

PROGRAMMING FOR AI

Lecture 2

Basics of Python

Instructor: Zafar Iqbal

Agenda

- Why Python?
- Applications of Python
- Basics of Python for AI
 - *Syntax,*
 - *Data Types,*
 - *Control Structures*
 - *Functions*

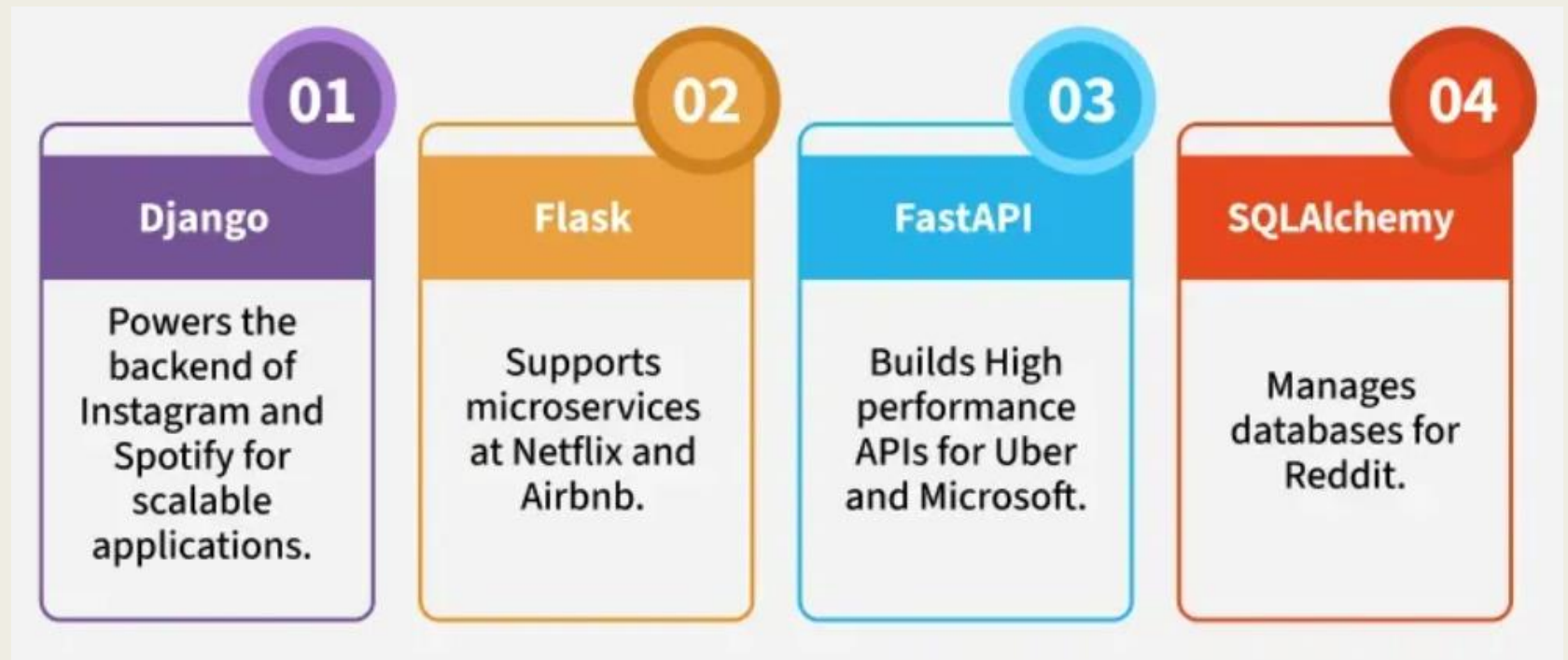
Why Python for AI?

- Simple and readable syntax
- Extensive libraries (like NumPy, Pandas, TensorFlow)
- Strong community support
- Versatile for data science, ML, and AI applications

