



Introduction to Python

A readable, dynamic, pleasant,
flexible, fast and powerful language

Yesmukhanov Dauren
yesdauren@gmail.com

Overview

- Background
- Syntax
- Types / Operators / Control Flow
- Functions
- Classes
- Tools

What is Python

- Multi-purpose (Web, GUI, Scripting, etc.)
- Object Oriented
- Interpreted
- Strongly typed and Dynamically typed
- Focus on readability and productivity

Features

- Batteries Included
- Everything is an Object
- Interactive Shell
- Cross Platform
- CPython, Jython, IronPython, PyPy
- Easy

Who Uses Python

- Google
- NASA
- Reddit
- Dropbox
- ...the list goes on...

Releases

- Created in 1989 by Guido Van Rossum
- Python 1.0 released in 1994
- Python 2.0 released in 2000
- Python 3.0 released in 2008
- Python 2.7 is the recommended version
- 3.0 adoption will take a few years
- 3.5 is stable

Syntax

Hello World

```
#!/usr/bin/env python  
print "Hello World!"
```

```
1 # Python 3 code  
2  
3 print("Salem, Alem")  
4
```

hello_world.py

Indentation

- Most languages don't care about indentation
- Most humans do
- We tend to group similar things together

Indentation

```
/* Bogus C code */  
if (foo)  
    if (bar)  
        baz(foo, bar);  
else  
    qux();
```

The else here actually belongs to the 2nd if statement

Indentation

```
/* Bogus C code */  
if (foo) {  
    if (bar) {  
        baz(foo, bar);  
    }  
else {  
    qux();  
}}}
```

The else here actually belongs to the 2nd if statement

Indentation

```
/* Bogus C code */  
if (foo)  
if (bar)  
baz(foo, bar);  
else  
qux();
```

I knew a coder like this

Indentation

```
/* Bogus C code */  
if (foo) {  
    if (bar) {  
        baz(foo, bar);  
    }  
    else {  
        qux();  
    }  
}
```

You should always be explicit

Indentation

```
# Python code
if foo:
    if bar:
        baz(foo, bar)
    else:
        qux()
```

Python embraces indentation

Comments

```
# A traditional one line comment
```

```
"""
```

```
Any string not assigned to a variable is  
considered a comment.
```

```
This is an example of a multi-line comment.
```

```
"""
```

```
"This is a single line comment"
```

Types

Strings

```
# This is a string
name = "Nowell Strite (that\"s me)"

# This is also a string
home = 'Huntington, VT'

# This is a multi-line string
sites = '''You can find me online
on sites like GitHub and Twitter.'''

# This is also a multi-line string
bio = """If you don't find me online
you can find me outside."""
```

Numbers

```
# Integers Numbers  
year = 2010  
year = int("2010")
```

```
# Floating Point Numbers  
pi = 3.14159265  
pi = float("3.14159265")
```

```
# Fixed Point Numbers  
from decimal import Decimal  
price = Decimal("0.02")
```

Null

```
optional_data = None
```

Lists

```
# Lists can be heterogeneous  
favorites = []
```

```
# Appending  
favorites.append(42)
```

```
# Extending  
favorites.extend(["Python", True])
```

```
# Equivalent to  
favorites = [42, "Python", True]
```


Lists

```
numbers = [1, 2, 3, 4, 5]
```

```
len(numbers)
```

```
# 5
```

```
numbers[0]
```

```
# 1
```

```
numbers[0:2]
```

```
# [1, 2]
```

```
numbers[2:]
```

```
# [3, 4, 5]
```

Dictionaries

```
person = {}
```

```
# Set by key / Get by key
```

```
person['name'] = 'Nowell Strite'
```

```
# Update
```

```
person.update({  
    'favorites': [42, 'food'],  
    'gender': 'male',  
})
```

```
# Any immutable object can be a dictionary key
```

```
person[42] = 'favorite number'
```

```
person[(44.47, -73.21)] = 'coordinates'
```

Dictionary Methods

```
person = {'name': 'Nowell', 'gender': 'Male'}
```

```
person['name']
```

```
person.get('name', 'Anonymous')
```

```
# 'Nowell Strite'
```

```
person.keys()
```

```
# ['name', 'gender']
```

```
person.values()
```

```
# ['Nowell', 'Male']
```

```
person.items()
```

```
# [['name', 'Nowell'], ['gender', 'Male']]
```


Booleans

```
# This is a boolean  
is_python = True
```

```
# Everything in Python can be cast to boolean  
is_python = bool("any object")
```

```
# All of these things are equivalent to False  
these_are_false = False or 0 or "" or {} or []  
or None
```

```
# Most everything else is equivalent to True  
these_are_true = True and 1 and "Text" and  
{ 'a': 'b' } and ['c', 'd']
```


Operators

Arithmetic

a	=	10	#	10
a	+=	1	#	11
a	-=	1	#	10
b	=	a + 1	#	11
c	=	a - 1	#	9
d	=	a * 2	#	20
e	=	a / 2	#	5
f	=	a % 3	#	1
g	=	a ** 2	#	100

