

# Discrete Structures!

CMPSC 102



ALLEGHENY COLLEGE

# Get Python3



- Get Python3 from the Python Software Foundation:  
<https://www.python.org/downloads/>
- Or just stick with Jupyter  
<https://jupyter.cs.allegheny.edu/>

# Install Your Own Python3

**Download the latest version for macOS**

[Download Python 3.13.1](#)

Looking for Python with a different OS? Python for [Windows](#),  
[Linux/UNIX](#), [macOS](#), [Other](#)

Want to help test development versions of Python 3.14? [Pre-releases](#),  
[Docker images](#)



- Download and install the version of Python3 for your OS being sure to add the PATH to the environmental variables (check the path option!)
- Check with the installation material to learn how to launch Python3

# Running the Python3 Shell

- Type python3 in the terminal to start the Python shell.
- Type statements or expressions at prompt:
  - `print("Hello, world")`
  - `x = 12**2`
  - `print(x)`
  - `print(x/2)`
  - `# bla bla bla...`
    - (This is a comment: everything after the # is ignored)
- To exit the Python shell, type: `exit()` or `Ctrl + Z` to exit.

# Data Types

- Integers, counting numbers
  - num\_int = 1
- Floats, decimals
  - num\_float = 3.1415
- Strings:
  - s\_str = "Hello World"

# Data Types

```
height_int = 5
print(f" The height is: {height_int}")
print(" The height is:", height_int) # print another way

num_float = 3.14
print(f" The float variable is : {num_float}")

s_str =("Hello World")
print(" The integer is equal to: ", s_str)
```

# Key Components

All programs built out of

- **Function calls:** Granting temporary kernel-time and/or using issuing parameters to a sub-sequence of instruction in a program.
- **Assignment statements:** The issuing of a value to a variable or place in memory to contain the value.
- **Iteration constructs:** Structures used in computer programming to repeat the same computer code multiple times (*loops*).
- **Conditional logic:** the use of logical rules in code to govern steps taken.
- **Variable creation:** The introduction of an object in
- memory to contain some value.
- **Variable computations:** The use of values contained in variables to create new value using an operator.
- **Variable output:** The revealing of some value in a variable by printing or another means.

# Application - Using Python to Find a Name in a File

```
file = open("names")
for line in file:
    if line.startswith("John")
        print(line)
```

- Can you explain the behavior of this program segment?
- What are the **constructs** inside of this program segment?
- How is this different than a full-fledged Python program?
- What is the purpose of the *open* function?
- What is the purpose of the *line.startswith* function?

# Application: Using Python to Find an Email in a File

```
file = open("emails")
for line in file:
    name, email = line.split(",")
    if name == "John Davis":
        print(email)
```

- Can you explain the behavior of this program segment?
- What are the **constructs** inside of this program segment?
- How is this different than a full-fledged Python program?
- What is the purpose of the *open* function?
- What is the purpose of the *line.split* function?

# Runnable Application: Using Python to Find an Email in a File

```
#!/usr/bin/env python3
"""
    Demo program"""

myFile_list =["Bob Bye,bob@big.com", "Julie Roth, Jroth@thinktank.com",
"John Davis, JDavis@KingOfTheWorld.com"]

print("\n Opening myFile :{myFile_str}") #file = open("emails")
for line in myFile_list:
    print(f"\t + line : {line}, {type(line)}") name, email = line.split(",")
    if name == "John Davis":
        print(f"\tName found: {email}")
```

- Can you explain the behavior of this program segment?
- What are the **constructs** inside of this program segment?

# Runnable Application: Using Python to Find an Email in a File

```
#!/usr/bin/env python3 """ Demo program"""

mylist =[  
    "Bob Bye,bob@big.com",  
    "Julie Roth,Jroth@thinktank.com",  
    "John Davis,JDavis@KingOfTheWorld.com",  
    "Tylor Swift,tSwift@Swifter.com",  
    "The Hulk,greenThumb@gardeningHelp.com",  
    "Sherlock Holmes,sHolmes@consultingDetective.com"  
]  
  
print("\n Opening mylist :{mylist}")  
  
for line in mylist:  
    print(f"\t + line : {line}, {type(line)}")  
    name, email = line.split(",") if name == "John Davis":  
        print(f"\t Name found: {email}")  
    if "Sherlock" in name:  
        print(f"\t Detective's Name found: {email}")
```