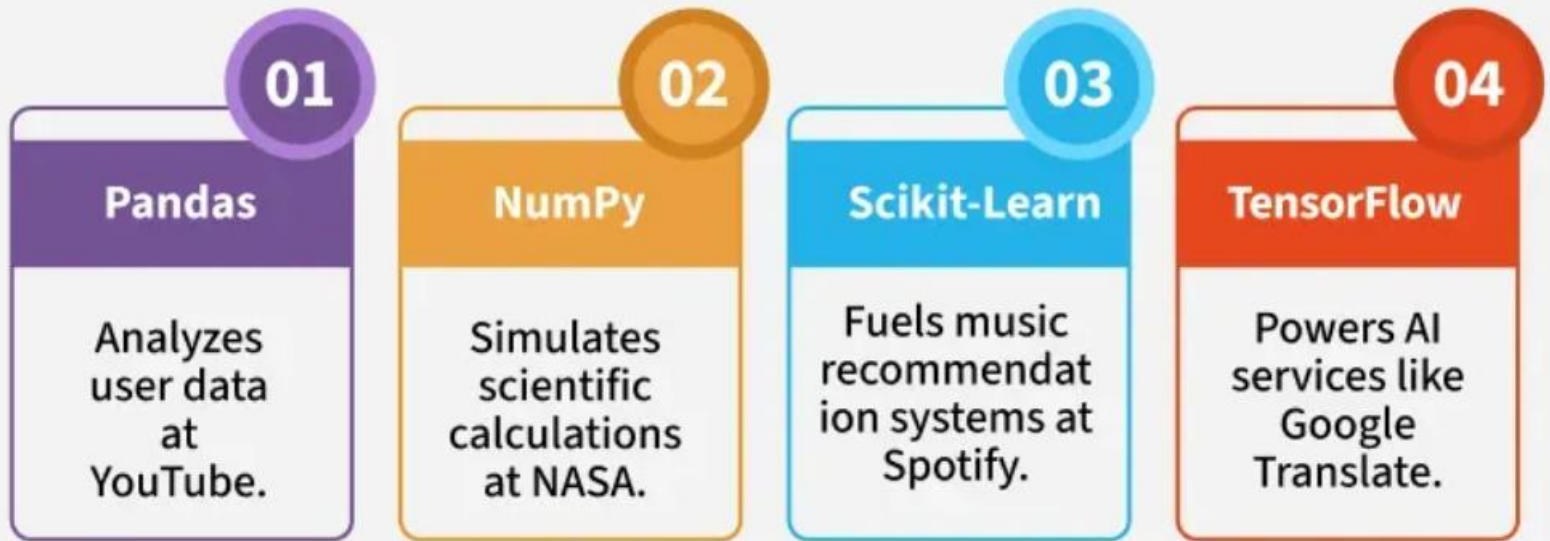
Applications of Python



Web Development



Data Science & Machine Learning



Web Scrapping



Automation and Scripting



Desktop Applications

01

Tkinter

Tkinter simplifies building GUIs in Python

02

PyQt

Powers professional tools like Dropbox.

03

Kivy

Develops interactive, touch-based apps like Bible+ App.

04

WxPython

Used for specialized applications like Cura for 3D printing.

Game Development

01

Pygame

Used in popular
games like Frets
on Fire.

02

Arcade

Ideal for
educational 2D
game projects and
tutorials.

Python Basics - Introduction

- `print("Hello, World!")`

■ Python Indentation

- *Indentation refers to the spaces at the beginning of a code line.*

- `if 5 > 2:`

 - `print("Five is greater than two!")`

- Python will give you an error if you skip the indentation

- Syntax Error:

- `if 5 > 2:`

 - `print("Five is greater than two!")`

Python Comments

- `#This is a comment`
`print("Hello, World!")`
- `print("Hello, World!") #This is a comment`
- `#This is a comment`
`#written in`
`#more than just one line`
`print("Hello, World!")`
- `"""`
`This is a comment`
`written in`
`more than just one line`
`"""`
`print("Hello, World!")`

Python Variables

- ```
x = 5
y = "John"
print(x)
print(y)
```

- ```
x = 4 # x is of type int  
x = "Sally" # x is now of type str  
print(x)
```

- ## Casting

- If you want to specify the data type of a variable, this can be done with casting.

- ```
x = str(3) # x will be '3'
y = int(3) # y will be 3
z = float(3) # z will be 3.0
```

- ```
print(x)
```

- ```
print(y)
```

- ```
print(z)
```

Python Data Types

- Variables can store data of different types, and different types can do different things.
- Text Type: str
- Numeric Types: int, float, complex
- Sequence Types: list, tuple, range
- Mapping Type: dict
- Set Types: set, frozenset
- Boolean Type: bool
- Binary Types: bytes, bytearray, memoryview
- None Type: NoneType

Print the data type of the variable x

```
x = 5
```

```
print(type(x))
```

Python Data Types

Example	Data Type
<code>x = "Hello World"</code>	str
<code>x = 20</code>	int
<code>x = 20.5</code>	float
<code>x = 1j</code>	complex
<code>x = ["apple", "banana", "cherry"]</code>	list
<code>x = ("apple", "banana", "cherry")</code>	tuple
<code>x = range(6)</code>	range
<code>x = {"name" : "John", "age" : 36}</code>	dict
<code>x = {"apple", "banana", "cherry"}</code>	set
<code>x = frozenset({"apple", "banana", "cherry"})</code>	frozenset
<code>x = True</code>	bool
<code>x = b"Hello"</code>	bytes
<code>x = bytearray(5)</code>	bytearray
<code>x = memoryview(bytes(5))</code>	memoryview
<code>x = None</code>	NoneType

Python If ... Else

- Python supports the usual logical conditions from mathematics:
 - *Equals: $a == b$*
 - *Not Equals: $a != b$*
 - *Less than: $a < b$*
 - *Less than or equal to: $a \leq b$*
 - *Greater than: $a > b$*
 - *Greater than or equal to: $a \geq b$*

