

# Introduction to Programming for Physicists

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The University of Manchester

PHYS20161 Pre-lecture 3

Semester 1, 2023-24

The material is adapted from previous year's course

# Learning Objectives

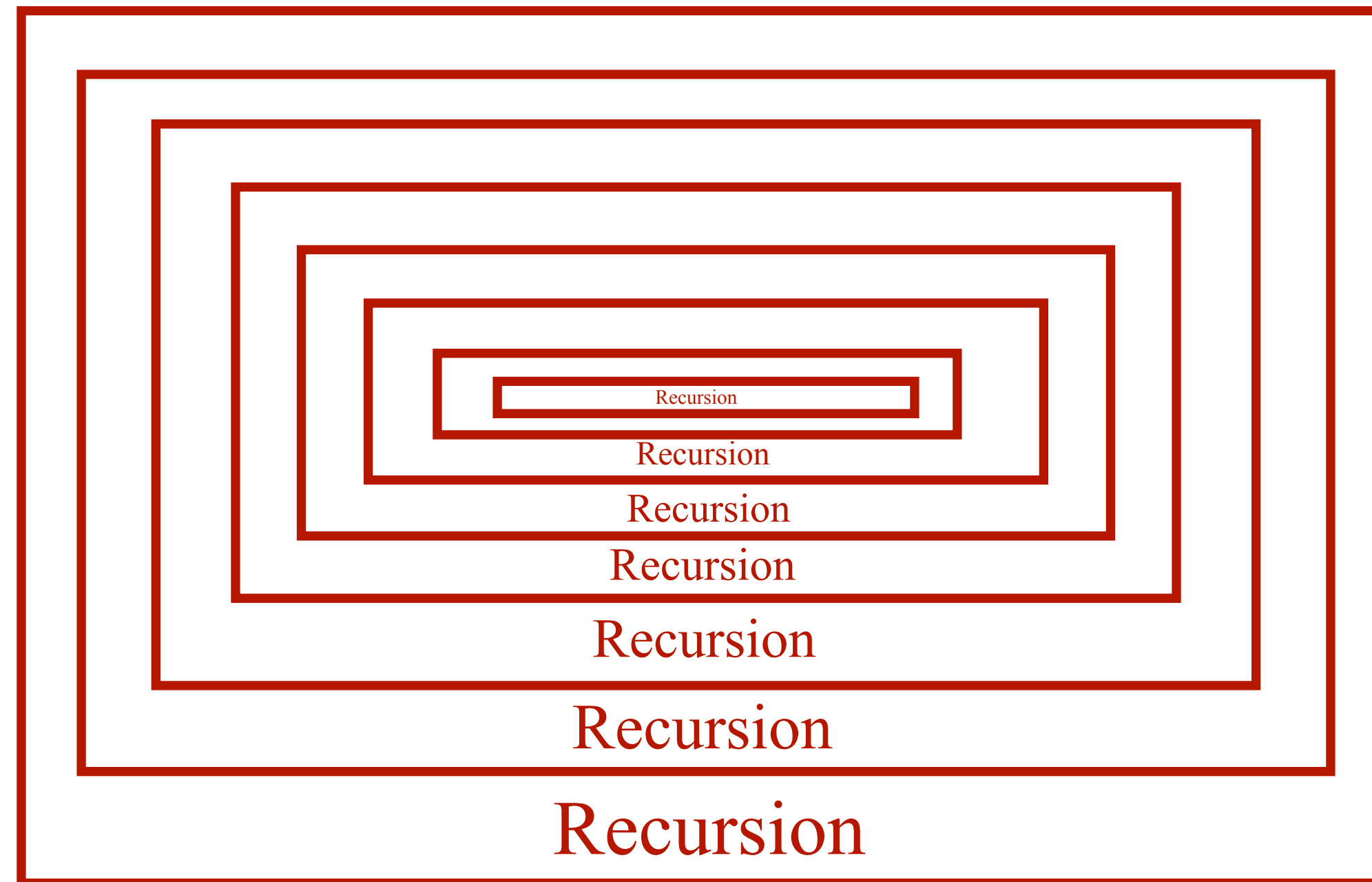
After covering week 3 material, you will get to know

- ▶ What is recursion in programming.
- ▶ Iterative Processes
  - ▶ While Loops
  - ▶ For Loops
- ▶ Formatted Output
- ▶ Debugging
- ▶ Coding Style

# Plan

- Part 1: Recursion [[Video 1](#), [factorial\\_recursion.py](#)]
  - Part 2: while loop [[Video 2](#), [while\\_count\\_5.py](#)]
  - Part 3: for loop [[Video 3](#), [for\\_count\\_5.py](#)]
  - Part 4: Formatting output [[Video 4](#)]
  - Part 5: Debugging [[Video 5](#)]
  - Part 6: Style [[Video 6](#)]
- [factorial\\_examples.py](#)