File: openEmail Demo\_ii.py

# Runnable Application: Using Python to Find an Email in a File

```
#!/usr/bin/env python3 """ Demo program"""

mylist =[  
    "Bob Bye,bob@big.com",  
    "Julie Roth,Jroth@thinktank.com",  
    "John Davis,JDavis@KingOfTheWorld.com",  
    "Tylor Swift,tSwift@Swifter.com",  
    "The Hulk,greenThumb@gardeningHelp.com",  
    "Sherlock Holmes,sHolmes@consultingDetective.com"  
]  
  
print("\n Opening mylist :{mylist}")  
  
for line in mylist:  
    print(f"\t + line : {line}, {type(line)}")  
    name, email = line.split(",") if name == "John Davis":  
        print(f"\t Name found: {email}")  
    if "Sherlock" in name:  
        print(f"\t Detective's Name found: {email}")
```

File: openEmail Demo\_ii.py

# Runnable Application: Using Python to Find an Email in a File

```
#!/usr/bin/env python3
"""
    Demo program"""

myFile = [1,2,3,4,5,6,7,8,9,10]
sum = 0
count = 0
for line in myFile:
    n = int(line)
    sum += n
    count += 1
print(sum/count)
```

File: getAverage demo.py

- Can you explain the behavior of this program segment?
- What are the **constructs** inside of this program segment?

# Runnable Application: Using Python to Find an Email in a File

```
#!/usr/bin/env python3
"""
    Demo program"""

sum = 0
count = 0
myFile = open("data.txt")
for line in myFile:
    n = int(line)
    sum += n
    count += 1
print(sum/count)
```

File: getAverage file.py

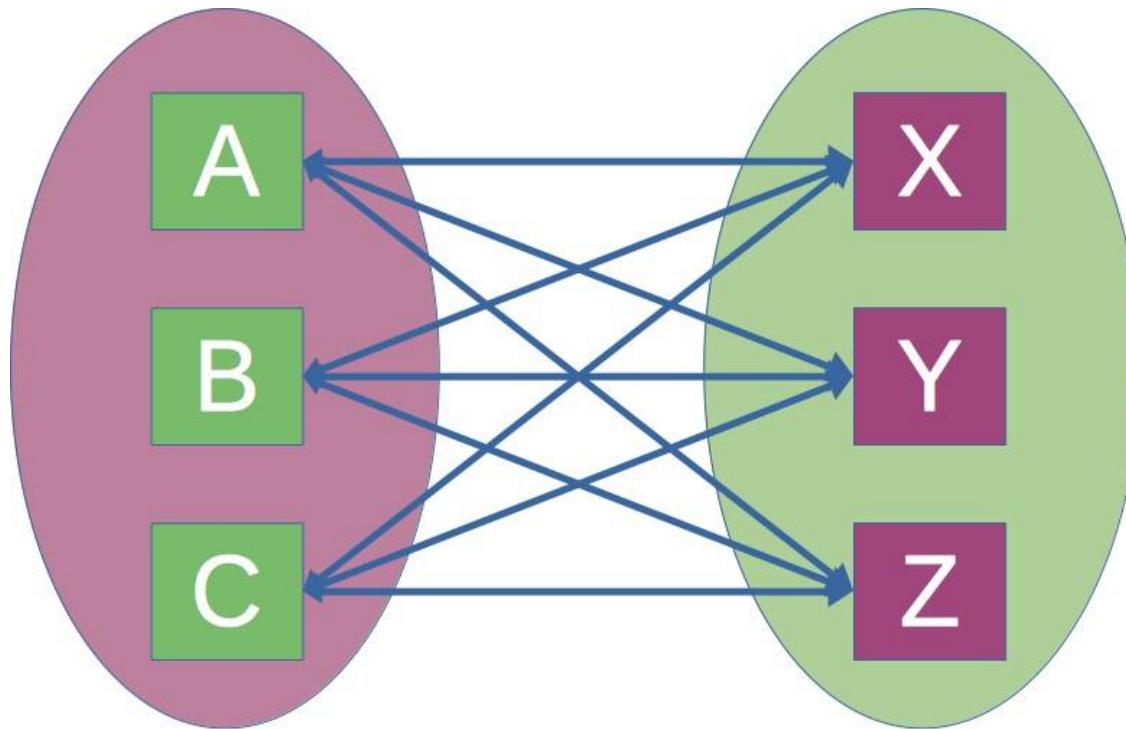
- What are the contents of the data.txt file?
- What is the purpose of the for line in file statement?

