# Introduction to Programming for Public Policy Week 1 (Python)

Eric Potash

March 29, 2018

# Introduction to Programming

## Python

For the remainder of class we will be learning a high-level programming language called **Python**.

What is a Programming language?

## Assembly

- Computers run programs written in low-level language called assembly
- Assembly code is very fast and efficient but:
  - The code is not portable between different hardware
  - The code is difficult to write and read

## Assembly "Hello, World"

This is a program for printing the text "Hello, World" in assembly:

```
global
        start
section
         .text
start: mov rax, 1
mov
      rdi, 1
      rsi, message
mov
       rdx, 13
mov
syscall
      rax, 60
mov
   rdi, rdi
xor
syscall
section
         .data
        db
message:
```

# Programming languages

- People created "higher level" programming languages to make our (programmers') lives easier:
  - Stata, SAS, SPSS
  - R
  - Shell
  - Python
  - Java
  - C, C++

# Interpretter vs Compiler

- There are two basic ways of translating high-level languages into low-level languages:
  - Interpretter: Code is read and translated and executed line by line (e.g. shell, Python, R)
  - Compiler: Code is read all at once and translated before it is executed
- Generally interpretted languages are easier to read and write but may be slower

## Interpretted "Hello, World"

Shell:

```
echo Hello, World
```

• Python:

```
print('Hello, World')
```

R:

```
print("Hello, World')
```

## Compiled "Hello, World"

• C:

```
#include <stdio.h>
int main()
{
    printf("Hello, World");
    return 0;
}
```

 People have preferences for programming languages just like they do for anything else

- People have preferences for programming languages just like they do for anything else
- Sometimes these preferences are based on objective criteria

- People have preferences for programming languages just like they do for anything else
- Sometimes these preferences are based on objective criteria
  - e.g. speed or efficiency or portability

- People have preferences for programming languages just like they do for anything else
- Sometimes these preferences are based on objective criteria
  - e.g. speed or efficiency or portability
- But often they're subjective

- People have preferences for programming languages just like they do for anything else
- Sometimes these preferences are based on objective criteria
  - e.g. speed or efficiency or portability
- But often they're subjective
  - e.g. many people think that python code is very easy to read and write

- People have preferences for programming languages just like they do for anything else
- Sometimes these preferences are based on objective criteria
  - e.g. speed or efficiency or portability
- But often they're subjective
  - e.g. many people think that python code is very easy to read and write
- And there are many myths

- People have preferences for programming languages just like they do for anything else
- Sometimes these preferences are based on objective criteria
  - e.g. speed or efficiency or portability
- But often they're subjective
  - e.g. many people think that python code is very easy to read and write
- And there are many myths
  - e.g. you'll hear people say that python is faster than R

- People have preferences for programming languages just like they do for anything else
- Sometimes these preferences are based on objective criteria
  - e.g. speed or efficiency or portability
- But often they're subjective
  - e.g. many people think that python code is very easy to read and write
- And there are many myths
  - e.g. you'll hear people say that python is faster than R
  - it's not exactly true

## Python

# Why Python?

In this class we'll use python because it has proven over time to be:

- Easy (relatively) to learn
- Works well for many policy tasks (data analysis, text mining, visualization, modeling, etc.)
- Scales to large applications/datasets
- Has a large developer community

## Interactive Interpreter

- Simple way of running python
- Interactively enter text commands like the command line itself

```
$ python
Python 3.6 (default, Sep 16 2015, 09:25:04)
[GCC 4.8.2] on linux
Type "help", "copyright", "credits" or "license" for more :
>>>
```

#### Calculator

```
$ python
Python 3.6 (default, Sep 16 2015, 09:25:04)
[GCC 4.8.2] on linux
Type "help", "copyright", "credits" or "license" for more :
>>> 1+1
2
>>>
```

## Scripts

 As with the shell, we can write python scripts. E.g. save this to a file called hello\_world.py:

```
print('Hello, World')
```

