

# Introduction to



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**XJTLU** | SCHOOL OF  
FILM AND  
TV ARTS



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# Let us start

- If you like to follow along, you can open your own notebook. But please try to keep up with my presentation, as you still have time for exercises after the teaching.



# Agenda

- Arithmetic operators
- Comparison operators
- Logical operators
- If Else
- Loops
- Exercises



# Arithmetic operations

**Arithmetic Operators** and the **order of operation** are the same as in Mathematics.

We can also use round bracket ()

Symbol	Task Performed	Example	Result
+	Addition	4 + 3	7
-	Subtraction	4 - 3	1
*	Multiplication	4 * 3	12
**	Power of	7 ** 2	49
/	Division	7 / 2	3.5
//	Floor division	7 // 2	3
%	Mod	7 % 2	1



# Order of operation example

$16 ** 2 / 4$   
64.0

$4 + 3 ** 2$   
13

vs

$(4 + 3) ** 2$   
49



# Comparison operators

- Return Boolean values (i.e. True or False)
- Used extensively for conditional statements

Operator	Output
$x == y$	True if x and y have the same value
$x != y$	True if x and y don't have the same value
$x < y$	True if x is less than y
$x > y$	True if x is more than y
$x <= y$	True if x is less than or equal to y
$x >= y$	True if x is more than or equal to y



# Comparison examples

```
x = 5      # assign 5 to the variable x  
x == 5     # check if value of x is 5
```

True

Note that `==` is not the same as `=`



# Logical operators

- Allows us to extend the conditional logic
- Will become essential later on

Operation	Result
x or y	True if at least one is True
x and y	True only if both are True
not x	True only if x is False

a	not a	a	b	a or b	a and b
False	True	False	False	False	False
True	False	False	True	True	False
		True	False	True	False
		True	True	True	True

*Truth-table definitions of bool operations*





# Combining logical and comparison operators

```
x = 14  
# check if x is within the range 10..20  
( x > 10 ) and ( x < 20 )
```

True



## Another example

```
x = 14  
y = 42  
not ((x % 2 == 0) and (y % 3 == 0))  
False
```

That wasn't very easy to read was it?  
Is there a way we can make it more readable?



# Readable way

```
x = 14
y = 42

xDivisible = ( x % 2 ) == 0 # check if x is a multiple of 2
yDivisible = ( y % 3 ) == 0 # check if y is a multiple of 3

not (xDivisible and yDivisible)
```

False



# If Else

- Fundamental build-in block of software

```
if condition:  
    statement1  
else:  
    statement2
```

Boolean evaluation expression

Executed if answer is **True**

Executed if answer is **False**



# If Else example

Try running the example below.  
What do you get?

```
Line 1 x = True
Line 2 if x:
Line 3     print("Executing if")
Line 4 else:
Line 5     print("Executing else")
Line 6 print("Prints regardless of the if-else block")
```

Executing if

Prints regardless of the if-else block



# Indentation matters!

- Code is grouped by its indentation
- Indentation is the number of whitespace or tab characters before the code.
- If you put code in the wrong block, then you will get unexpected behavior

```
Line 1 x = True
Line 2 if x:
Line 3     print("Executing if")
Line 4 else:
Line 5     print("Executing else")
Line 6 print("Prints regardless of the if-else block")
```

```
Executing if
Prints regardless of the if-else block
```



# Extending if-else blocks

- We can add infinitely more if statements using **elif**

```
if condition1:  
    statement1  
elif condition2:  
    statement2  
else:  
    statement3
```

← Executed if condition1 is **True**

← Executed if condition1 is **False** and condition2 is **True**

← Executed if condition1 is **False** and condition2 is **False**

- elif = else + if which means that the previous condition must be false, then the current one will be checked



# Elif example

Try running the example below. What do you get?

```
age = 20

if age < 4:
    price = 0
elif age < 18:
    price = 5
elif age < 65:
    price = 10
else:
    price = 5

print("Your admission cost is " + str(price) + " RMB.")
```

Your admission cost is 10 RMB.





# Omitting the else block

```
age = 20

if age < 4:
    price = 0
elif age < 18:
    price = 5
elif age < 65:
    price = 10
elif age >= 65:
    price = 5

print("Your admission cost is " + str(price) + " RMB.")
```

Your admission cost is 10 RMB.