# Part 1



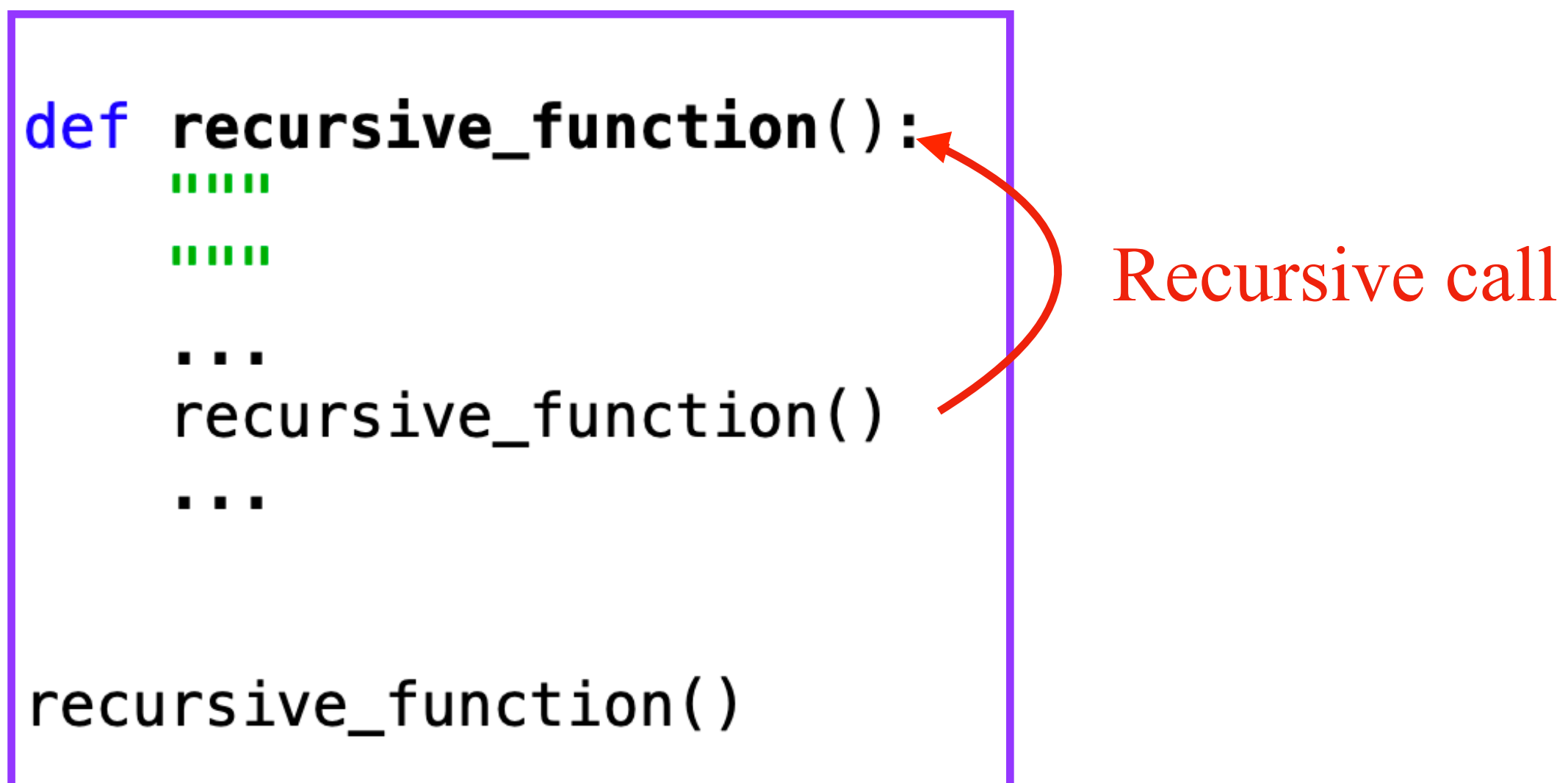
## Recursion

Figure adapted from <https://blog.devgenius.io/>

`factorial_recursion.py`

# Recursion

- The process of defining something in terms of itself.
- A function calling itself is called recursion and that function is called recursive function.



```
def recursive_function():  
    ....  
    ....  
    ...  
    recursive_function()  
    ...  
  
recursive_function()
```

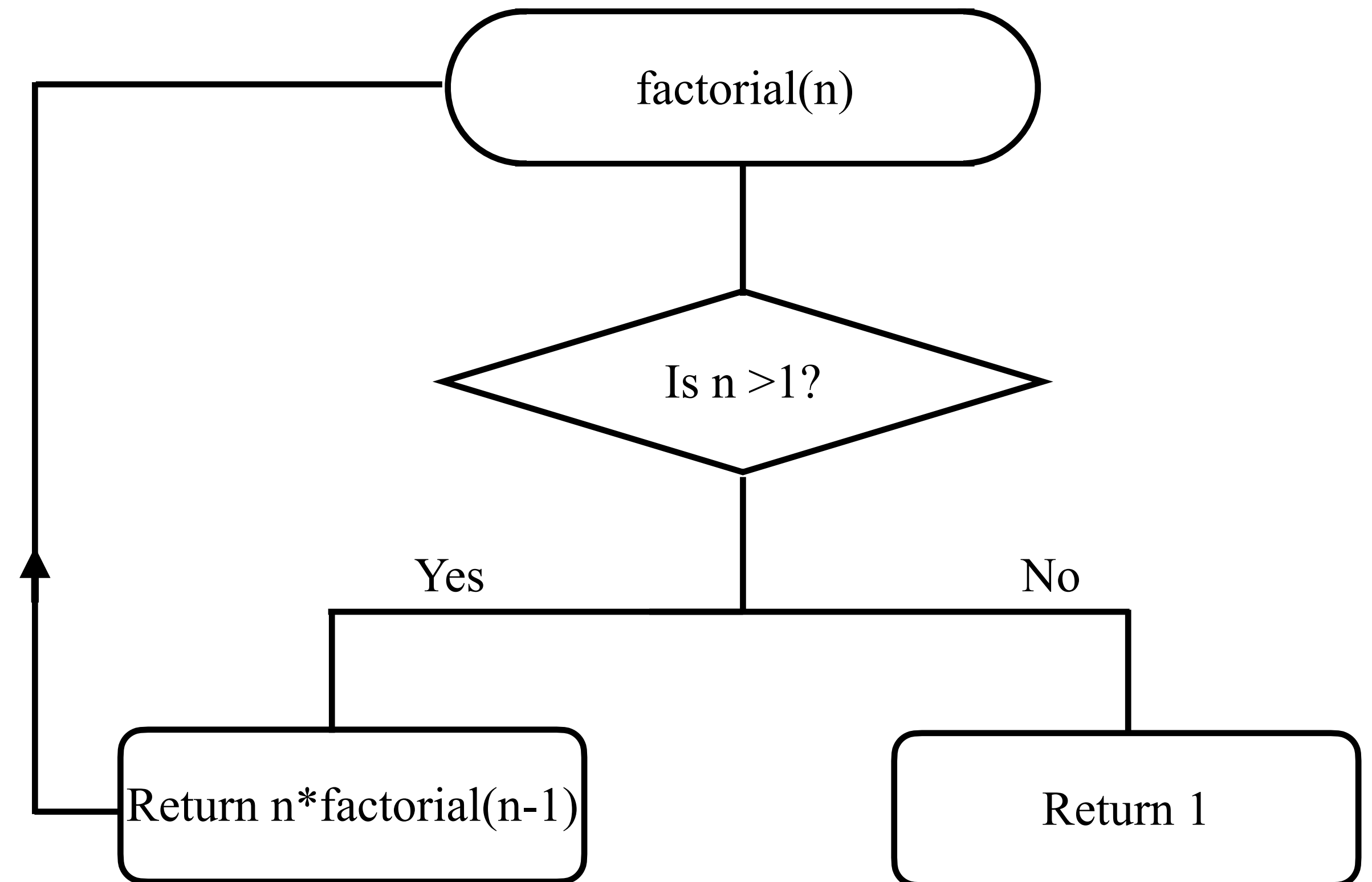
A red curved arrow points from the `recursive_function()` call inside the function definition to the `def recursive_function():` line, labeled "Recursive call".

