

Intro to Coding with Python— Intro to Python

Dr. Ab Mosca (they/them)

Slides based off slides courtesy of Jordan Crouser (<https://jcrouser.github.io/>)

Plan for Today

- Intro to Python programming language
- Intro to pair programming
- Intro to Spyder



multi-paradigm
interpreted language
with dynamic typing
and automatic memory management



Core Concepts to Get Us Started



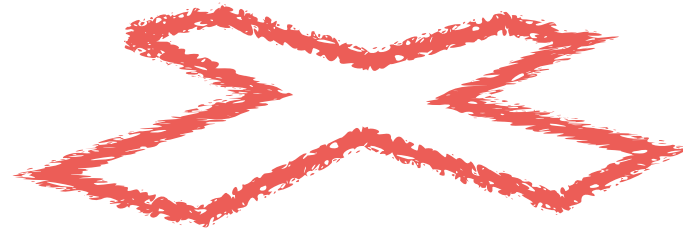
Programming

The programming process



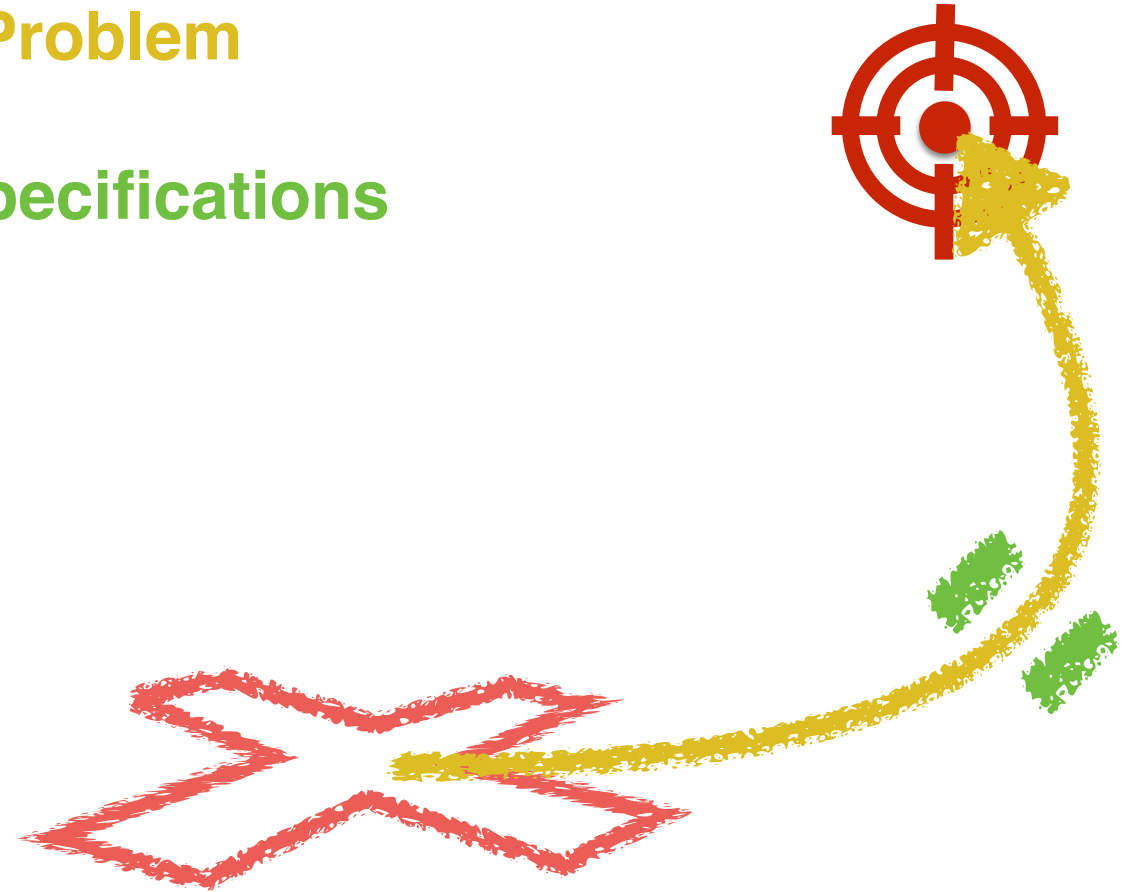
The programming process (idealized)

