List of Concepts

April 28, 2020

0.1 Variable assignment and algebraic manipulation

This code assigns the values 5 and 2 to a and b respectively, then prints the value of 5 mod 2.

```
[1]: a = 5
b = 2
print(a % b)
```

1

0.2 Single conditional statements

This code checks the sign of a random integer between -5 and 10.

```
[7]: import random

n = random.randint(-5, 10)
if n < 0: #checks if n is negative
    print("n = ", n, ". n is negative.")
elif n > 0: #checks if n is positive
    print("n = ", n, ". n is positive.")
else: #if n is neither positive nor negative, it must be zero
    print("n is zero.")
```

n = 7 . n is positive.

0.3 Repeated conditional statements

This code flips a coin until it gets heads, and checks how many tails it gets before this.

```
[42]: import random

tails = 0
heads_achieved = False
while heads_achieved == False: #repeat until a head is achieved
if random.randint(0, 1) == 1: #where 1 is a head
    print("Heads!")
    heads_achieved = True #stops the loop
else: #else, it is a tails; repeat loop
```

```
print("Tails!")
  tails += 1
print(tails)
```

```
Tails!
Tails!
Tails!
Tails!
Tails!
Tails!
Heads!
```

0.4 Functions and lists

This function creates a list of all even numbers smaller than a given number.

```
[29]: def evens(n):
    '''Creates a list of all even numbers smaller than n'''
    results = [] #creates an empty list in which to put the numbers
    for i in range (n):
        if n > 2 * i: #where 2 * i is the even sequence 2,4,6...
            results.append(2 * i)
    return results
```

```
[30]: evens(22)
```

```
[30]: [0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20]
```

0.5 Iteration

This code checks how many vowels are in a string.

```
[3]: word = "Dublin, Ireland"
letters = list(word.lower())
vowels = 0

for n in range (len(word)): #loops for as many letters as the list contains
    if letters[n] in ['a', 'e', 'i', 'o', 'u']: #if the letter being checked is
    →a vowel
    vowels += 1
print(vowels)
```

5

0.6 Recursion

This function finds the n'th triangular number.

```
[43]: def triangular(n):
    '''Finds the nth triangular number by recursion.'''

if n <= 1:
    return 1
    else:
        return n + triangular(n-1)</pre>
```

```
[44]: triangular(5)
```

[44]: 15

0.7 Object-oriented programming

This class represents vectors in 3-dimensional space.

```
[64]: class Vector:
          '''A class for vectors in 3-dimensional space.'''
          def __init__(self, x, y, z):
              self.x = x
              self.y = y
              self.z = z
          def add (self, other): #adds two vectors together
              return Vector(self.x + other.x, self.y + other.y, self.z + other.z)
          def dot_product(self, other): #gives the scalar (dot) product of two vectors
              return (self.x * other.x + self.y * other.y + self.z * other.z)
          def cross_product(self, other): #gives the vector (cross) product of two_
       \rightarrowvectors
              return Vector(self.y * other.z - self.z * other.y, self.z * other.x -__
       →self.x * other.z, self.x * other.y - self.y * other.x)
          def __repr__(self): #represents vectors as a string, rather than an object
              return str([self.x, self.y, self.z])
```

```
[65]: A = Vector(2, 3, 4)
B = Vector(1, 5, 1)
```

```
[66]: A + B
```

[66]: [3, 8, 5]

```
[67]: A.dot_product(B)
```

[67]: 21

[68]: A.cross_product(B)

[68]: [-17, 2, 7]

[70]: #this should be the inverse of A x B
B.cross_product(A)

[70]: [17, -2, -7]