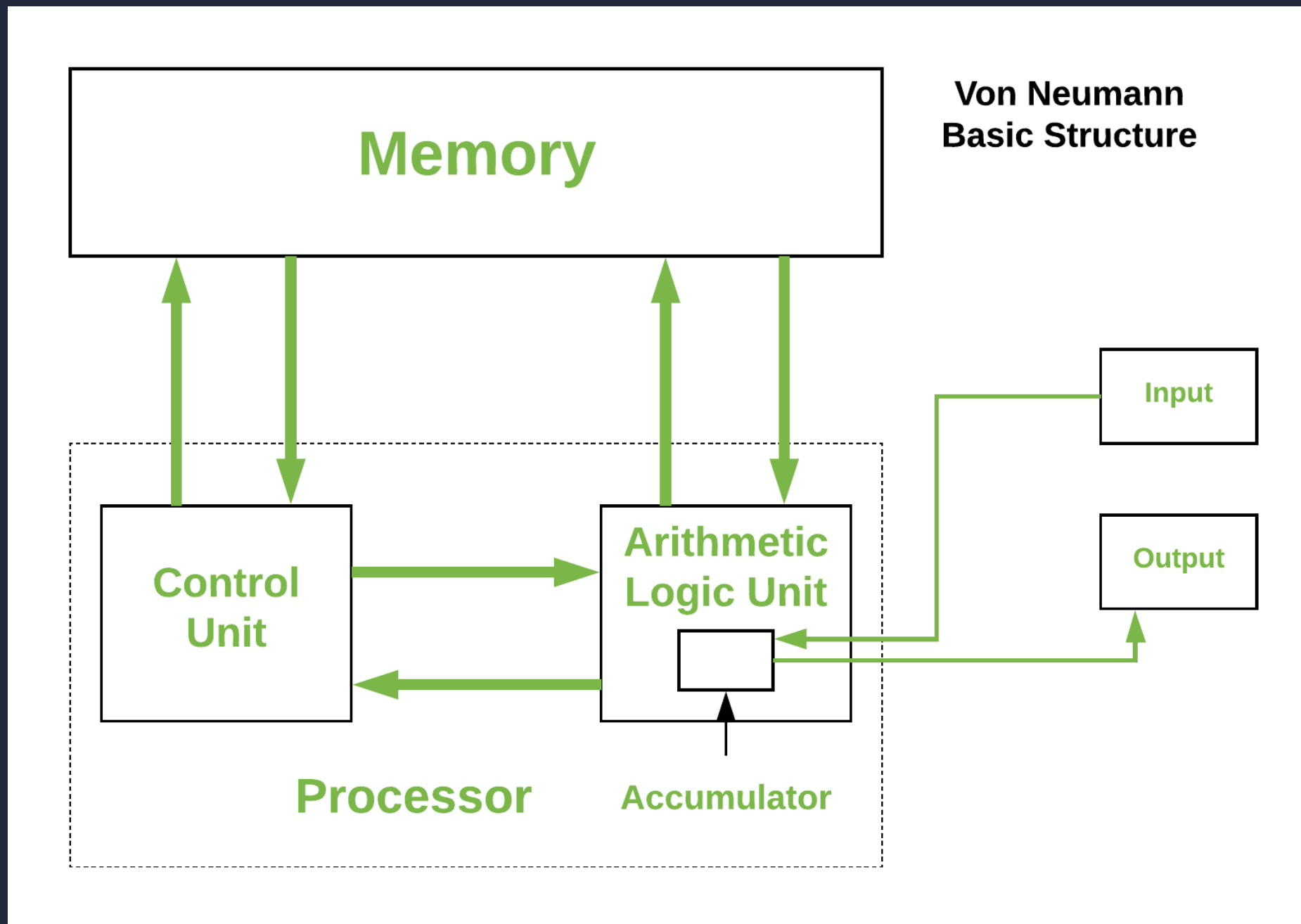
DEFINITION: TYPE OF COMPUTER WHERE THE PROGRAMS (INSTRUCTIONS) AND DATA IT NEEDS ARE STORED IN ITS MEMORY, ALLOWING IT TO EXECUTE A WIDE VARIETY OF TASKS (WITHOUT HARDWARE CHANGES)

INSTRUCTION COMPOSITION: BUILT FROM A BASIC SET OF OPERATIONS:

1. ARITHMETIC AND LOGIC COMPUTATIONS
2. CONDUCTING SIMPLE TESTS
3. DATA MANIPULATION AND MOVEMENT

EXECUTION FLOW: UTILIZES A SPECIAL PROGRAM (LIKE AN INTERPRETER) TO PROCESS EACH INSTRUCTION IN A DEFINED SEQUENCE, ALTERING CONTROL FLOW BASED ON CONDITIONAL TESTS AND CONCLUDING UPON TASK COMPLETION

Basic structure



Creating Recipes with Programming Languages

FOUNDATION: PROGRAMMING LANGUAGES OFFER PRIMITIVE OPERATIONS SIMILAR TO HOW LANGUAGES USE WORDS

- EXAMPLES OF PRIMITIVES:
 - ENGLISH: WORDS
 - PROGRAMMING: NUMBERS, STRINGS, BASIC OPERATORS

BUILDING BLOCKS: COMPLEX EXPRESSIONS ARE CRAFTED FROM THESE PRIMITIVES, FUNCTIONING LIKE LEGAL COMBINATIONS THAT DRIVE MEANINGFUL ACTIONS AND CALCULATIONS WITHIN THE PROGRAMMING ENVIRONMENT.

PURPOSE: THESE EXPRESSIONS AND OPERATIONS WORK TOGETHER TO CREATE DETAILED, EXECUTABLE RECIPES IN SOFTWARE DEVELOPMENT.

Why Python?

