

Lecture # 7&8

# CSC336 Web Technologies

Credit Hours: 3(2, 1)

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# Python

# History

- Started by Guido Van Rossum as a hobby
- Now widely spread
- Open Source! Free!
- Versatile



Guido Van Rossum  
by [Doc Searls on Flickr](#) CC-BY-SA



# Print statement comparisons

```
#include <stdio.h>
int main(void)
{
    printf("Hello, world!");
}
```

C

```
#include <iostream.h>
int main()
{
    std::cout << "Hello, world! ";
    return 0;
}
```

C++

```
class HelloWorld {
    public static void main(String[]
args) {
    System.out.println("Hello,
World!");
    }
}
```

Java

```
print "Hello, world!"
```

Python



EXPLORER

triplex.cpp X

TRIPLEX

- triplex.cpp
- triplex.exe
- triplex.obj

```
triplex.cpp > main()
1 #include <iostream>
2
3 int main()
4 {
5     std::cout << "Hello World!";
6     return 0;
7 }
```

# C++

\*HelloWorld.java X

```
public class HelloWorld {
    /**
     * @param args
     */
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        System.out.println("Hello world!");
    }
}
```

# Java

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NONAME00.C

```
#include <stdio.h>
#include <conio.h>
void main(void)
{
    printf("Hello World");
    getch();
}
```

7:2

C:\Users\Saif\spyder-py3\temp.py

temp.py\*

```
1 print("Hello World!")
2
```

# C

# python

# Hello, World

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

# Variables

a = 28

b = 1.5

c = "Hello!"

d = True

e = None

# Types

a	=	28	int
b	=	1.5	float
c	=	"Hello!"	str
d	=	True	bool
e	=	None	NoneType



# Input

```
name = input("Name: ")  
print(f"Hello, {name}")
```

# name.py

```
name = input("Name: ")  
print("Hello, " + name)  
  
print(f"Hello, {name}")
```

# Conditions

```
if x > 0:  
    print("x is positive")  
elif x < 0:  
    print("x is negative")  
else:  
    print("x is 0")
```

# conditions.py

```
n = input("Number: ")
```

```
if n > 0:
```

```
    print("n is positive.")
```

```
else:
```

```
    print("n is not positive.")
```

# conditions.py

```
n = int(input("Number: "))
```

```
if n > 0:
```

```
    print("n is positive.")
```

```
else:
```

```
    print("n is not positive.")
```

# conditions.py

```
n = int(input("Number: "))

if n > 0:
    print("n is positive.")
elif n < 0:
    print("n is negative.")
else:
    print("n is zero.")
```



# sequences.py

```
name = "Saif"
```

```
print(name[0])
```

```
print(name[1])
```

# sequences.py

```
names = ["Saif", "Rehan", "Haris"]
```

```
print(names)
```

```
print(names[0])
```

# sequences.py

```
coordinateX = 10.0
```

```
coordinateY = 20.0
```

```
coordinate = (10.0, 20.0)
```

# Data Structures

list - sequence of mutable values

tuple - sequence of immutable values

set - collection of unique values

dict - collection of key-value pairs

...

# lists.py

```
# Define a list of names
```

```
names = ["Saif", "Rehan", "Haris", "Gohar"]
```

```
print(names)
```

```
print(names[0])
```

# lists.py

```
# Define a list of names
```

```
names = ["Saif", "Rehan", "Haris", "Gohar"]
```

```
names.append("Daniyal")
```

```
names.sort()
```

```
print(names)
```



# sets.py

```
# Create an empty set  
s = set()
```

```
# Add elements to set  
s.add(1)  
s.add(2)  
s.add(3)  
s.add(4)  
print(s)
```

# sets.py

```
# Create an empty set
```

```
s = set()
```

```
# Add elements to set
```

```
s.add(1)
```

```
s.add(2)
```

```
s.add(3)
```

```
s.add(4)
```

```
s.add(3) < ---
```

```
print(s)
```

# sets.py

```
# Create an empty set
```

```
s = set()
```

```
# Add elements to set
```

```
s.add(1)
```

```
s.add(2)
```

```
s.add(3)
```

```
s.add(4)
```

```
s.add(3)
```

```
s.remove(2)    < ---
```

```
print(s)
```

# sets.py

```
# Create an empty set  
s = set()
```

```
# Add elements to set
```

```
s.add(1)
```

```
s.add(2)
```

```
s.add(3)
```

```
s.add(4)
```

```
s.add(3)
```

```
s.remove(2)
```

```
print(s)
```

```
print(f"The set has {len(s)} elements.")
```

