



# Python Workshop P1

ACM/WiCS Workshop 11.5.18  
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HelloWorld.java

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

helloworld.c

```
#include <stdio.h>  
#include <stdlib.h>  
  
int main(void)  
{  
    puts("Hello World!");  
    return EXIT_SUCCESS;  
}
```

helloworld.py

```
print("Hello World")
```





0

# Variables, numbers, strings

No semicolons!





```
File Edit View Search Terminal Help
[amrojas@SLAVE-I ~]$ python3
Python 3.7.0 (default, Sep 15 2018, 19:13:07)
[GCC 8.2.1 20180831] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> x = 5 # assign int value 5 to x
>>> y = 2.4 # assign float value 2.4 to y
>>> z = x + y # add x and y, then assign that to z
>>> z
7.4
>>> █
```

```
File Edit View Search Terminal Help
[amrojas@SLAVE-I ~]$ python3
Python 3.7.0 (default, Sep 15 2018, 19:13:07)
[GCC 8.2.1 20180831] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> x = 'hello'      # assign string "hello" to x
>>> space = ' '      # assign string " " to space
>>> message = x + space + 'world'
>>> message
'hello world'
>>> █
```



## identity operators

```
a = 'keep it real'  
b = 'keep it real'
```

*Output:*

*twins*

*twins again!*

```
if a is b:  
    print('twins')  
else:  
    print('fraternal')  
  
if id(a) == id(b):  
    print('twins again!')  
else:  
    print('nope!')
```





# 1

## Control Flow

Indentation!





## logical operators

```
t, f = True, False
```

```
if t and t:  
    print('both true')  
elif t and f:  
    print('f is false')  
else:  
    print('sad')
```

```
if not t:  
    print("Brojas")
```

```
if not f:  
    print("Clauds")
```

```
if t or f:  
    print("a truth exists")
```

*Output:*

*Clauds*

*a truth exists*



```
int x = 7;
```

```
x = 7
```

```
if (x > 5) {  
    System.out.println("bigger");  
}  
else {  
    System.out.println('smaller');  
}
```

```
if x > 5:  
    print('bigger')  
else:  
    print('smaller')
```

```
while (x != 3) {  
    System.out.println(x)  
    x--;  
}
```

```
while x != 3:  
    print(x)  
    x -= 1
```



```
int x = 1;

for (int i = 0; i < 3; i++) {
    x *= i;
}
```

In Python this becomes:

```
x = 1

for i in range(3):
    x *= i
```



`range()`

Represents sequence of numbers,  
replaces the 3 statements of for  
loop

`range(5)`

0, 1, 2, 3, 4

`range(5, 10)`

5, 6, 7, 8, 9

`range(10, 5, -1)`

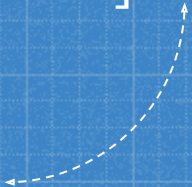
10, 9, 8, 7, 6





# 2

## Lists



```
['this', 'is', 'a',  
 'subtitle']
```



```
list() or []
```

creates a list (python 'arrays')

```
a = list(1, 2, 3, 4)
```

```
b = [1, 2, 3, 4]
```

```
if a == b:
```

```
    print('a equals b')
```



## Accessing elements

```
>>> listy = [1, 2, 3, 4]
```

```
>>> listy[1]
```

```
2
```

```
>>> listy[5]
```

```
IndexError: list index out of range
```

```
>>> len(listy)
```

```
4
```

```
>>> 3 in listy
```

```
True
```



```
len()
```

Returns the length of a sequence or collection

```
len([1, 2]) = 2
```

```
len([]) = 0
```

```
len('word') = 4 # works on strings!
```



in

Checking that an element exists in  
a sequence or collection

```
>>> 5 in [1, 1, 2, 3, 5, 8, 13]
```

```
True
```

```
>>> 3 in [1, 1, 1, 1]
```

```
False
```

```
>>> 'w' in 'word' #works on strings
```

```
True
```



Iterating over elements

```
acm_board = ['CC', 'JB', 'AR',  
             'AL', 'CM', 'ER', 'BP']
```

```
for p in acm_board:  
    if p == 'AR':  
        print('Is really cool')  
    else:  
        print('Is lame')
```



lists as stacks

```
>>> acm_board = ['CC', 'JB', 'BP']
```

```
>>> acm_board.pop()
```

```
'BP'
```

```
>>> acm_board
```

```
['CC', 'JB']
```

```
>>> acm_board.append('new_BP')
```

```
>>> acm_board
```

```
['CC', 'JB', 'new_BP']
```