- Analyze the **Problem**



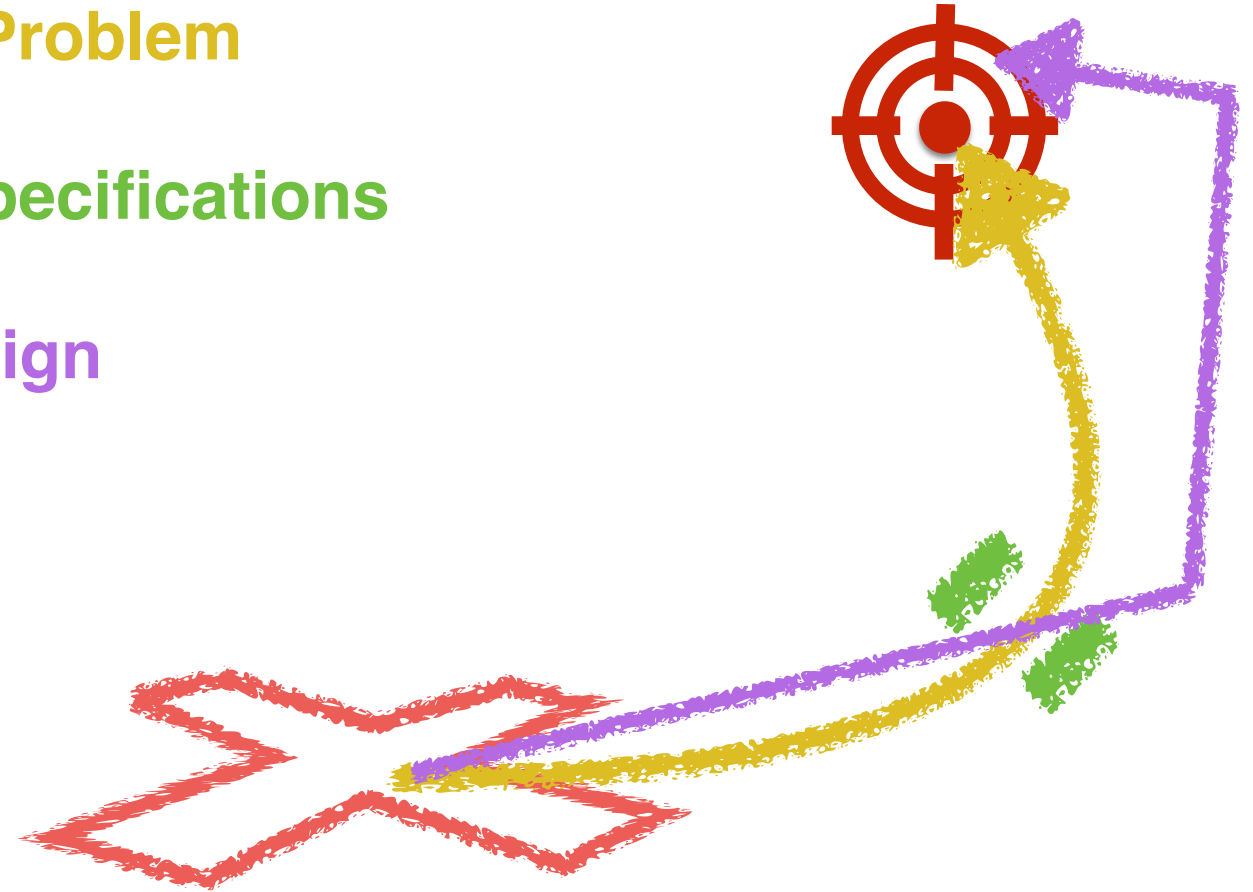
The programming process (idealized)

- Analyze the **Problem**
- Determine **Specifications**



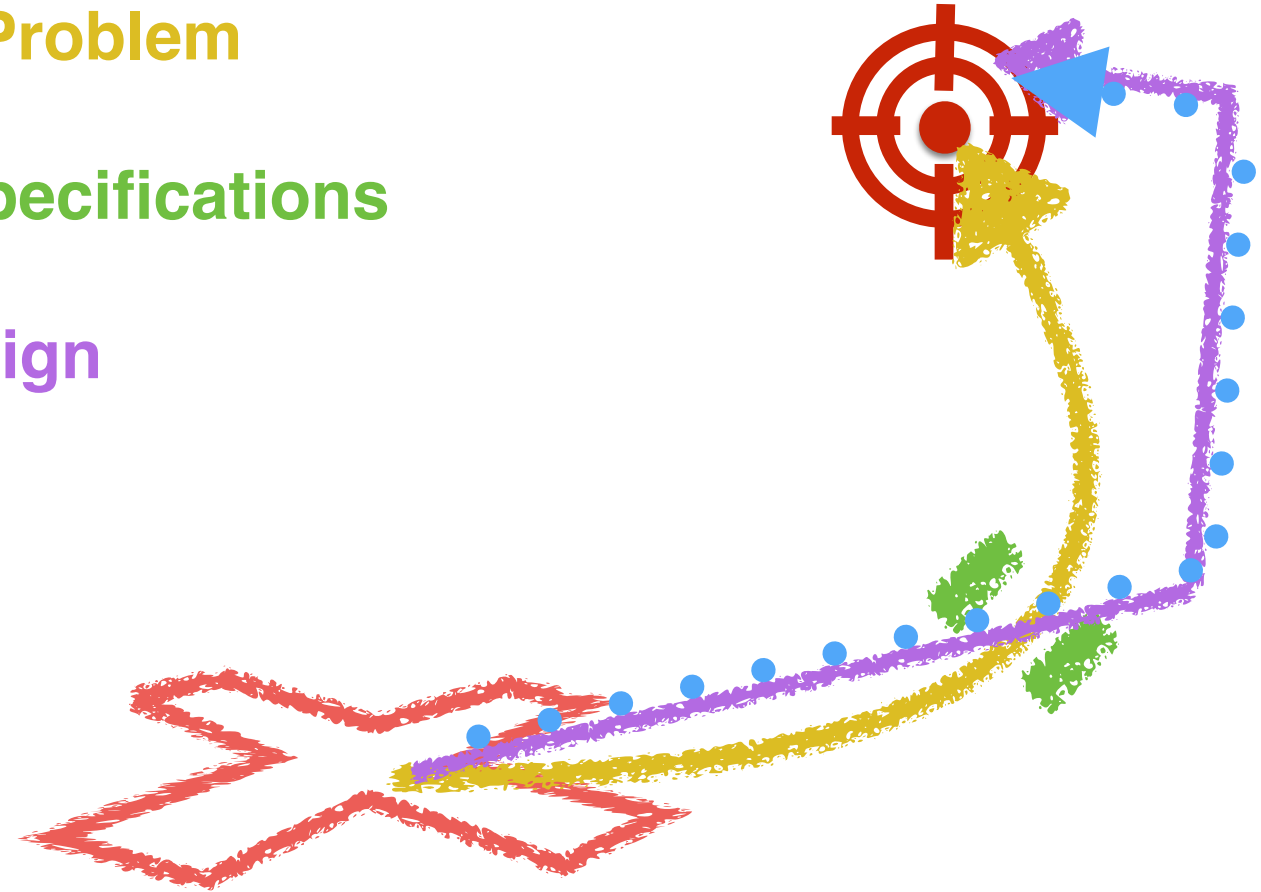
The programming process (idealized)