Python If ... Else

```
a = 33
b = 200
if b > a:
    print("b is greater than a")
```

```
a = 33
b = 200
if b > a:
    print("b is greater than
a") # you will get an error
```

```
a = 33
b = 33
if b > a:
    print("b is greater than a")
elif a == b:
    print("a and b are equal")
```

```
a = 200
b = 33
if b > a:
    print("b is greater than a")
elif a == b:
    print("a and b are equal")
else:
    print("a is greater than b")
```

```
a = 34
b = 33
if a > b: print("a is greater than b")
```

```
a = 2
b = 330
print("A") if a > b else print("B")
```

Python If ... Else

```
a = 330
b = 330
print("A") if a > b
else
print("=") if a == b
else print("B")
```

AND keyword is a logical operator

```
a = 200
b = 33
c = 500
if a > b and c > a:
    print("Both conditions are True")
```

OR keyword

```
a = 200
b = 33
c = 500
if a > b or a > c:
    print("At least one of the conditions
is True")
```

NOT keyword

```
a = 33
b = 200
if not a > b:
    print("a is NOT greater than b")
```

Nested If Statement

```
x = 41

if x > 10:
    print("Above ten,")
    if x > 20:
        print("and also above 20!")
    else:
        print("but not above 20.")
```

Python Loops

- Python has two primitive loop commands:
 - *while loops*
 - *for loops*

```
i = 1
while i < 6:
    print(i)
    i += 1
```

```
i = 1
while i < 6:
    print(i)
    i += 1
else:
    print("i is no longer less than 6")
```

For Loops

```
fruits = ["apple", "banana", "cherry"]  
for x in fruits:  
    print(x)
```

```
for x in "banana":  
    print(x)
```

Python Functions

- In Python a function is defined using the **def** keyword

```
def my_function():  
    print("Hello from a function")
```

Calling a function

```
def my_function():  
    print("Hello from a function")
```

```
my_function()
```

Arguments

```
def my_function(fname):  
    print(fname + " Refsnes")
```

```
my_function("Emil")  
my_function("Tobias")  
my_function("Linus")
```

```
def my_function(fname, lname):  
    print(fname + " " + lname)
```

```
my_function("Emil", "Refsnes")
```

Arbitrary Arguments, *args

- If you do not know how many arguments that will be passed into your function, add a * before the parameter name in the function definition.
- This way the function will receive a tuple of arguments, and can access the items accordingly

```
def my_function(*kids):  
    print("The youngest child is " +  
kids[2])
```

```
my_function("Emil", "Tobias", "Linus")
```

Keyword Arguments

- *You can also send arguments with the key = value syntax.*
- *This way the order of the arguments does not matter.*

```
def my_function(child3, child2, child1):  
    print("The youngest child is " + child3)
```

```
my_function(child1 = "Emil", child2 = "Tobias", child3 = "Linus")
```

Arbitrary Keyword Arguments, `**kwargs`

- If you do not know how many `keyword arguments` that will be passed into your function, add two asterisk: `**` before the parameter name in the function definition.
- This way the function will receive a dictionary of arguments, and can access the items accordingly:
- Example
- If the number of keyword arguments is unknown, add a double `**` before the parameter name:

```
def my_function(**kid):  
    print("His last name is " + kid["lname"])  
  
my_function(fname = "Tobias", lname = "Refsnes")
```

Task 1

- Write a Python script that takes user input for their name and age,
- stores them in variables, and prints a message like:
- "Hello, Ahmad! You are 22 years old."
 - *(Replace Ahmad and 22 with user input values).*

Task 1

```
# Taking user input for name and age
```

```
name = input("Enter your name: ")
```

```
age = input("Enter your age: ")
```

```
# Printing the message using an f-string
```

```
print(f"Hello, {name}! You are {age} years old.")
```

Task 2

- Convert a string "56789" into an integer and a float.

Task 2

```
# Given string
```

```
num_str = "56789"
```

```
# Converting to integer
```

```
num_int = int(num_str)
```

```
# Converting to float
```

```
num_float = float(num_str)
```

```
# Printing results
```

```
print("Original String:", num_str)
```

```
print("After converting to Integer:", num_int)
```

```
print("After converting to Float:", num_float)
```

Task 3

- Write a for loop that prints numbers from 1 to 10.
- Write a while loop that prints numbers from 10 down to 1.

Task 3

```
for num in range(1, 11):  
    print(num)
```

```
num = 10  
while num >= 1:  
    print(num)  
    num -= 1 # Decrease num by 1 in each iteration
```

Task 4

Write a Python program that prints all even numbers between 1 and 50 using a loop

Task 4

```
for num in range(2, 101, 2): # Start at 2, go up to 100, step by 2
    print(num, end=" ")
```

```
num = 2
while num <= 100:
    print(num, end=" ")
    num += 2
```