# For loop

- Allows us to iterate over numbers of variables within a data structure. During that we can manipulate each item

```
for item in itemList:  
    do something to item
```

- Again, indentation is important here!



# Example

- Say we want to go over a list and print each item along with its index

```
fruits = ["apple", "orange", "tomato", "banana"]  
print("The fruit", fruits[0], "has index", fruits.index(fruits[0]))  
print("The fruit", fruits[1], "has index", fruits.index(fruits[1]))  
print("The fruit", fruits[2], "has index", fruits.index(fruits[2]))  
print("The fruit", fruits[3], "has index", fruits.index(fruits[3]))
```

```
The fruit apple has index 0  
The fruit orange has index 1  
The fruit tomato has index 2  
The fruit banana has index 3
```

- What if we have much more than 4 items in the list, say, 1000?



# For example

- Now with a for loop

```
fruitList = ["apple", "orange", "tomato", "banana"]  
for fruit in fruitList:  
    print("The fruit", fruit, "has index", fruitList.index(fruit))
```

```
The fruit apple has index 0  
The fruit orange has index 1  
The fruit tomato has index 2  
The fruit banana has index 3
```

- Saves us writing more lines
- Doesn't limit us in term of size



# Numerical for loop

```
numbers = list(range(10))  
for num in numbers:  
    squared = num ** 2  
    print(num, "squared is", squared)
```

```
0 squared is 0  
1 squared is 1  
2 squared is 4  
3 squared is 9  
4 squared is 16  
5 squared is 25  
6 squared is 36  
7 squared is 49  
8 squared is 64  
9 squared is 81
```



# While loop

- Another useful loop. Similar to the for loop.
- A while loop doesn't run for a predefined number of iterations, like a for loop. Instead, it stops as soon as a given condition becomes true/false.

```
n = 0
while n < 5:
    print("Executing while loop")
    n = n + 1

print("Finished while loop")
```

```
Executing while loop
Executing while loop
Executing while loop
Executing while loop
Executing while loop
Finished while loop
```



# Break statement

- Allows us to go(break) out of a loop immediately.
- Adds a bit of controllability to a while loop.
- Usually used with an if.
- Can also be used in a for loop.



# Quick quiz

How many times are we going to execute the while loop?

```
n = 0
while True: # execute indefinitely
    print("Executing while loop")

    if n == 5: # stop loop if n is 5
        break

    n = n + 1

print("Finished while loop")
```

Avoiding Infinite Loops

```
Executing while loop
Executing while loop
Executing while loop
Executing while loop
Executing while loop
Executing while loop
Executing while loop
Finished while loop
```





# Continue statement

```
num = 0
while num < 10:
    num = num + 1
    if num % 2 == 0:
        continue
    print(num)
```

1  
3  
5  
7  
9



# Exercise time

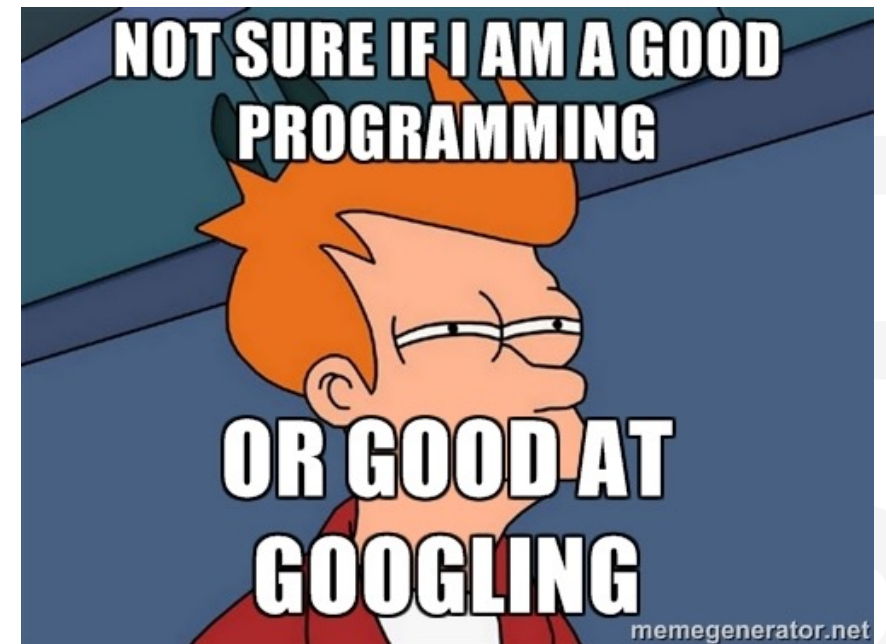
Simple and fun exercises.(Notebooks 3)

Failure is progress!