- Analyze the **Problem**
- Determine **Specifications**
- Create a **Design**



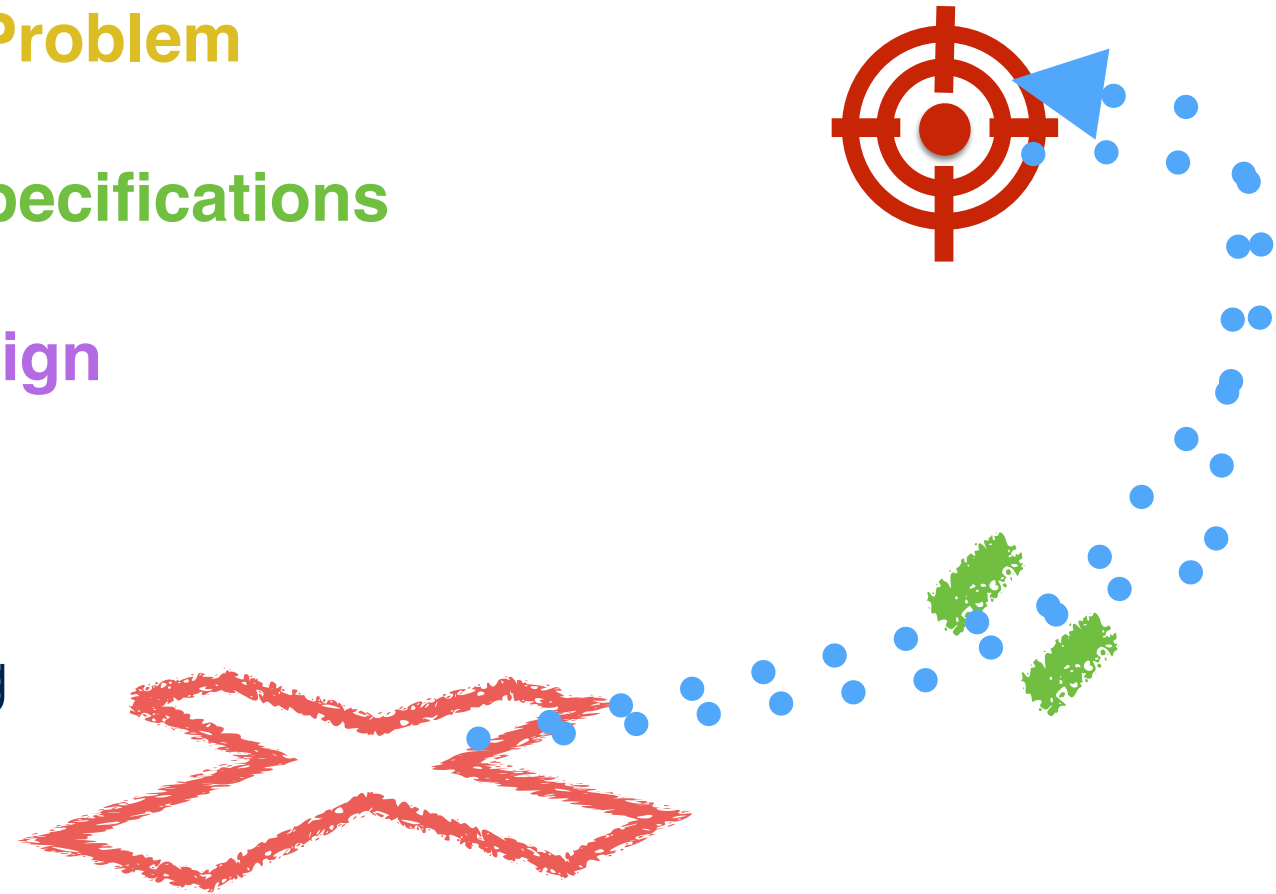
The programming process (idealized)

- Analyze the **Problem**
- Determine **Specifications**
- Create a **Design**
- **Implement**



The programming process (idealized)