INTERPRETED LANGUAGE: EXECUTES LINE-BY-LINE WITHOUT PRE-COMPILATION, FACILITATING RAPID DEVELOPMENT AND DEBUGGING

USER-FRIENDLY: KNOWN FOR ITS CLEAN, INTUITIVE SYNTAX, MAKING IT IDEAL FOR BOTH BEGINNERS AND EXPERTS

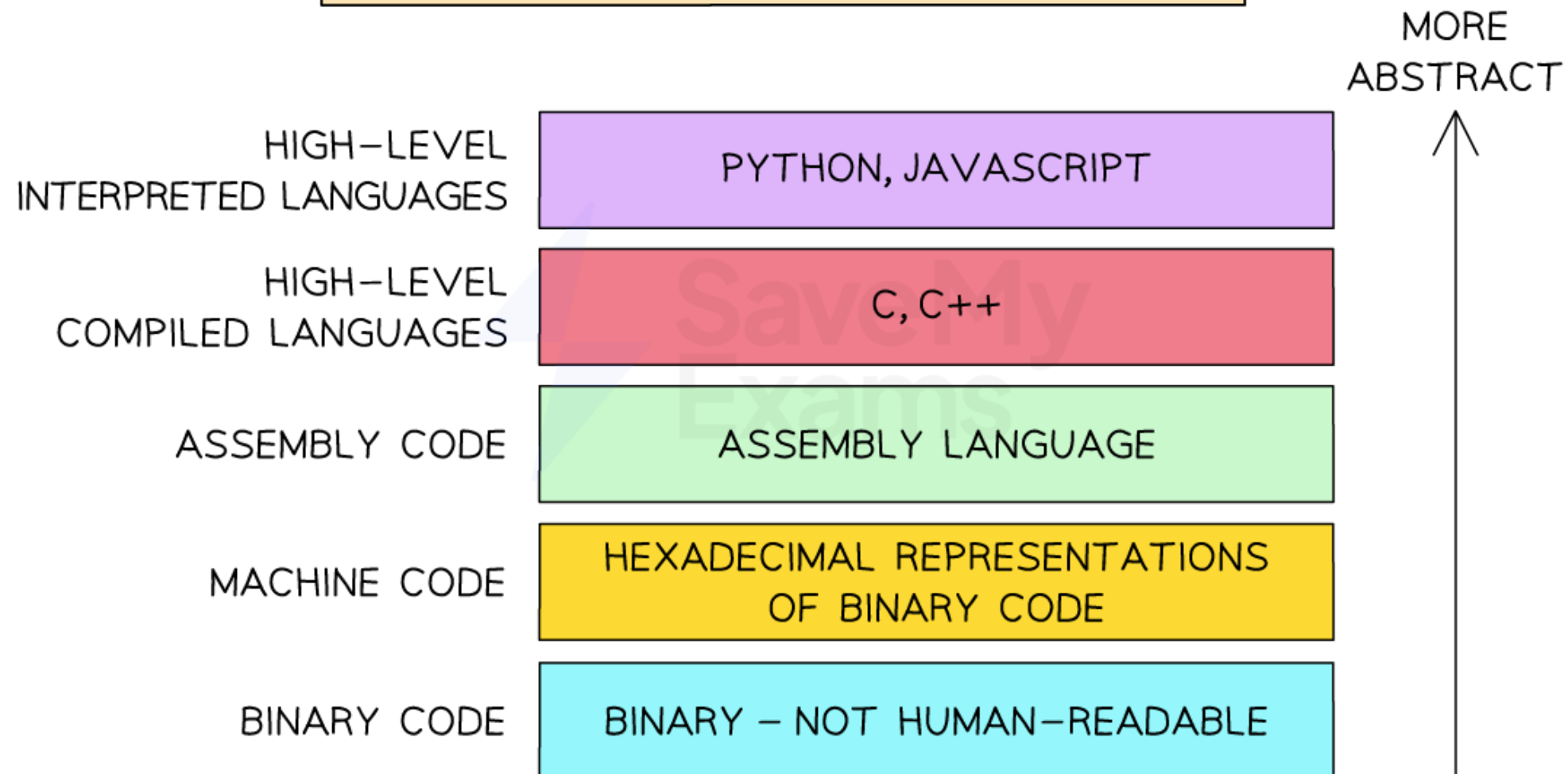
VERSATILE IN DATA ANALYSIS:
THE GO-TO LANGUAGE FOR DATA SCIENCE

GENERAL-PURPOSE: SUITABLE FOR VARIOUS APPLICATIONS, FROM WEB DEVELOPMENT TO MACHINE LEARNING.



Why Python?

LEVELS OF ABSTRACTION IN PROGRAMMING LANGUAGES



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Python programming essentials

WHAT IS A PYTHON PROGRAM?

- A PYTHON PROGRAM IS COMPOSED OF **DEFINITIONS** AND **COMMANDS**:
 - **DEFINITIONS** SET UP VARIABLES AND FUNCTIONS
 - **COMMANDS** DIRECT THE PYTHON INTERPRETER TO PERFORM SPECIFIC TASKS

EXECUTION IN PYTHON:

- **COMMANDS** ARE EXECUTED BY THE PYTHON INTERPRETER EITHER IN AN INTERACTIVE SHELL OR READ FROM A SCRIPT FILE FOR MORE COMPLEX OPERATIONS
- THE INTERPRETER PROCESSES THESE **COMMANDS** SEQUENTIALLY, PERFORMING ACTIONS OR COMPUTATIONS AS INSTRUCTED

Python in a nutshell

PYTHON IS EASY (!) OR (?)

- SIMPLE TO LEARN, JUST USE IT
 - "DRIVING A CAR IS EASY. JUST PUSH THE POWER. ANY 5 YEAR OLD CAN DO..."
ACCIDENT ↔ BUGS

PYTHON IS SLOW (!) OR (?)

- UNFORTUNATELY, THEREFORE C++ MUST BE USED FOR LARGE DATA
 - "A FERRARI IS SLOW IF YOU TRANSPORT GOODS (COMPARED TO A TRUCK)