Ask us anything.

Ask among yourselves as well.

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# Agenda

- Functions
- Printing
- Classes
- Exercises



# Functions

- Allow us to package functionality in a nice and readable way
- reuse it without writing it again
- Make code modular and readable
- Rule of thumb - if you are planning on using very similar code more than once, it may be worthwhile writing it as a reusable function.



# Function declaration

keyword

Any number of arguments

```
def functionName(argument1, argument2, argument3, ... argumentN):  
    statements..  
    ..  
    ..  
    return returnValue
```

[Optional] Exits the function and returns some value

- Functions accept arguments and execute a piece of code
- Often they also return values (the result of their code)



# Without or with arguments

```
def greet_user():  
    # Display a simple greeting.  
    print("Hello!")
```

`greet_user()`

Hello!

Call the function

Add an argument

```
def greet_user(username):  
    #Display a personalized greeting.  
    print("Hello, " + username + "!")
```

```
greet_user('Laura')  
greet_user('Lily')  
greet_user('Mirra')
```

Hello, Laura!  
Hello, Lily!  
Hello, Mirra!



# Default and Optional arguments

## Default argument

```
def describe_pet(name, animal='dog'):  
    # Display information about a pet.  
    print("I have a " + animal + ".")  
    print("Its name is " + name + ".")  
  
describe_pet('Demon', 'cat')  
describe_pet('Demon')  
describe_pet(animal='cat', name='Demon')
```

I have a cat.  
Its name is Demon.  
I have a dog.  
Its name is Demon.  
I have a cat.  
Its name is Demon.

Order doesn't matter

## Optional argument

```
def describe_pet(name, animal=None):  
    # Display information about a pet.  
    if animal:  
        print("I have a " + animal + ".")  
    print("Its name is " + name + ".")  
  
describe_pet('Demon', 'cat')  
describe_pet('Demon')
```

I have a cat.  
Its name is Demon.  
Its name is Demon.





# Function example

We want to make a function that rounds numbers up or down.  
Try to pack the following into a function.

```
x = 3.4
remainder = x % 1
if remainder < 0.5:
    print("Number rounded down")
    x = x - remainder
else:
    print("Number rounded up")
    x = x + (1 - remainder)

print("Final answer is", x)
```

```
Number rounded down
Final answer is 3.0
```



# Function example

```
def roundNum(num):  
    remainder = num % 1  
    if remainder < 0.5:  
        return num - remainder  
    else:  
        return num + (1 - remainder)
```

*# Will it work?*

```
x = roundNum(3.4)  
print(x)
```

```
y = roundNum(7.7)  
print(y)
```

```
z = roundNum(9.2)  
print(z)
```

```
3.0  
8.0  
9.0
```



# Return multiple value

```
def listFunc(my_list):  
    maximum = max(my_list)  
    minimum = min(my_list)  
    first = my_list[0]  
    last = my_list[-1]  
    return maximum, minimum, first, last
```

```
l = [24, 12, 68, 40, 120, 96]  
params = listFunc(l)  
print(params)  
print("Max value is", params[0])  
print("Min value is", params[1])  
print("First value is", params[2])  
print("Last value is", params[3])
```

```
(120, 12, 24, 96)  
Max value is 120  
Min value is 12  
First value is 24  
Last value is 96
```