• Then execute the script with the python interpreter:

```
$ python hello_world.py
Hello, World
$
```

## **Types**

- So far we've seen three different values in python: 1, 2, and 'Hello, World'
- These have different types:
  - 1 and 2 are integers
  - "Hello, World" is a string

## Type inspection

• If you want to know the type of a value in python, you can ask the interpreter:

```
>>> type(1)
<type 'int'>
>>> type('Hello, World')
<type 'str'>
>>> type(3.1415)
<type 'float'>
>>> type('3.1415')
<type 'str'>
```

#### **Variables**

- Like in math, variables are an essential part of programming
- We assign values to variables like so:

```
>>> pi = 3.1415
>>> greeting = "Hello, World"
```

## Arithmetic with variables

#### We can do arithmetic on numeric variables like so:

```
>>> pi = 3.1415
>>> r = 2
>>> circumference = 2*pi*r
>>> circumference
12.566
```

#### More arithmetic

- Basic mathematical operations include: +, -, \*, /, and \*\*
   (exponeniate)
- Use parentheses to specify an order of operations:

## Strings

There are also operations on strings. Plus (+) concatenates:

```
>>> 'Hello' + ', ' + 'World'
Hello, World
```

# String indexing

• Strings are composed of characters:

```
0 1 2 3 4 5 6 7 8 9 10 13
H e I I o , W o r I d
```

You can access a single character through indexing:

```
>>> greeting = 'Hello, World'
>>> greeting[0]
'H'
>>> greeting[5]
','
>>> greeting[-1]
```

## String slicing

• You can access multiple characters in a string through slicing:

```
>>> greeting[1:5]
'ello'
```

# Debugging

• Mistakes in code result in errors:

```
>>> pi = 3.1415
>>> Pi
Traceback (most recent call last):
   File "<stdin>", line 1, in <module>
NameError: name 'Pi' is not defined
```

- *Debugging* is the process of sorting through errors and fixing them
  - In this case the issue is that variable names are case sensitive

#### Comments

Python uses the hash (#) for comments, just like the shell:

```
pi = 3.1415  # define the math constant pi
r = 2  # circle's radius
A = 2*pi*r**2  # area of a circle
```

• A fundamental part of programming is functions

- A fundamental part of programming is functions
- We've already seen two functions: print and type

- A fundamental part of programming is functions
- We've already seen two functions: print and type
- Functions are called with parenteheses

- A fundamental part of programming is functions
- We've already seen two functions: print and type
- Functions are called with parenteheses
  - e.g. print('Hello, World') or type(1)

- A fundamental part of programming is functions
- We've already seen two functions: print and type
- Functions are called with parenteheses
  - e.g. print('Hello, World') or type(1)
- The things inside the parentheses are called arguments

- A fundamental part of programming is functions
- We've already seen two functions: print and type
- Functions are called with parenteheses
  - e.g. print('Hello, World') or type(1)
- The things inside the parentheses are called arguments
- The result of the function is called its return value

# Type conversion functions

A class of useful functions are the type conversion functions:

```
>>> int(3.1415)
>>> 3
>>> float(2)
2.0
>>> str(5)
```

## Type conversion error

```
>>> int('Hello')
Traceback (most recent call last):
   File "<stdin>", line 1, in <module>
ValueError: invalid literal for int() with base 10: 'Hello
```

#### Math module

- Python has a math module that provides some basic math functions
- Modules are files that contain collections of functions and other stuff

## import math

• To use the math module we have to import it:

```
>>> import math
>>> math
<module 'math' (built-in)>
```

### Math functions

 The math.log function returns the base-2 logarithm of its argument

#### math.log(10)

- For the base-10 logarithm use the function math.log10
- The math module also contains variables:

```
>>> math.pi
3.141592653589793
```

## Summary

- Python is a high-level, interpretted programming language
- We can assign (=) values to variables and perform basic operations on them (+, -, etc.)
- We can also apply functions to them
- Modules are collections of related functions and variables that we can use in our programs by importing them