- Example: calculating factorial of an integer.

# Recursive Function: factorial

```
11
12 def factorial(number):
13     """
14     Returns the factorial of a number using recursion
15     Parameters
16     -----
17     number : int
18
19     Returns : int
20     """
21     if number > 1:
22
23         return number * factorial(number-1)
24
25     else:
26
27         return 1
28
```

PL3: selection of factorial\_recursion.py

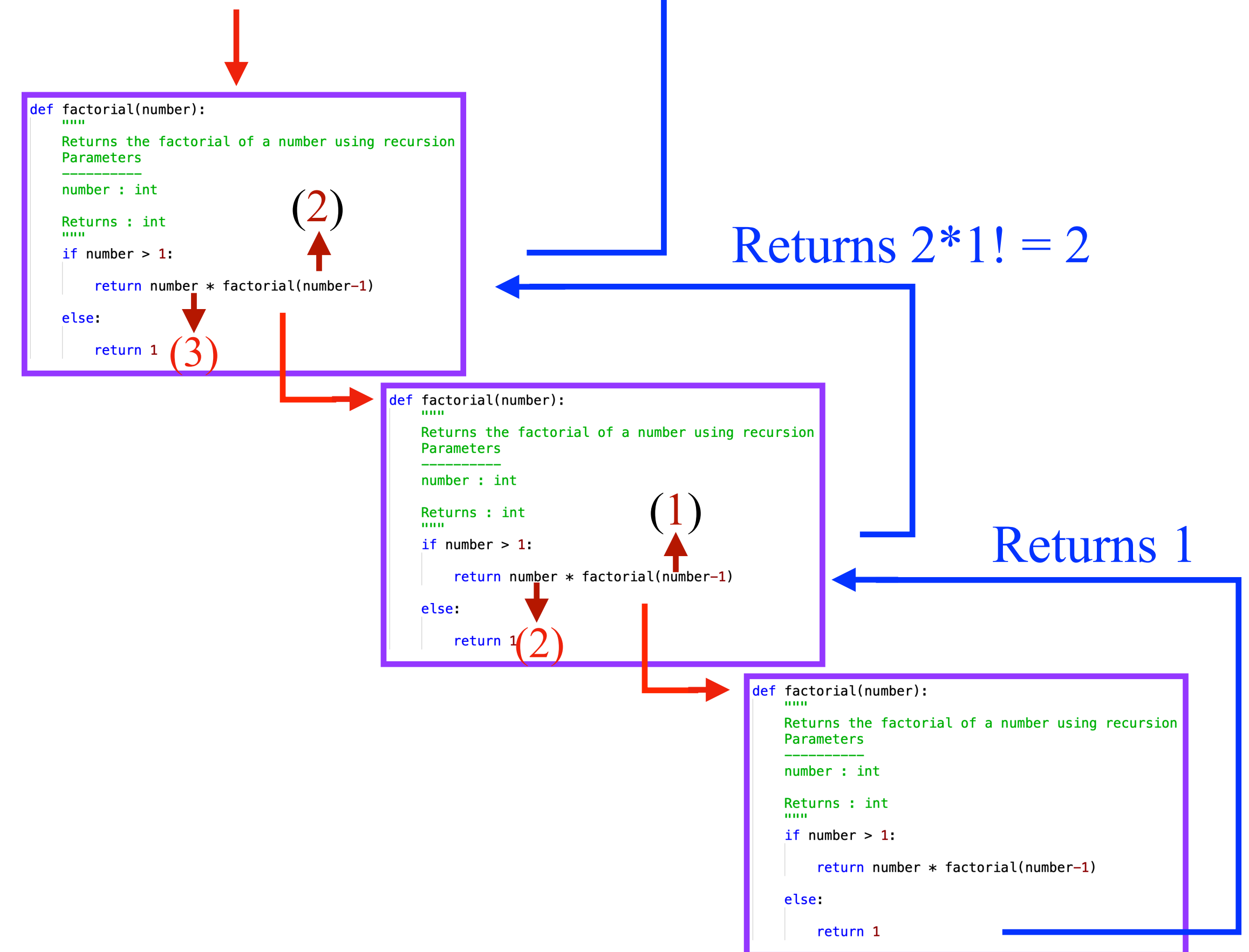


# Recursion : Illustration

```
11 def factorial(number):
12     """
13     Returns the factorial of a number using recursion
14     Parameters
15     -----
16     number : int
17
18     Returns : int
19     """
20
21     if number > 1:
22
23         return number * factorial(number-1)
24
25     else:
26
27         return 1
28
```