# loops.py

```
for i in [0, 1, 2, 3, 4, 5]:  
    print(i)
```

```
for i in range(6):  
    print(i)
```

# loops.py

```
names = ["Saif", "Rehan", "Haris"]
```

```
for name in names:  
    print(name)
```

```
name = "Saif"  
for ch in name:  
    print(ch)
```



# dictionaries.py

```
cities = {"Saif": "Vehari", "Rehan": "Burewala"}
```

```
print(cities["Saif"])
```

```
cities["Haris"] = "Vehari"
```

```
print(cities["Haris"])
```

# **Lecture # 8**

# functions.py

```
def square(x):  
    return x * x  
  
for i in range(10):  
    print(f"The square of {i} is {square(i)}.")
```

# squares.py

```
for i in range(10):  
    print(f"The square of {i} is {square(i)}.")
```

**NameError: name 'square' is not defined**

# squares.py

```
from functions import square
```

```
for i in range(5):  
    print(f"The square of {i} is {square(i)}.")
```

```
import functions
```

```
for i in range(5):  
    print(f"The square of {i} is {functions.square(i)}.")
```

# classes.py

```
class Point():  
    def __init__(self, aX, aY):  
        self.mX = aX  
        self.mY = aY
```

```
p = Point(2, 8)  
print(p.mX)  
print(p.mY)
```



# flight.py

```
class Flight():  
    def __init__(self, aCapacity):  
        self.mCapacity = aCapacity  
        self.mPassengers = []
```

```
flight = Flight(3)
```

# flight.py

```
class Flight():  
    def __init__(self, aCapacity):  
        self.mCapacity = aCapacity  
        self.mPassengers = []  
  
    def add_passenger(self, aName):  
        self.mPassengers.append(aName)  
  
flight = Flight(3)
```

# flight.py

```
class Flight():
    def __init__(self, aCapacity):
        self.mCapacity = aCapacity
        self.mPassengers = []

    def add_passenger(self, aName):
        if not self.open_seats():
            return False
        self.mPassengers.append(aName)
        return True

    def open_seats(self):
        return self.mCapacity - len(self.mPassengers)
```

# flight.py

```
flight = Flight(3)
```

```
people = ["Saif", "Rehan", "Haris", "Gohar"]
```

```
for person in people:
```

```
    success = flight.add_passenger(person)
```

```
    if success:
```

```
        print(f"Added {person} to flight successfully.")
```

```
    else:
```

```
        print(f"No available seats for {person}.")
```

# decorators.py

```
def announce(f):  
    def wrapper():  
        print("About to run the function...")  
        f()  
        print("Done with the function.")  
    return wrapper  
  
@announce  
def hello():  
    print("Hello, World!")  
  
hello()
```

# lambda.py

```
people = [  
    {"name": "Saif", "city": "Vehari"},  
    {"name": "Rehan", "city": "Burewala"},  
    {"name": "Haris", "city": "Lahore"}  
]
```

```
people.sort()  
print(people)
```

TypeError: '<' not supported between  
instances of 'dict' and 'dict'

# lambda.py

```
people = [  
    {"name": "Saif", "city": "Vehari"},  
    {"name": "Rehan", "city": "Burewala"},  
    {"name": "Haris", "city": "Lahore"}  
]
```

```
def f(person):  
    return person["name"]
```

```
people.sort(key=f)  
print(people)
```

# lambda.py

```
people = [  
    {"name": "Saif", "city": "Vehari"},  
    {"name": "Rehan", "city": "Burewala"},  
    {"name": "Haris", "city": "Lahore"}  
]
```

```
def f(person):  
    return person["city"]    < ---
```

```
people.sort(key=f)  
print(people)
```



# lambda.py

```
people = [  
    {"name": "Saif", "city": "Vehari"},  
    {"name": "Rehan", "city": "Burewala"},  
    {"name": "Haris", "city": "Lahore"}  
]  
  
people.sort(key= lambda person:person["name"])  
print(people)
```

# exceptions.py

```
x = int(input("x: "))
```

```
y = int(input("y: "))
```

```
result = x / y
```

```
print(f"{x} / {y} = {result}")
```

# exceptions.py

```
import sys
x = int(input("x: "))
y = int(input("y: "))

try:
    result = x / y
except ZeroDivisionError:
    print("Error: Can't divide by 0.")
    sys.exit(1)

print(f"{x} / {y} = {result}")
```

# exceptions.py

```
import sys
```

```
try:
```

```
    x = int(input("x: "))
```

```
    y = int(input("y: "))
```

```
except ValueError:
```

```
    print("Invalid input")
```

```
    sys.exit(1)
```

Q & A