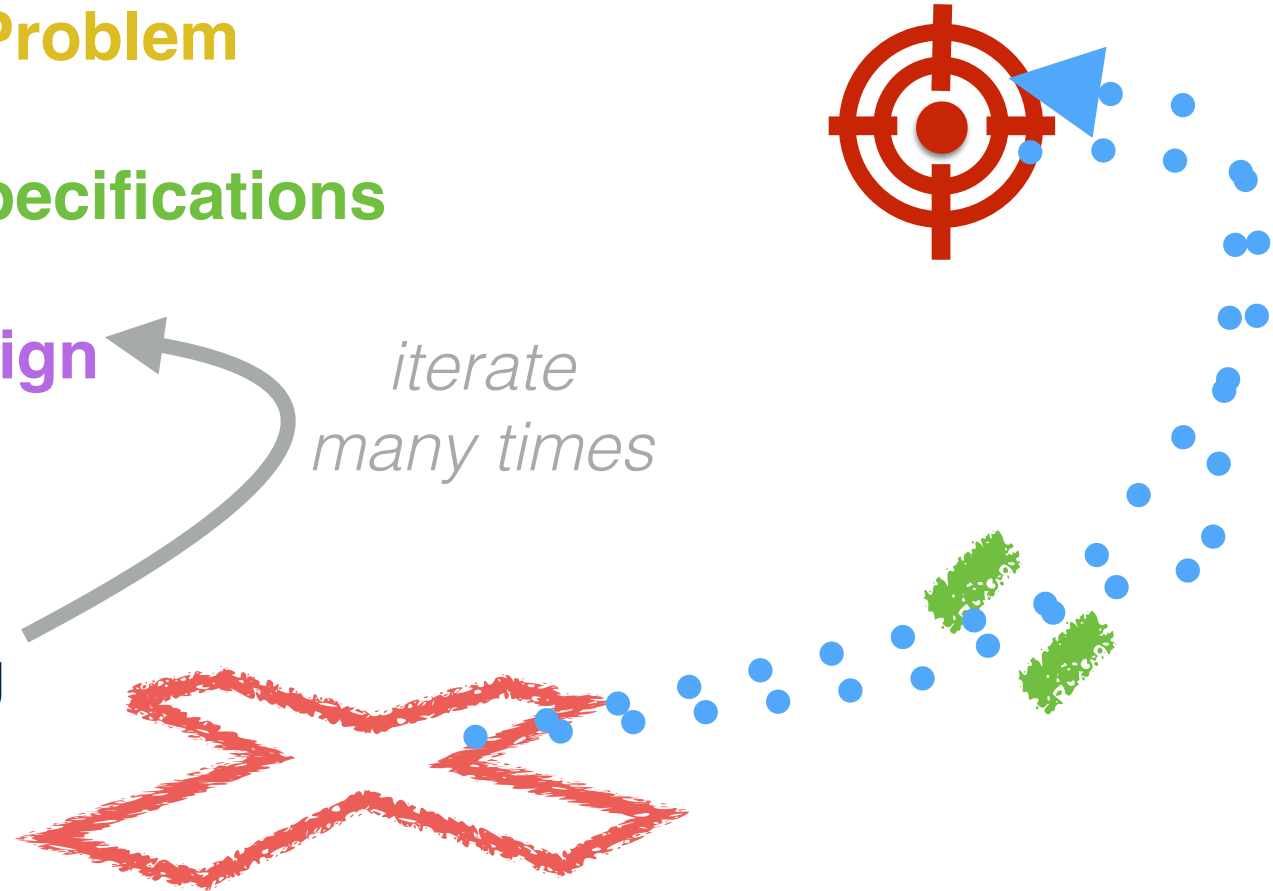
- Analyze the **Problem**
- Determine **Specifications**
- Create a **Design**
- **Implement**
- Test & Debug



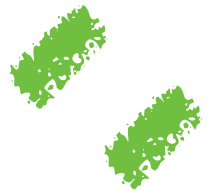
The
programming
process (more
realistic)

- Analyze the **Problem**
- Determine **Specifications**
- *Refine the* ~~Create a~~ **Design**
- **Implement**
- Test & Debug