PL3: selection of factorial\_recursion.py

y=factorial\_recursion(3) ← Returns  $3*2!=3*2 = 6$



# Part 2

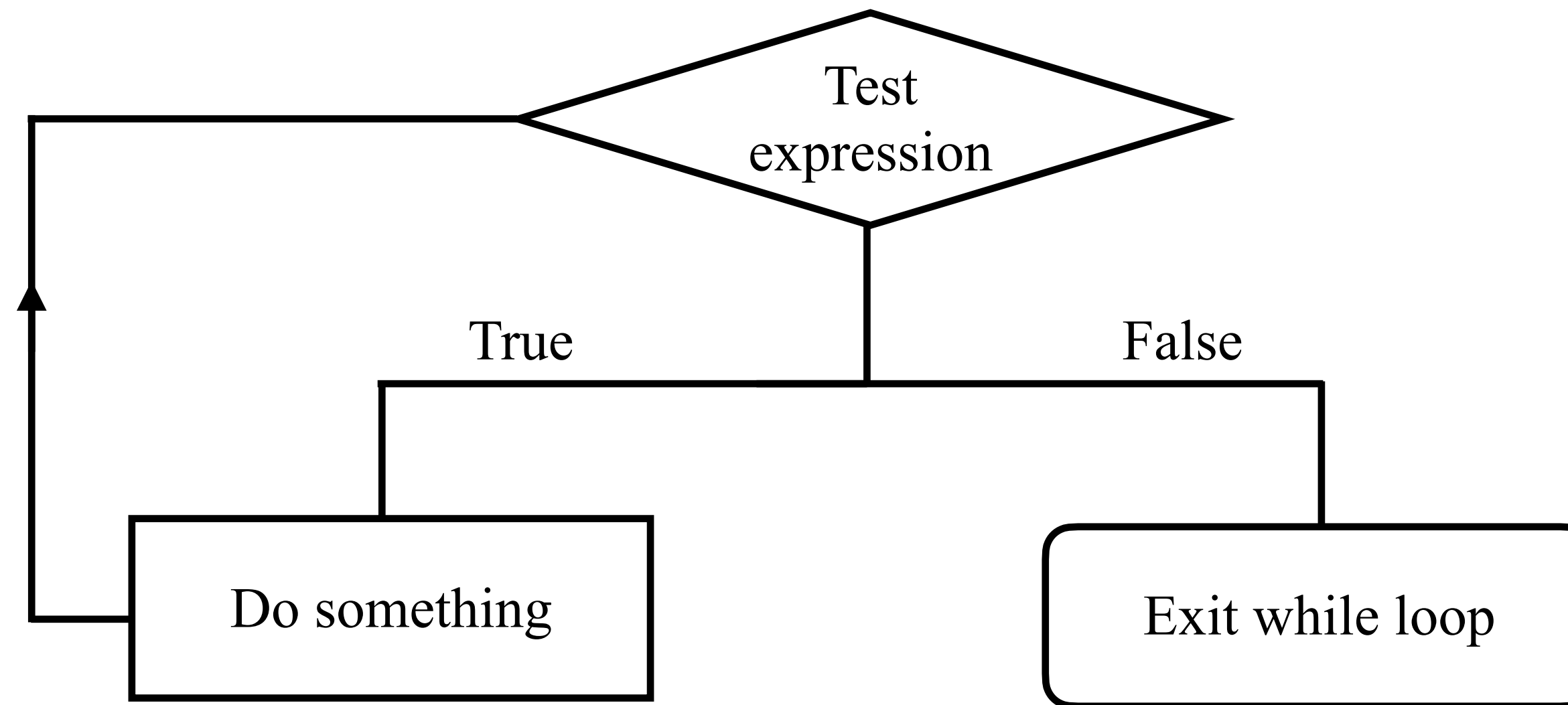
## while loop

`while_count_5.py`



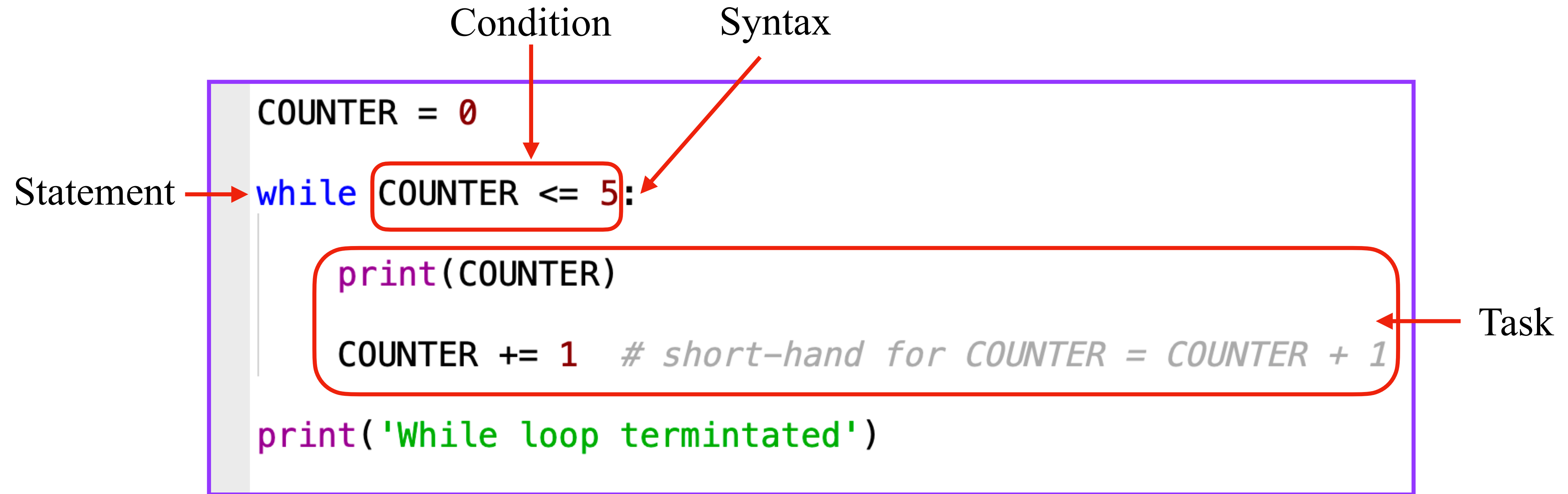
# while Loop

- Perform task/operation repeatedly until condition is no longer true.



```
COUNTER = 0  
  
while COUNTER <= 5:  
    print(COUNTER)  
    COUNTER += 1 # short-hand for COUNTER = COUNTER + 1  
  
print('While loop terminated')
```