Python in a nutshell

PYTHON IS BEAUTIFUL

- CLEAN, POWERFUL AND WELL DESIGNED
 - ... AND YES, LESS TO CARE ABOUT

PYTHON IS A FAST, HIGH LEVEL LANGUAGE

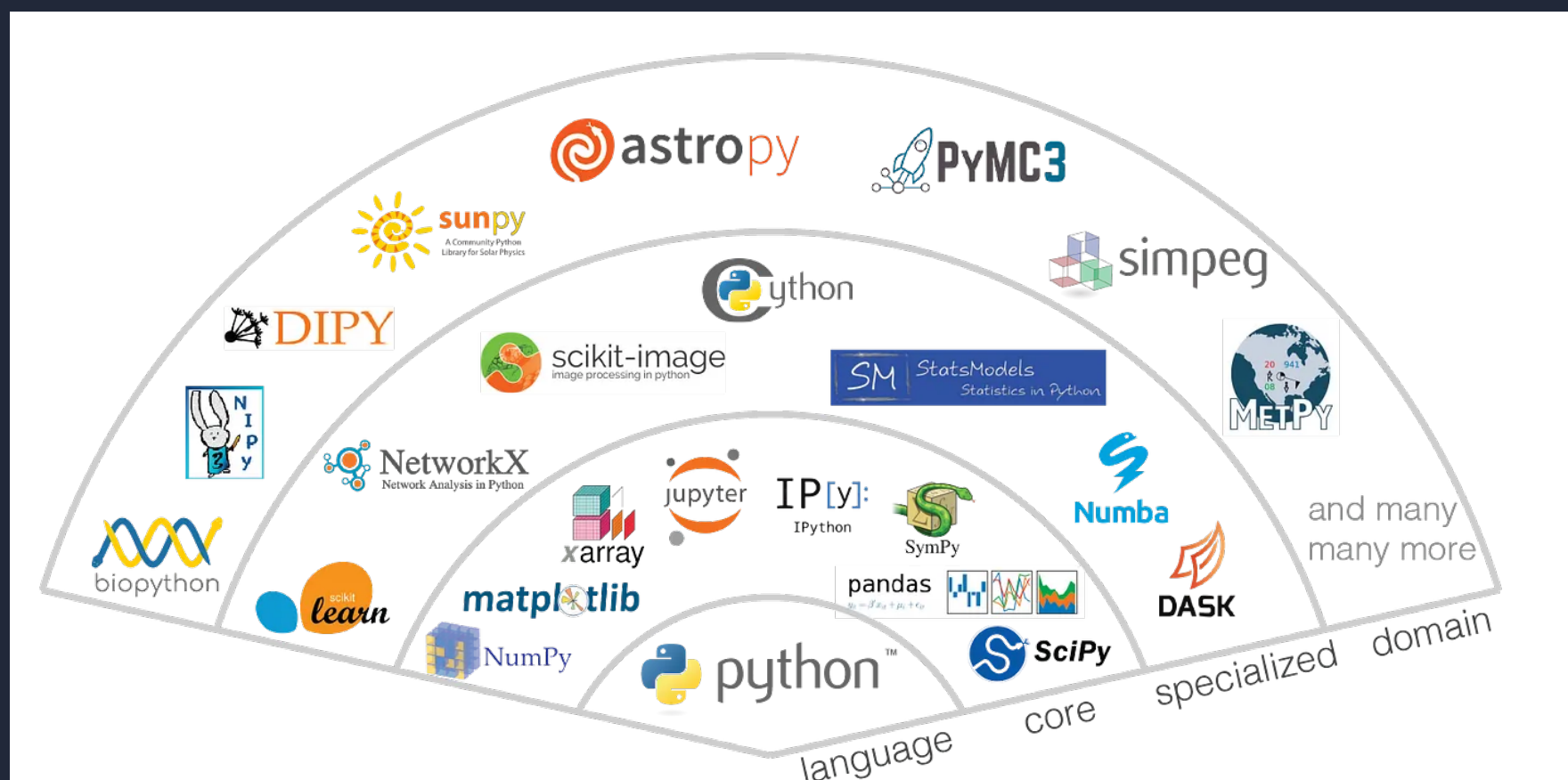
- IT CAN USE C++/FORTRAN CODE FOR COMPUTATION
- NO NEED FOR MANUAL IMPLEMENTATION

Python for data analysis

SEVERAL FEATURES THAT SIGNIFICANTLY AID IN DATA ANALYSIS

- LARGE OPEN-SOURCE COMMUNITY
- BIG DATA BOOM IN RECENT YEARS IS A STRONG DRIVER

“PYTHON ECOSYSTEM”



Editors

COLLIN HAS ALREADY INTRODUCED THE TOPIC, BUT IT IS ESSENTIAL FOR MORE COMPLEX EXAMPLES THE USAGE OF EDITORS

- VIM VS EMACS
- SIMPLER EDITORS LIKE NANO, GEDIT, NEDIT (REQUIRE LESS PREDEFINED KNOWLEDGE)
- IDE (INTEGRATED DEVELOPMENT ENVIRONMENT)
 - OFFERS GREAT SUPPORT FOR MANY THINGS AND COOL FEATURES
 - BASICALLY TWO (SIMILAR OPTIONS)
 - PYCHARM
 - VSCODE