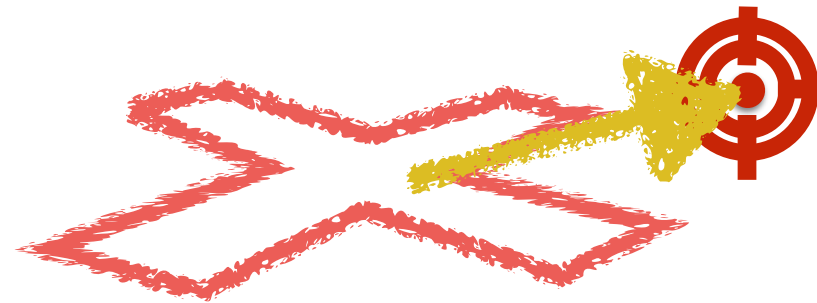
*iterate
many times*



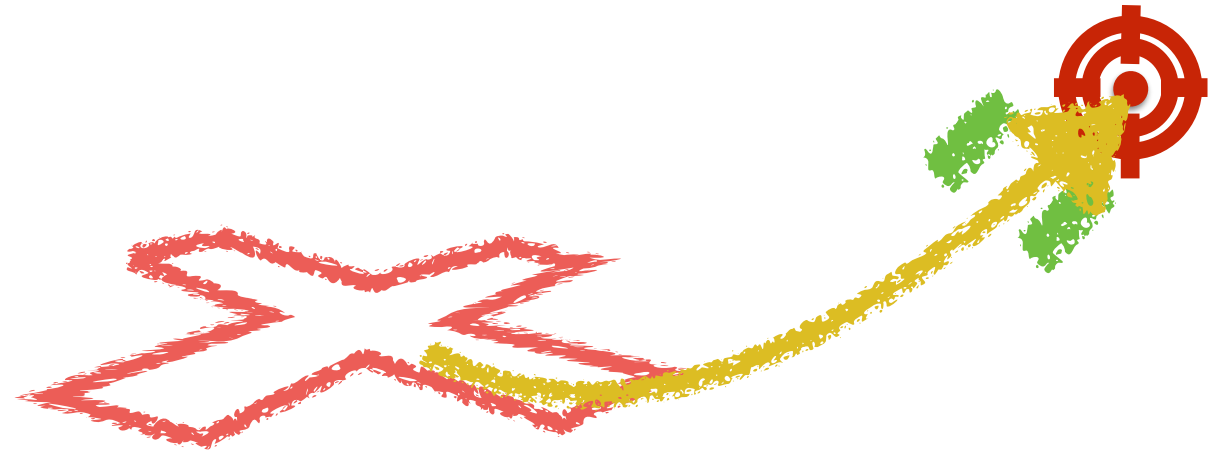
Getting
started



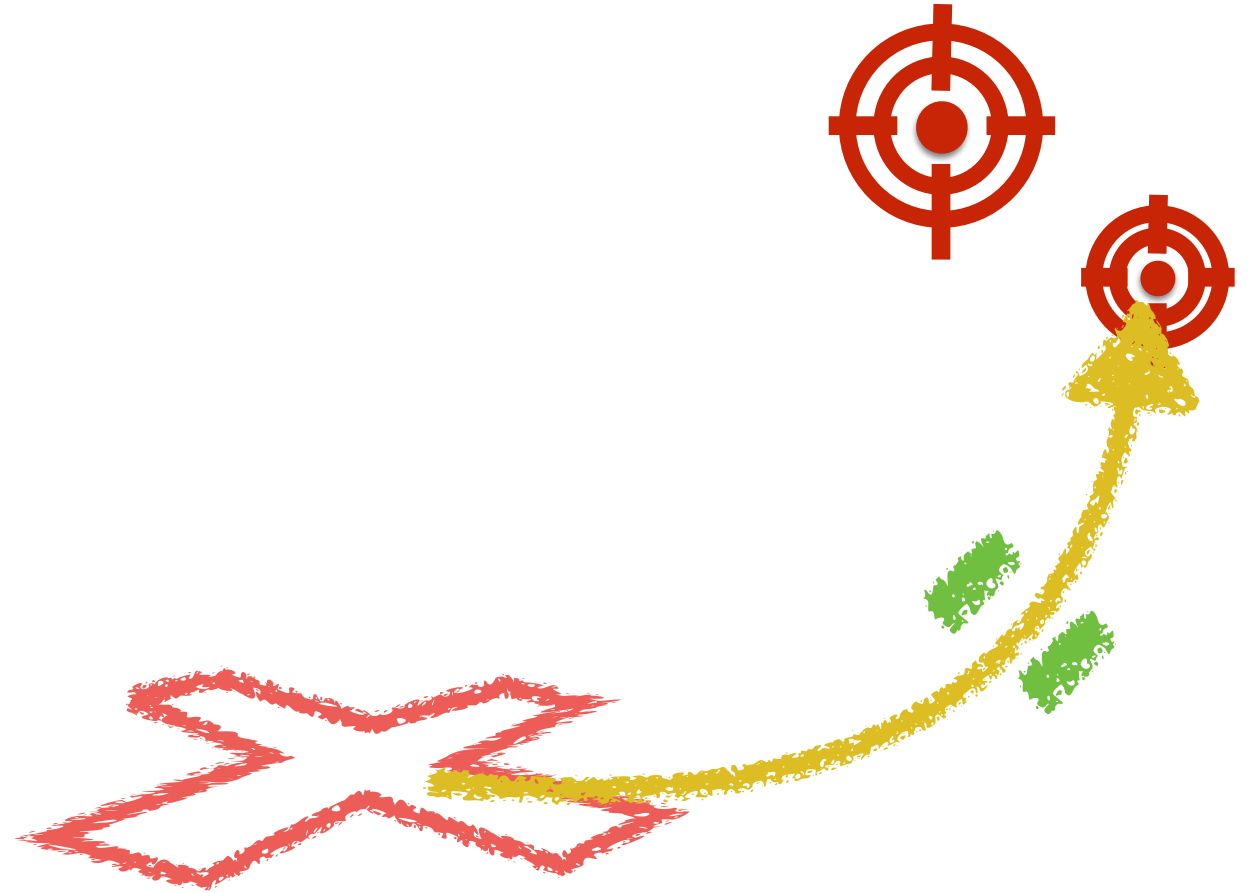
"S⁴": start
small | slow |
simple



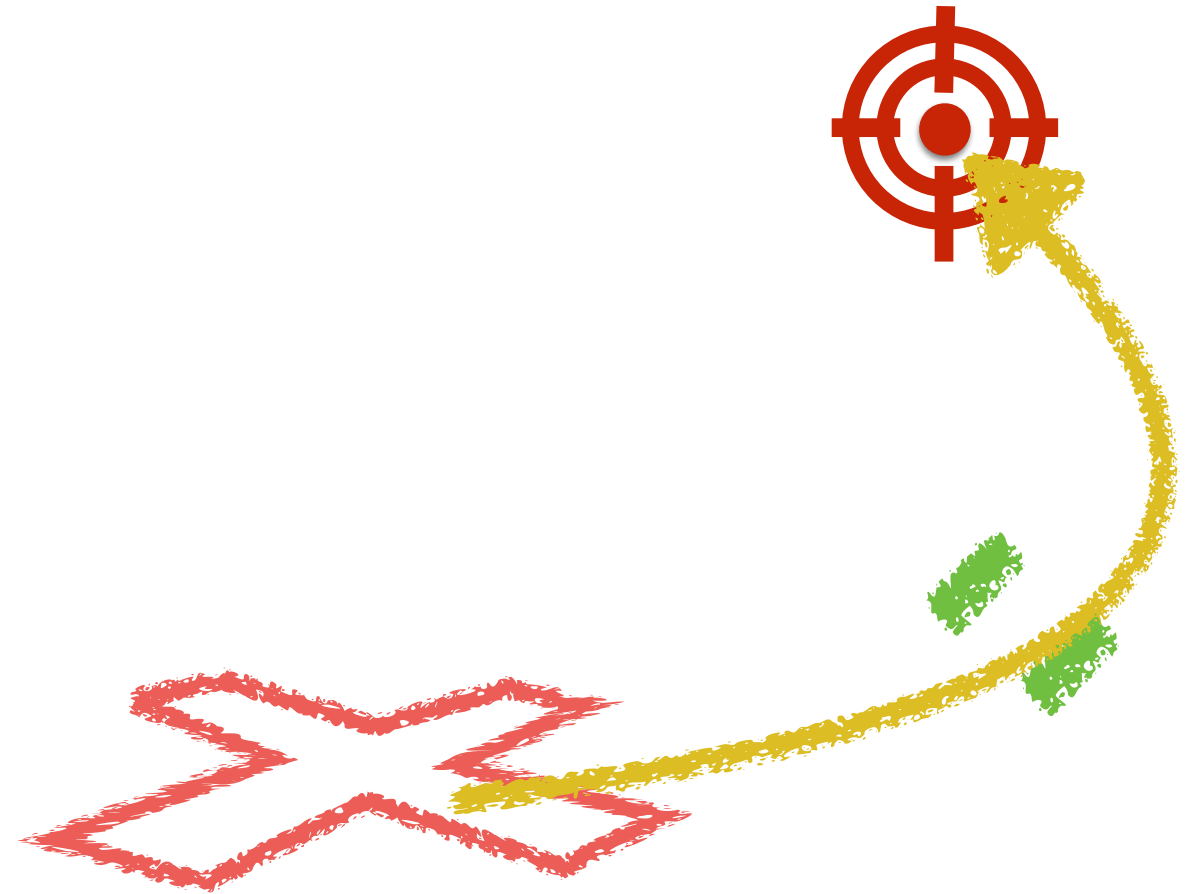
Next: address
the constraints



Add additional
features



Finally: hit
target



Example

- Think about an ATM – how can you break the entire programming project of a ATM into smaller chunks?