# while loop



PL3: selection of while\_count\_5.py

# Part 3

## for loop

for\_count\_5.py

# for loop

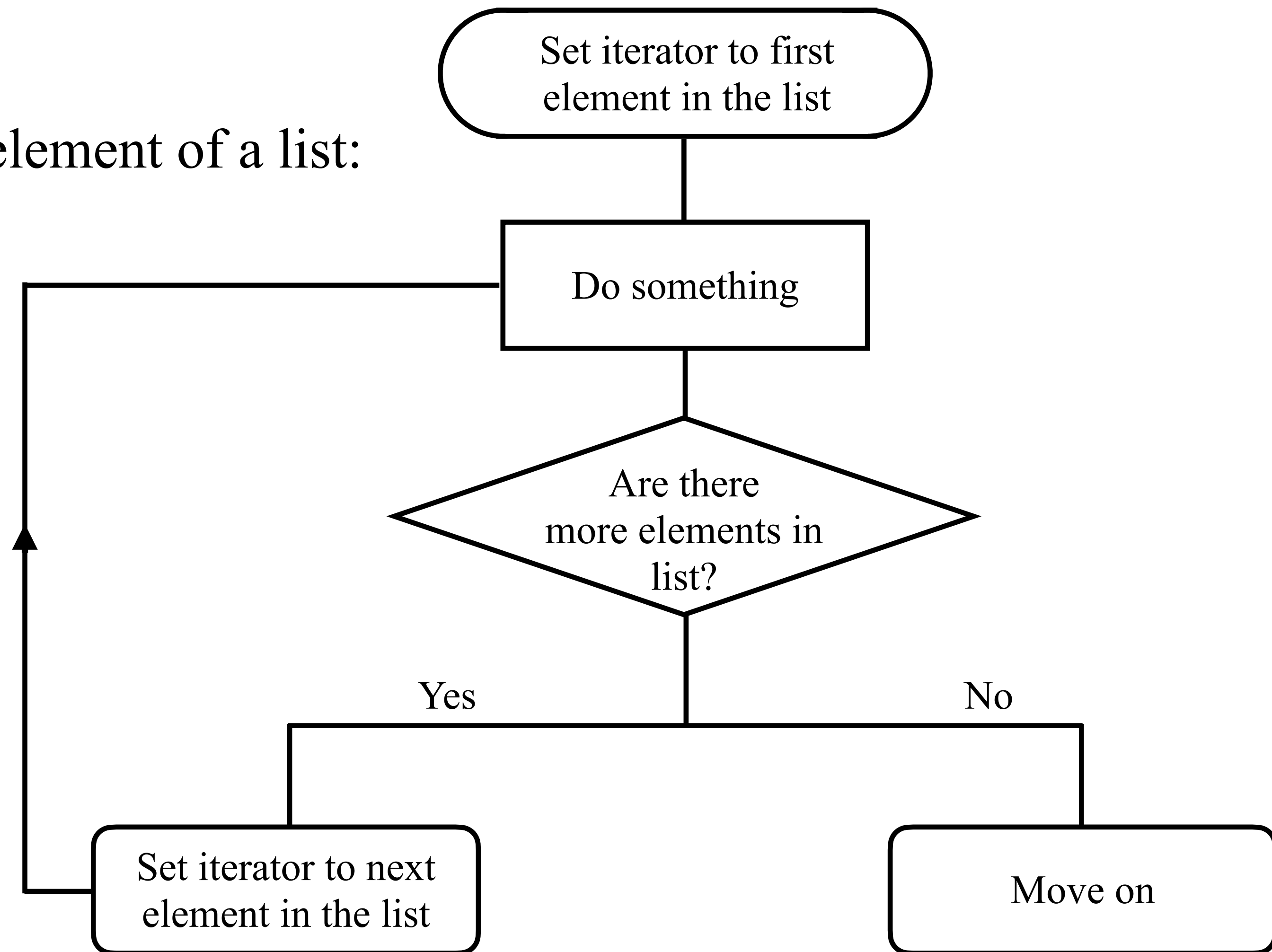
- They loop through a collection of things.
- Example: perform an operation for each element of a list:

```
ARRAY = [0, 1, 2, 3, 4, 5]

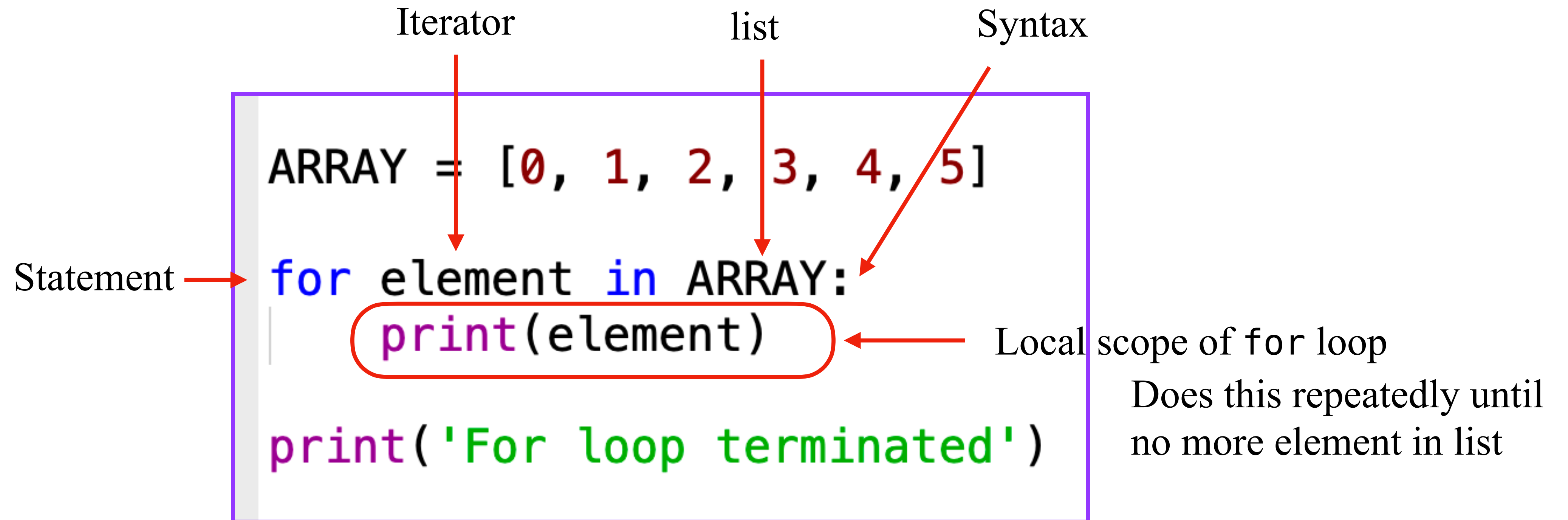
for element in ARRAY:
    print(element)

print('For loop terminated')
```