# Mathematical Terminology

- Mathematical terminology is a vocabulary for discussing Python programs
- What are mathematical terms that aid programming?
- **Set:** an unordered collection of different entities
- **Sequence:** an ordered collection of entities
- **Relation:** a set that relates pairs of things with each other
- **Mapping:** a set of ordered pairs in every element is unique (sometimes called a “function” in mathematics)
- Can you find these mathematical concepts in the Python programs? For instance: *What is a file?*

# Mathematical Terminology

Is this a function?

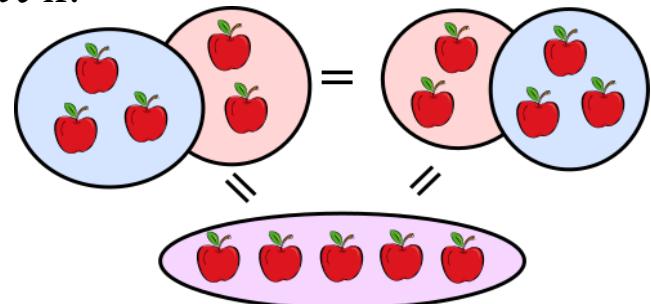


# General Properties of Real Numbers

Property	Addition	Multiplication
Commutative	$a + b = b + a$	$a \cdot b = b \cdot a$
Associative	$a + (b + c) = (a + b) + c$	$a \cdot (b \cdot c) = (a \cdot b) \cdot c$
Distributive	$a \cdot (b + c) = a \cdot b + a \cdot c$	$a \cdot (b + c) = a \cdot b + a \cdot c$
Identity	$a + 0 = a$	$a \cdot 1 = a$
Inverse	$a + (-a) = 0$	$a \cdot \frac{1}{a} = 1$

# Properties - Commutative

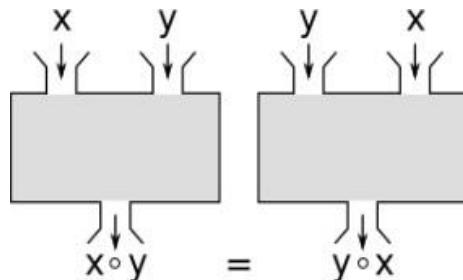
- The term “commutative” is used in several related senses. A binary operation  $*$  on a set  $S$  is called *commutative* if:
  - $x * y = y * x$  for all  $x, y \in S$ 
    - An operation that does not satisfy the above property is called *non-commutative*.
- One says that  $x$  *commutes* with  $y$  under  $*$  if:  $x * y = y * x$
- A binary function  $f : A \times A \rightarrow B$  is called *commutative* if:
  - $f(x, y) = f(y, x)$  for all  $x, y \in A$



# Properties - Examples

## Commutative

- The operator each side of equation do not create inequality
- Think operators like: Addition, multiplication, division



## Not Commutative

- The operator each side of equation creates inequality
- Think operators like: subtraction
- $x - y \neq y - x ; 5 - 3 \neq 3 - 5$

# Properties - Non-Commutative operations

- Washing and drying clothes resembles a noncommutative operation; washing and then drying produces a markedly different result to drying and then washing.
- Putting on left and then right socks on feet is commutative
- Putting on shirt and then sweater is not-commutative

```
Strings: a = "face"  
        b = "book"  
        a + b == b + a # run the test!  
        "facebook" != "bookface"
```

# Practical Variable Limitations in Python

Programming has computational limits

Python Output:

```
>>> 2**2**8 # a really long number  
115792089237316195..584007913129639936  
  
>>> 2**2**10 # a very, very long number!!  
17976931..6329624224137216  
  
>>> 2**2**100  
^CTraceback (most recent call last): File  
    "stdin", line 1, in module  
KeyboardInterrupt
```

Mathematical thinking is infinite unlike computational wisdom

# Practical Variable Limitations in Python

More computational limits

Python Output:

```
>>> 1.0 == 1.1
False
>>> 1.0 == 1
True
>>> 'h' + 'i' + '!'
'hi!'
>>> .33333 + .33333 + .33333 == 1
False
>>> .33333333333 + .33333333333 + .33333333333 == 1
False
>>> 1/3
0.3333333333333333
>>> 1/3 + 1/3 + 1/3 == 1
True
```

File: [explore-python-variables.ipynb](#)

# Test Your Understanding

- Understanding the \*\*connections\*\* between
- \*\*mathematics\*\* and \*\*programming\*\*:
  - **Q1:** What is a **mapping** in the mathematics?
  - **Q2:** What is a **function** in mathematics and Python?
  - **Q3:** What are the **limits** for variables in the Python language?
  - **Q4:** What kinds of computational limits exist in Python? Or for any programming?



THINK