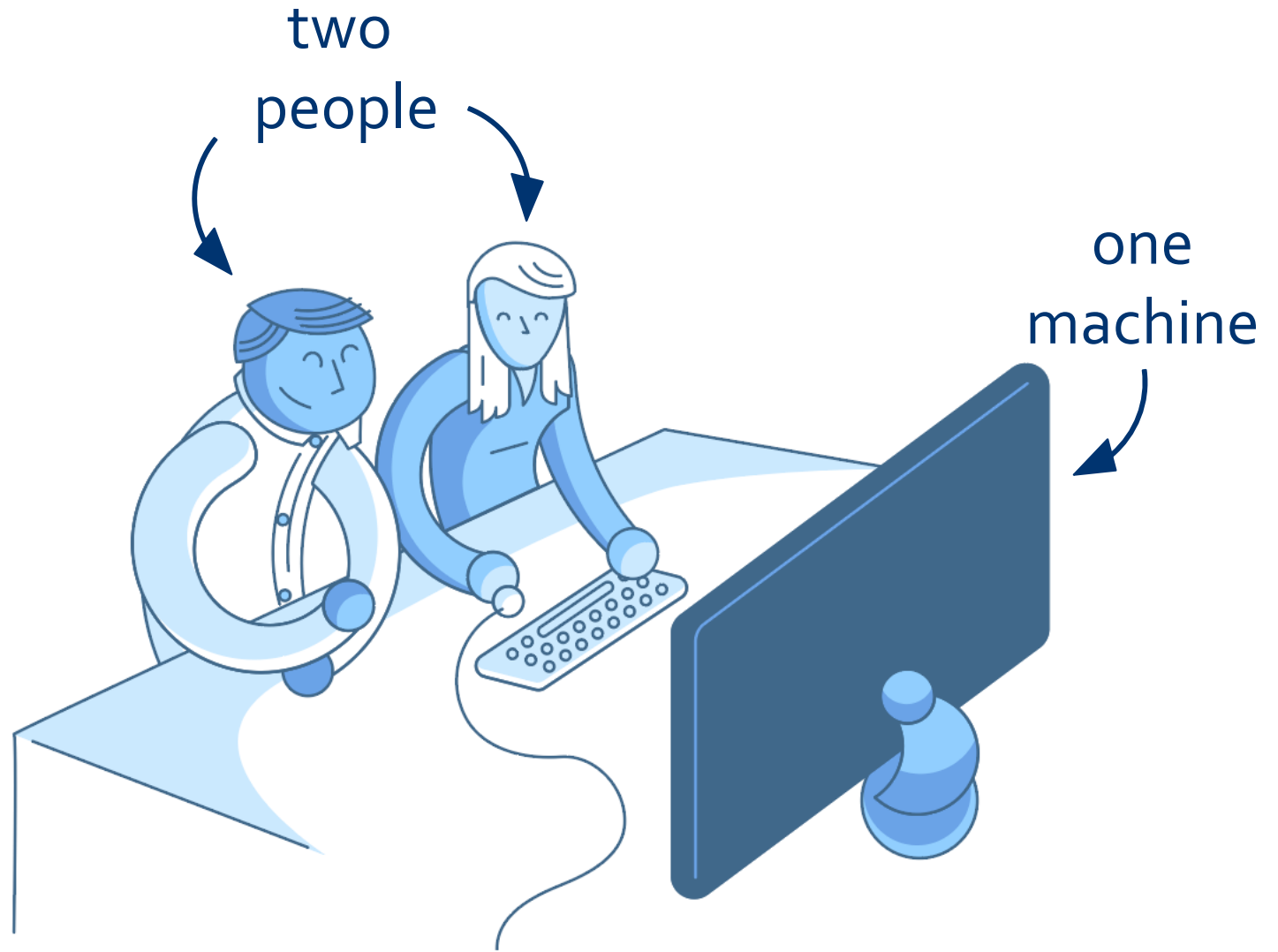


Pair Programming

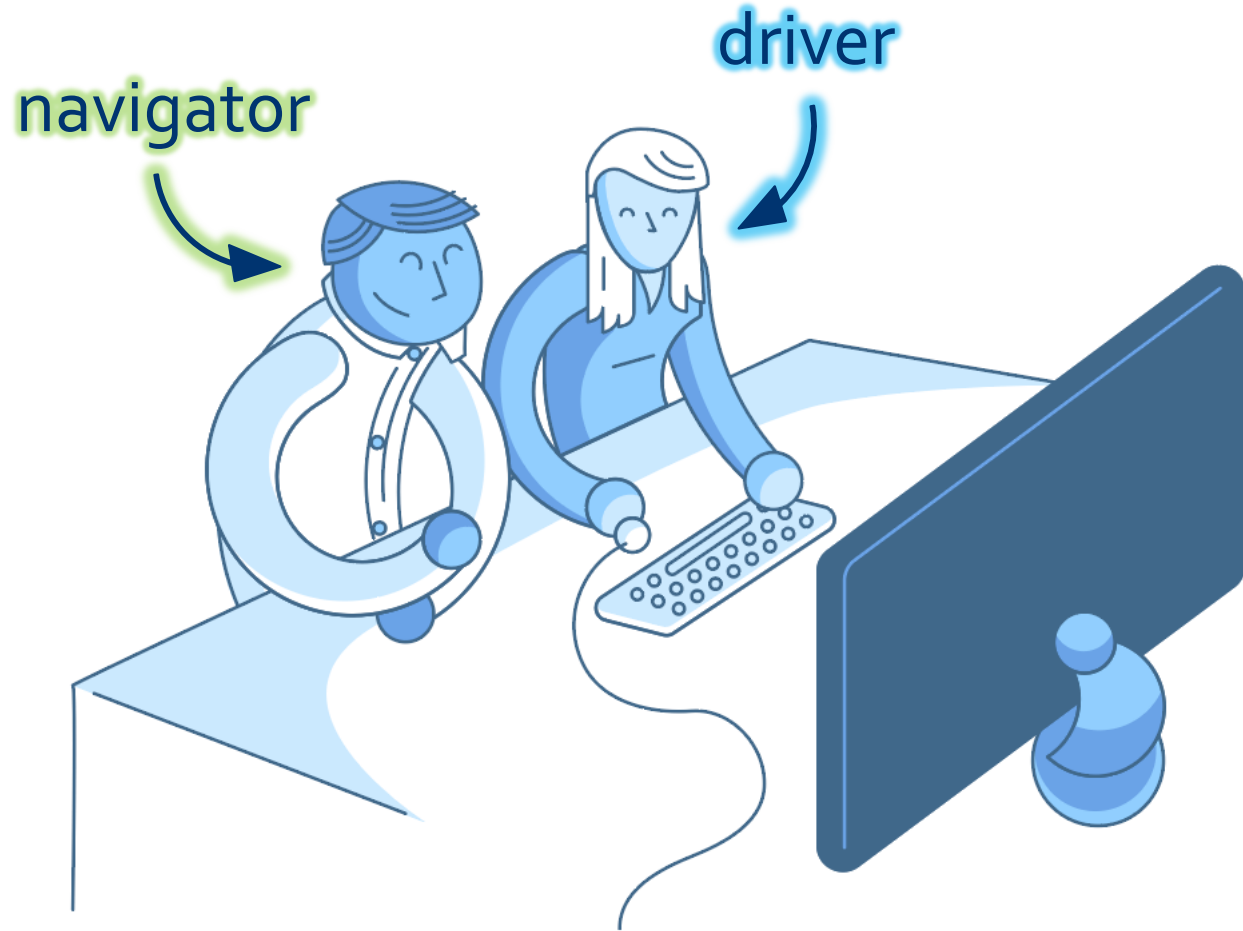