PL3: selection of for\_count\_5.py



# for loop



PL3: selection of for\_count\_5.py

# range(start, stop, step)

Creates a sequence based on integer arguments:

- **Start:** optional, integer defining start of array, default is 0.
- **Stop:** required, integer specifying at which position to end.
- **Step:** optional, integer defining increment between elements, default is 1.

```
In [1]: for i in range(4):  
        ...:     print(i)  
        ...:  
0  
1  
2  
3
```

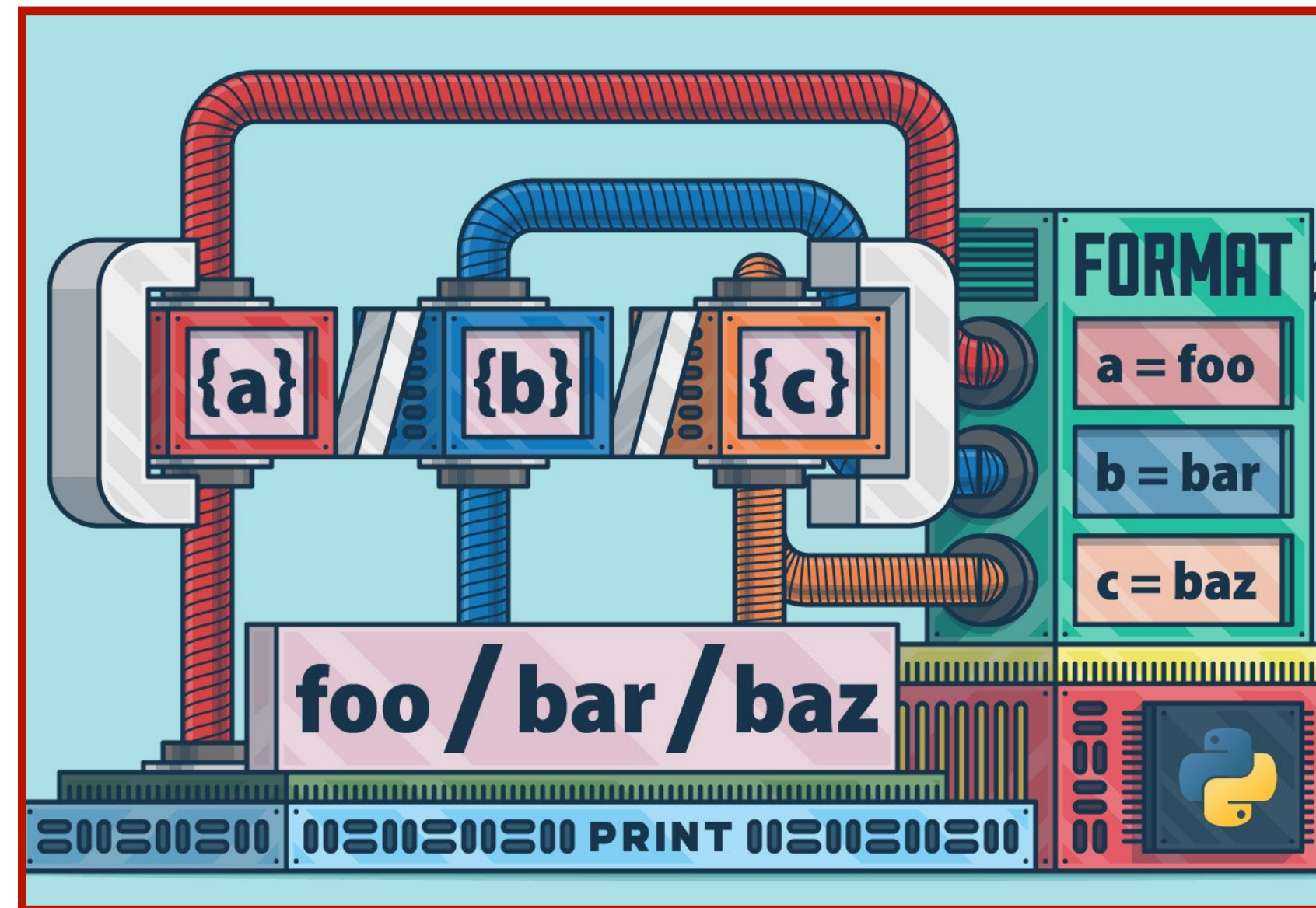
```
In [2]: for i in range(1,4):  
        ...:     print(i)  
        ...:  
1  
2  
3
```

```
In [3]: for i in range(1,7,2):  
        ...:     print(i)  
        ...:  
1  
3  
5
```