# Python built-in functions

		Built-in Functions		
<code>abs()</code>	<code>delattr()</code>	<code>hash()</code>	<code>memoryview()</code>	<code>set()</code>
<code>all()</code>	<code>dict()</code>	<code>help()</code>	<code>min()</code>	<code>setattr()</code>
<code>any()</code>	<code>dir()</code>	<code>hex()</code>	<code>next()</code>	<code>slice()</code>
<code>ascii()</code>	<code>divmod()</code>	<code>id()</code>	<code>object()</code>	<code>sorted()</code>
<code>bin()</code>	<code>enumerate()</code>	<code>input()</code>	<code>oct()</code>	<code>staticmethod()</code>
<code>bool()</code>	<code>eval()</code>	<code>int()</code>	<code>open()</code>	<code>str()</code>
<code>breakpoint()</code>	<code>exec()</code>	<code>isinstance()</code>	<code>ord()</code>	<code>sum()</code>
<code>bytearray()</code>	<code>filter()</code>	<code>issubclass()</code>	<code>pow()</code>	<code>super()</code>
<code>bytes()</code>	<code>float()</code>	<code>iter()</code>	<code>print()</code>	<code>tuple()</code>
<code>callable()</code>	<code>format()</code>	<code>len()</code>	<code>property()</code>	<code>type()</code>
<code>chr()</code>	<code>frozenset()</code>	<code>list()</code>	<code>range()</code>	<code>vars()</code>
<code>classmethod()</code>	<code>getattr()</code>	<code>locals()</code>	<code>repr()</code>	<code>zip()</code>
<code>compile()</code>	<code>globals()</code>	<code>map()</code>	<code>reversed()</code>	<code>__import__()</code>
<code>complex()</code>	<code>hasattr()</code>	<code>max()</code>	<code>round()</code>	

To find out how they work: <https://docs.python.org/3.7/library/functions.html>



# Printing

- When writing scripts, your outcomes aren't printed on the terminal.
- Thus, you must print them yourself with the `print()` function.
- Beware to not mix up the different type of variables!

```
print("Python is powerful!")
```

Python is powerful!

```
x = "Python is powerful"  
y = " and versatile!"  
print(x + y)
```

Python is powerful and versatile!



# Quick quiz

Do you see anything wrong with this block?

```
str1 = "The string class has"  
str2 = 76  
str3 = "methods!"  
print(str1 + str2 + str3)
```

-----  
**TypeError**

Traceback (most recent call last)

Input In [25], in <cell line: 4>()

2 str2 = 76

3 str3 = "methods!"

----> 4 print(str1 + str2 + str3)

**TypeError:** can only concatenate str (not "int") to str



## Another more generic way to fix it

```
print(argument1, argument2, argument3, .. ,argumentN)
```

```
str1 = "The string class has"  
str2 = 76  
str3 = "methods!"  
print(str1, str2, str3)
```

The string class has 76 methods!

If we comma separate statements in a print function we can have different variables printing!



# Placeholders

- A way to interleave numbers is

```
pi = 3.14159 # Pi
d = 12756 # Diameter of eath at equator (in km)
c = pi*d # Circumference of equator

#Print using +, and casting
print("Earth's diameter at equator: " + str(d) + " km. Equator's circumference: " + str(c) + " km.")
#Print using several arguments
print("Earth's diameter at equator:", d, "km. Equator's circumference: " , c, "km.")
#Print using .format alternative
print("Earth's diameter at equator: {:.1f} km. Equator's circumference: {:.1f} km.".format(d,c))
```

Earth's diameter at equator: 12756 km. Equator's circumference: 40074.12204 km.  
Earth's diameter at equator: 12756 km. Equator's circumference: 40074.12204 km.  
Earth's diameter at equator: 12756.0 km. Equator's circumference: 40074.1 km.

- Elegant and easy
- more in your notes





# Commenting

- Useful when your code needs further explanation. Either for your future self and anybody else.
  - Comments in Python are done with #
  - Useful when you want to remove the code from execution but not permanently
- 
- `print(totalCost)` is ambiguous and we can't exactly be sure what `totalCost` is.
  - `print(totalCost) # Prints the total cost for renovating the Main Library` is more informative



# Classes

- Important for programming
- Useful, but more advanced
- Will not be taught here due to time limitations .. but there are explanations and examples in the notebooks

```
class className:
    globalValue = "global"
    # methods that belong to the class
    def __init__(self, name):
        # this method is called whenever a new instance is created
        self._instanceName = name

    def classMethod(self):
        # this is a method that belongs to the class
        # Note how we have an argument self, which is a reference to the object itself
```