A problematic
(but common)
model



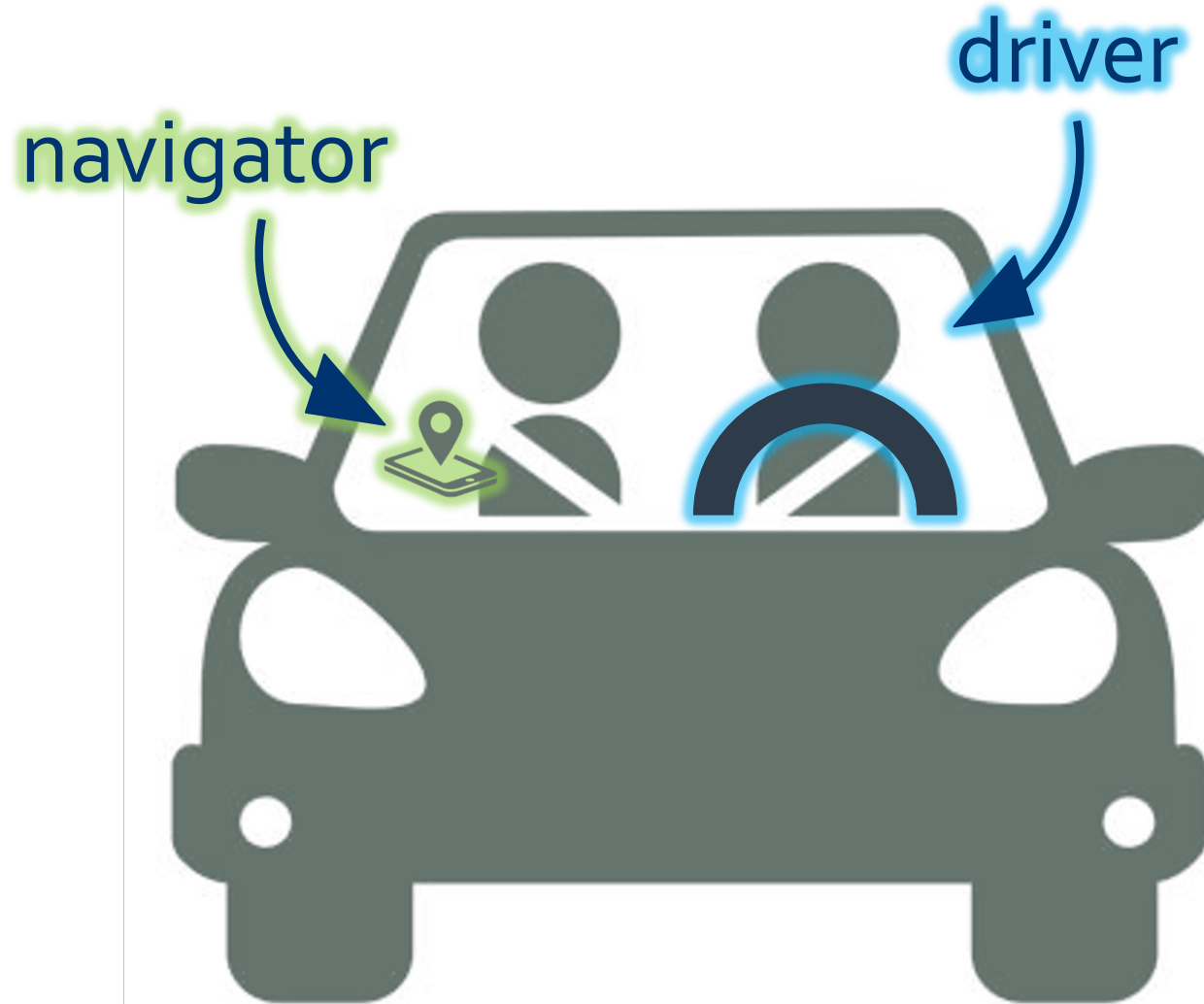
A better
model: “pair
programming”