# Part 4

## Formatted Output



Source : Real Python (adapted)

# ■ format()

- A string format method to insert objects into string:



```
In [1]: 'I want to write {}, {}, and {}'.format(1,2,3)
Out[1]: 'I want to write 1, 2, and 3'
```

Replacement Fields

- We can also number or name the replacement fields:

```
In [2]: 'I want to write {0}, {1}, and {2}'.format(1,2,3)
Out[2]: 'I want to write 1, 2, and 3'
```

```
In [3]: 'I want to write {num3}, {num2}, and {num1}'.format(num1=1, num2=2, num3=3)
Out[3]: 'I want to write 3, 2, and 1'
```



# Examples .format()

- A string format method to insert objects into string:

```
In [1]: '{} plus {} = {}'.format(2,2,4)
Out[1]: '2 plus 2 = 4'
```

- We can also have numbers in the replacement fields:

```
In [2]: '{} plus {} = {}'.format('Two',2,'four')
Out[2]: 'Two plus 2 = four'
```

```
In [3]: '{1} plus {0} = {2}'.format('Two',2,'four')
Out[3]: '2 plus Two = four'
```

```
In [4]: '{0} plus {0} = {1}'.format(2,'four')
Out[4]: '2 plus 2 = four'
```

# Formatting Numbers

- We want to avoid:

```
In [1]: a = 2./3.  
  
In [2]: '{0} plus {0} = {1}'.format(a, 'four thirds')  
Out[2]: '0.6666666666666666 plus 0.6666666666666666 = four thirds'
```

- Specify precision for floats:

```
In [3]: '{0:4.3f} plus {0:4.3f} = {1}'.format(a, 'four thirds')  
Out[3]: '0.667 plus 0.667 = four thirds'
```

Number of digits

Number of decimals

Float format specifier

# Formatting Numbers Cont.

- We can choose different styles:

```
In [4]: '{0:4.3E} plus {0:4.3E} = {1}'.format(a, 'four thirds')
Out[4]: '6.667E-01 plus 6.667E-01 = four thirds'
```

- We can have rounding errors:

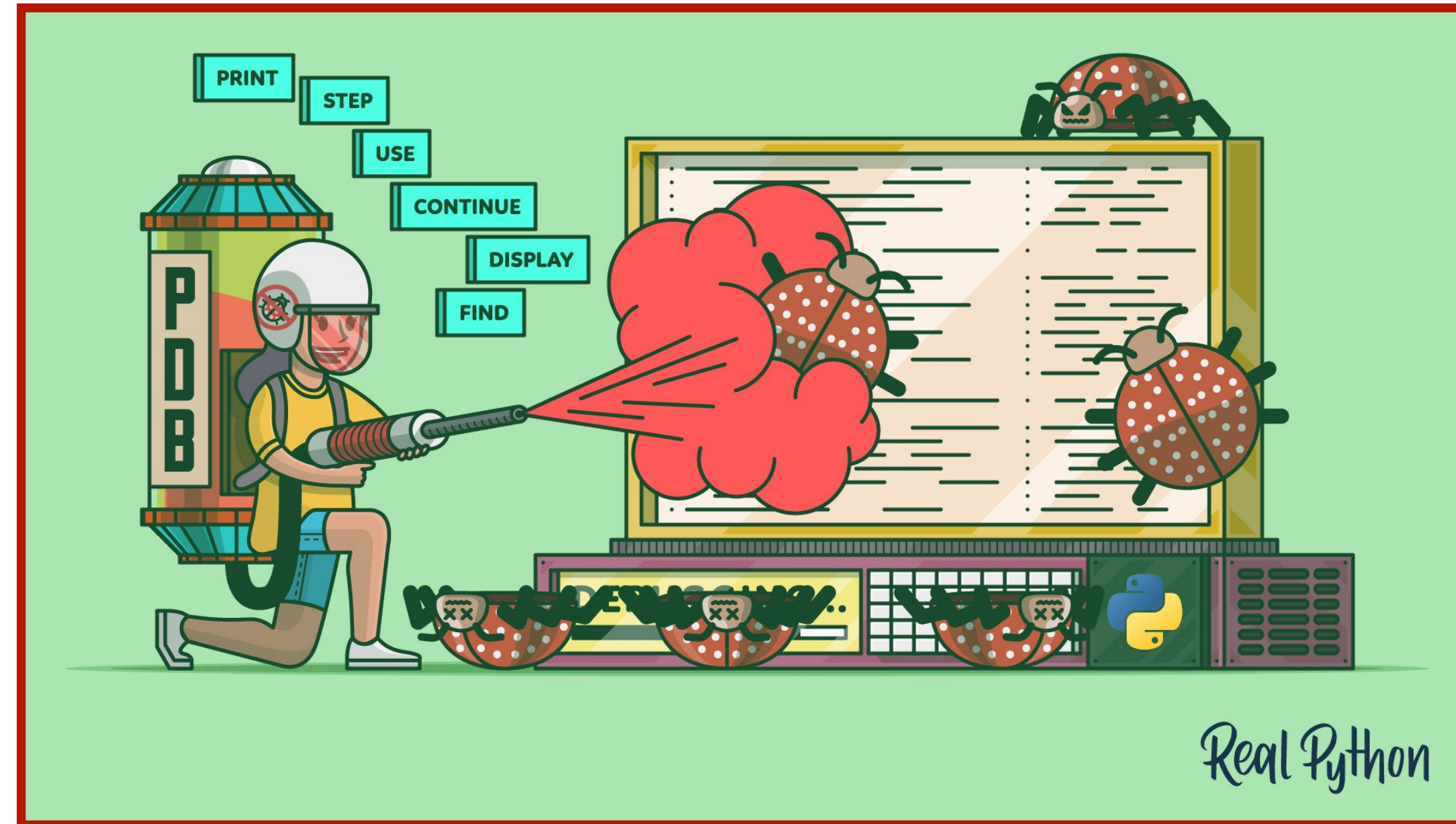
```
In [5]: a = 0.00000000678

In [6]: 'a = {0:4.3f}'.format(a)
Out[6]: 'a = 0.000'

In [7]: 'a = {0:12.11f}'.format(a)
Out[7]: 'a = 0.00000000678'

In [8]: 'a = {0:3.2e}'.format(a)
Out[8]: 'a = 6.78e-09'
```