String Manipulation

```
animals = "Cats " + "Dogs "  
animals += "Rabbits"  
# Cats Dogs Rabbits
```

```
fruit = ', '.join(['Apple', 'Banana', 'Orange'])  
# Apple, Banana, Orange
```

```
date = '%s %d %d' % ('Sept', 11, 2010)  
# Sept 11 2010
```

```
name = '%(first)s %(last)s' % {  
    'first': 'Nowell',  
    'last': 'Strite'}  
# Nowell Strite
```

Logical Comparison

```
# Logical And
```

```
a and b
```

```
# Logical Or
```

```
a or b
```

```
# Logical Negation
```

```
not a
```

```
# Compound
```

```
(a and not (b or c))
```

Identity Comparison

```
# Identity
1 is 1 == True

# Non Identity
1 is not '1' == True

# Example
bool(1) == True
bool(True) == True

1 and True == True
1 is True == False
```


Arithmetic Comparison

```
# Ordering
```

```
a > b
```

```
a >= b
```

```
a < b
```

```
a <= b
```

```
# Equality/Difference
```

```
a == b
```

```
a != b
```

Control Flow

Conditionals

```
grade = 82
if grade >= 90:
    if grade == 100:
        print 'A+'
    else:
        print "A"
elif grade >= 80:
    print "B"
elif grade >= 70:
    print "C"
else:
    print "F"
```

```
# B
```


For Loop

```
for x in range(10): #0-9  
    print x
```

```
fruits = ['Apple', 'Orange']  
  
for fruit in fruits:  
    print fruit
```

Expanded For Loop

```
states = {  
    'VT': 'Vermont',  
    'ME': 'Maine',  
}  
  
for key, value in states.items():  
    print '%s: %s' % (key, value)
```

While Loop

```
x = 0  
while x < 100:  
    print x  
    x += 1
```

List Comprehensions

- Useful for replacing simple for-loops.

```
odds = [ x for x in range(50) if x % 2 ]
```

```
odds = []  
for x in range(50):  
    if x % 2:  
        odds.append(x)
```

Functions

Basic Function

```
def my_function():  
    """Function Documentation"""  
    print "Hello World"
```


Function Arguments

```
# Positional
```

```
def add(x, y):  
    return x + y
```

```
# Keyword
```

```
def shout(phrase='Yipee!'):  
    print phrase
```

```
# Positional + Keyword
```

```
def echo(text, prefix=''):  
    print '%s%s' % (prefix, text)
```

Arbitrary Arguments

```
def some_method(*args, **kwargs):  
    for arg in args:  
        print arg  
  
    for key, value in kwargs.items():  
        print key  
  
some_method(1, 2, 3, name='Numbers')
```


Fibonacci

```
def fib(n):  
    """Return Fibonacci up to n."""  
    results = []  
    a, b = 0, 1  
    while a < n:  
        results.append(a)  
        a, b = b, a + b  
    return a
```

Fibonacci Generator

```
def fib():  
    """Yield Fibonacci."""  
    a, b = 0, 1  
    while True:  
        yield a  
        a, b = b, a + b
```

Classes

Class Declaration

```
class User(object):  
    pass
```

Class Attributes

- Attributes assigned at class declaration should always be immutable

```
class User(object):  
    name = None  
    is_staff = False
```

Class Methods

```
class User(object):  
    is_staff = False  
  
    def __init__(self, name='Anonymous'):  
        self.name = name  
        super(User, self).__init__()  
  
    def is_authorized(self):  
        return self.is_staff
```


Class Instantiation & Attribute Access

```
anonymous = User()  
print user.name  
# Anonymous  
  
print user.is_authorized()  
# False
```


Class Inheritance

```
class SuperUser(User):  
    is_staff = True
```

```
nowell = SuperUser('Nowell Strite')  
print user.name  
# Nowell Strite  
print user.is_authenticated()  
# True
```

Python's Way

- No interfaces
- No real private attributes/functions
- Private attributes start (but do not end) with double underscores.
- Special class methods start and end with double underscores.
 - `__init__`, `__doc__`, `__cmp__`, `__str__`

Imports

- Allows code isolation and re-use
- Adds references to variables/classes/functions/etc. into current namespace

Imports

```
# Imports the datetime module into the  
# current namespace
```

```
import datetime  
datetime.date.today()  
datetime.timedelta(days=1)
```

```
# Imports datetime and adds date and  
# timedelta into the current namespace
```

```
from datetime import date, timedelta  
date.today()  
timedelta(days=1)
```

More Imports

```
# Renaming imports
from datetime import date
from my_module import date as my_date

# This is usually considered a big No-No
from datetime import *
```


Error Handling

```
import datetime
import random

day = random.choice(['Eleventh', 11])
try:
    date = 'September ' + day
except TypeError:
    date = datetime.date(2010, 9, day)
else:
    date += ' 2010'
finally:
    print date
```

Documentation

Docstrings

```
def foo():  
    """  
    Python supports documentation for all modules,  
    classes, functions, methods.  
    """  
    pass  
  
# Access docstring in the shell  
help(foo)  
  
# Programmatically access the docstring  
foo.__doc__
```

Tools

IDEs

- Sublime Text
- Vim
- PyCharm