# Exercise time

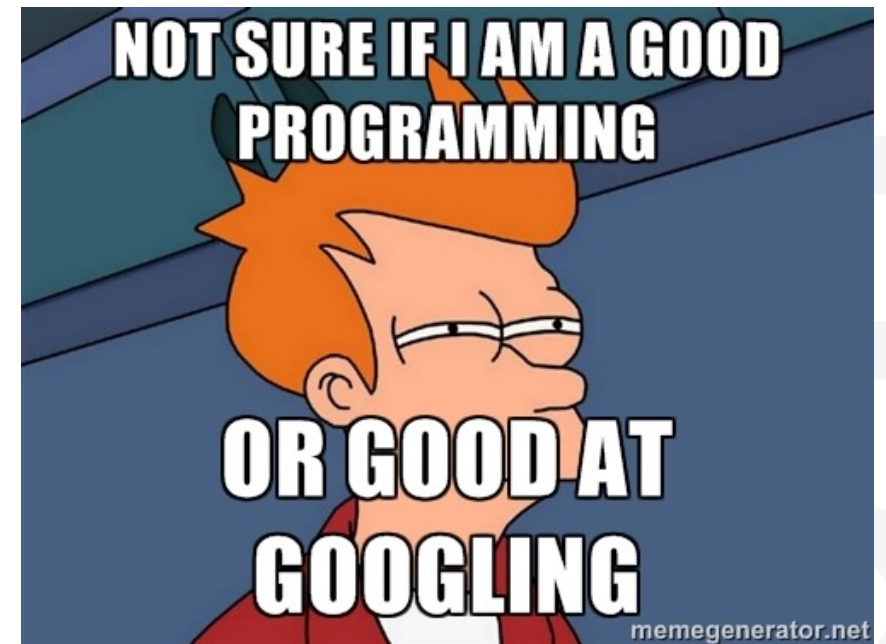
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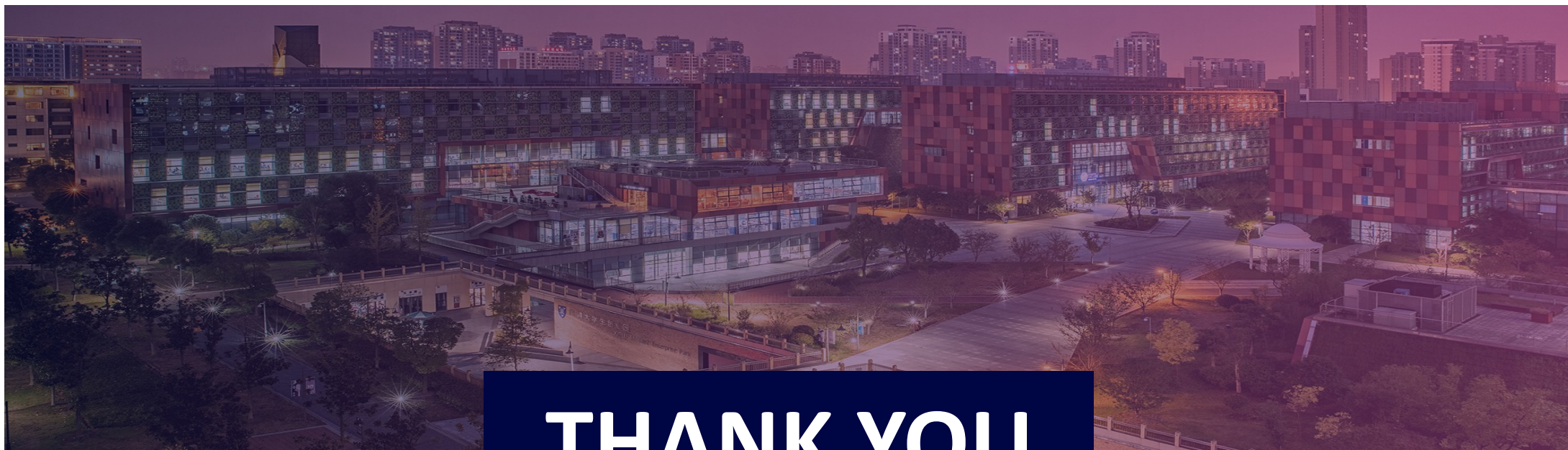
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