# Part 5



# Debugging

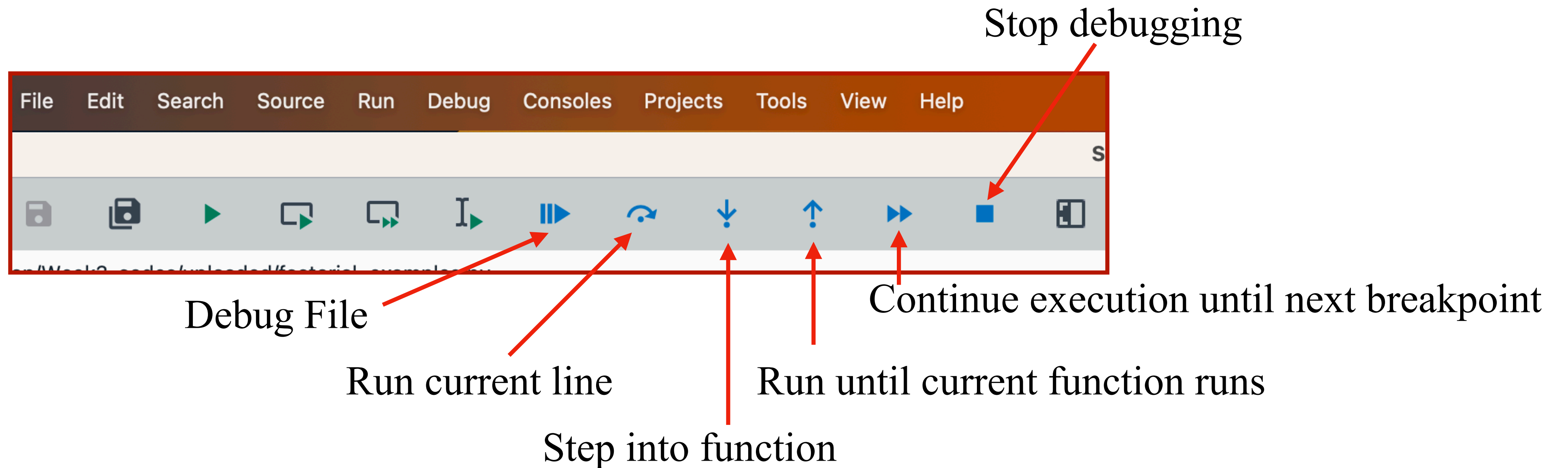
# Debugging and Testing

- It is impossible to write a programme that works perfectly in one go.
- Often it will not work correctly and we have to find the mistakes. This takes some practice (hence some of the BB quiz questions).
- We can employ some useful approaches to help us to ensure different aspects are working correctly:
  - Print statements
  - Debugging mode



# Debugging in Spyder

- **PDB: Python DeBugger**



# Part 6

## Coding Style

# Style

- Good coding style is subjective. Though there are general aspects that are agreed upon.
- Good code is
  - ▶ self-explanatory; does not need to rely on comments.
  - ▶ straightforward; is not over complicated.
  - ▶ organised; has small modular blocks that can be reused.
  - ▶ can be read and understood in a short amount of time with minimal thinking.

We have a style guide describing what we expect from your code with examples.



# Different Styles

```
a = [4, 2, 5, 8, 7, 1, 3, 9, 7]
a2 = [] # a times 2

for x in a:
    a2.append(x * 2)

print(a2)
```

PL3: example code A

```
list1 = [4, 2, 5, 8, 7, 1, 3, 9, 7]
list1_times_2 = []

for element in list1:
    list1_times_2.append(element * 2)

print(list1_times_2)
```

PL3: example code B

Code B is better written because it has clear variable names.

# Different Styles

```
import numpy as np

angles = [0.145, 6.2, 1.23, 0.87, 14.68, 4.7, 4.385]
tangents = []

for angle in angles:

    tan_temp = np.tan(angle)
    tangents.append(tan_temp)

    print('tan(angle) = {0:4.2f}'.format(tan_temp))
```

PL3: example code A

```
import numpy as np

angles = [0.145, 6.2, 1.23, 0.87, 14.68, 4.7, 4.385]
tangents = []

for index in range(len(angles)):

    sin_temp = np.sin(angles[index])
    cos_temp = np.cos(angles[index])
    tan_temp = sin_temp / cos_temp
    tangents.append(tan_temp)

for tangent in tangents:

    print('tan(angle) = {0:4.2f}'.format(tangent))
```

PL3: example code B

Code A is better written because it performs minimal operations for the same task.

# Summary

- Recursion is a process of defining something in terms of itself.
- We can iterate processes using for and while loops.
- Formatted output is more readable.
- We can use debugging mode or useful print statements to check if code is functioning as desired.
- Good style makes code easier to read and understand.
- We can use static code analysis to check code against PEP8 standards.

Next week, we will cover code validation and start using NumPy (and NumPy arrays).