## slicing

```
>>> my_string = "make this short"
>>> my_string[10:]      # 10 to end
'short'
>>> my_string[-5:]     # -5 to end
'short'
>>> my_string[:4]      # 0 to 4
'make'
>>> my_string[::-1]    # reverse
'trohs siht ekam'
```





# 3

## Dictionaries

Mapping out a solution





```
dict = {}
```

creates a dictionary {python maps}

```
snacks = {  
    'insomnia cookies' : 3,  
    'Whole milk' : 2,  
    'skim' : 1  
}
```



```
.items()
```

```
for k, v in snacks.items():  
    print(k, v)
```

*Output :*

*insomnia cookies 3*

*whole milk 2*

*skim 1*



.keys() .values()

```
>>> print(snacks.keys())  
['whole milk', 'insomnia cookies',  
'skim']
```

```
>>> print(snacks.values())  
[3, 1, 2]
```



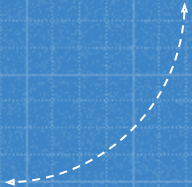


# 4

## Functions and Modules



It's machine learning if  
I import torch





(def)initely a function

```
def cookies(event_type):  
    if event_type is 'acm only':  
        return 'oreos!'  
    if event_type is 'acm+wics':  
        return 'insomnia!'  
    return None    # Null in python  
  
wkshp_snacks = cookies('acm+wics')
```



```
import math
```

```
>>> math.ceil(5.2)
```

```
6
```

```
>>> math.factorial(6)
```

```
720
```

```
>>> math.copysign(-1, 5)
```

```
1
```

...and many more

Function	Description
ceil(x)	Returns the smallest integer greater than or equal to x.
copysign(x, y)	Returns x with the sign of y
fabs(x)	Returns the absolute value of x
factorial(x)	Returns the factorial of x
floor(x)	Returns the largest integer less than or equal to x
fmod(x, y)	Returns the remainder when x is divided by y
frexp(x)	Returns the mantissa and exponent of x as the pair (m, e)
fsum(iterable)	Returns an accurate floating point sum of values in the iterable
isfinite(x)	Returns True if x is neither an infinity nor a NaN (Not a Number)
isinf(x)	Returns True if x is a positive or negative infinity
isnan(x)	Returns True if x is a NaN
ldexp(x, i)	Returns $x * (2^i)$
modf(x)	Returns the fractional and integer parts of x
trunc(x)	Returns the truncated integer value of x
exp(x)	Returns $e^x$
expm1(x)	Returns $e^x - 1$
log(x[, base])	Returns the logarithm of x to the base (defaults to e)
log1p(x)	Returns the natural logarithm of 1+x
log2(x)	Returns the base-2 logarithm of x





5

User IO

You probably want to be  
able to see things





```
print() 'thank u, next' <3
```

Lets you print things during execution! (with a newline)

```
stringy = 'thank u,'  
crazy = ' next'  
print(stringy + crazy)  
print(5)  
print(3)
```

*Output:*

```
thank u, next  
5  
3
```

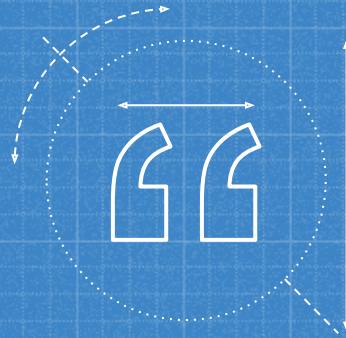


```
input()
```

```
name = input('give me your name: ')\nreverse = name[::-1]\nprint(reverse)
```

```
PPL10205-AndrewRojas:~ andrew.rojas$ python3 test.py\ngive me your name: Andrew Rojas\nsajoR werdnA\nPPL10205-AndrewRojas:~ andrew.rojas$
```





**thank you fam!**  
**have fun coding and stuff**  
**use python for:**  
**data science**  
**machine learning**  
**fun scripts and tools**  
**robust programs (i.e. instagram, compiler)**  
**next week is python part 2!**