NO PARTICULAR PREFERENCE FOR THESE EXERCISES

Languages

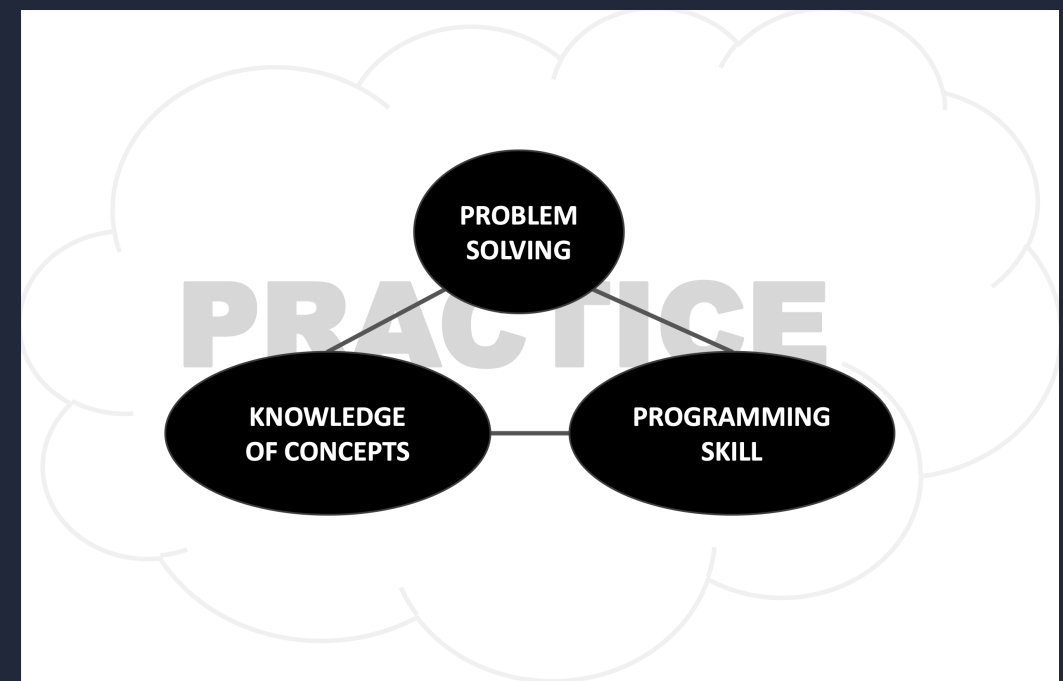
PROGRAMMING IS SIMILAR TO NATURAL LANGUAGE

HOW TO LEARN?

- GRAMMAR/SYNTAX + RULES
- PRACTICE
- TIME

BE CURIOUS!

- ASK YOURSELF: WHAT EXACTLY IS HAPPENING?
- TRY OUT: WHAT IF I DO THIS?



Conventions

I AM NOT A BOOK AUTHOR ... (ALTHOUGH I SPEAK ENGLISH)

- A BOOK NEEDS A STORY AND A LANGUAGE TO “IMPLEMENT IT”
- BOOK AUTHOR \leftrightarrow SOFTWARE ENGINEER

KNOWING HOW TO PROGRAM \neq KNOWING THE LANGUAGE

WE DON'T NEED TO KNOW THAT ALL!

- OOP, COUPLING, INTERFACES, PROTOCOLS, CI/CD, UNITTESTS, RESPONSIBILITIES, STATEFUL, VCS, CODE REVIEW, LEGACY, FORWARD/BACKWARDS COMPATIBILITY, DRY, ETC

BE AWARE OF YOUR LIMITS/GOALS, DON'T NEED TO REINVENT PROGRAMMING!

Installing Python

RECOMMENDED: USE ANACONDA/MINICONDA

- ALWAYS USE WITHIN A GIVEN ENVIRONMENT
- PACKAGE INSTALLER THAT CAN HANDLE WAY MORE:
 - E.G. MULTIPLE PYTHON AND PACKAGE VERSIONS

ATTENTION:

- CAN GROW BIG (~GB)! INSTALL TO "DATA" FOLDER WITH STILL FAST I/O RATE, NOT HOME
- CHECK SESSION 2, DAY 1 FROM WORKSHOP WEBPAGE

FIRST STEP: CLONE THE "PROJECT" FROM WORKSHOP WEBPAGE