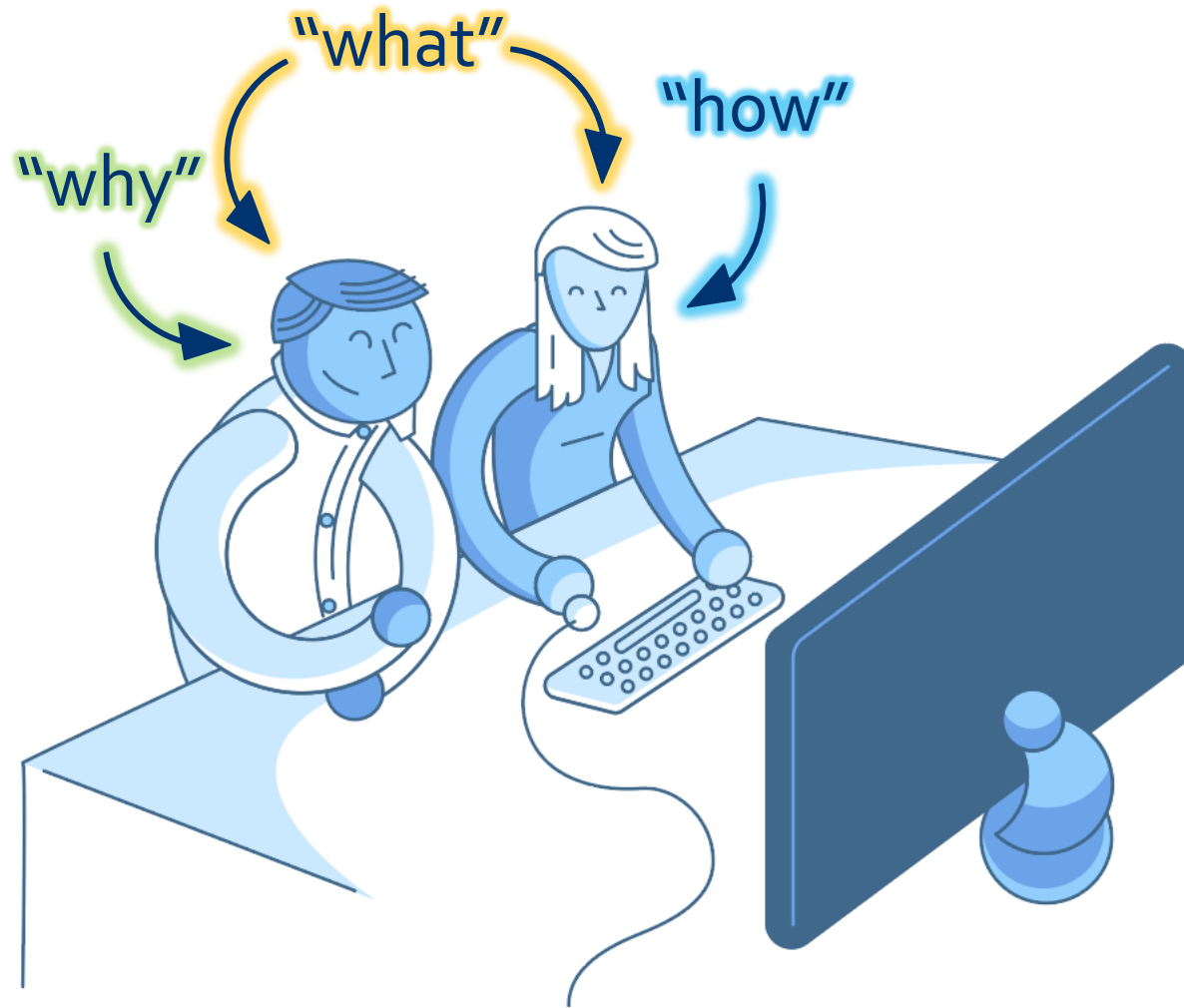
Two complimentary roles



A common
analogy



Navigator vs.
driver:
different focus





Coding Environment

Spyder

- We will code in Spyder, an Integrated Development Environment (IDE) for Python
- You can download Spyder here: <https://www.spyder-ide.org/>



Variables

Storage

Want to store this important information for later:

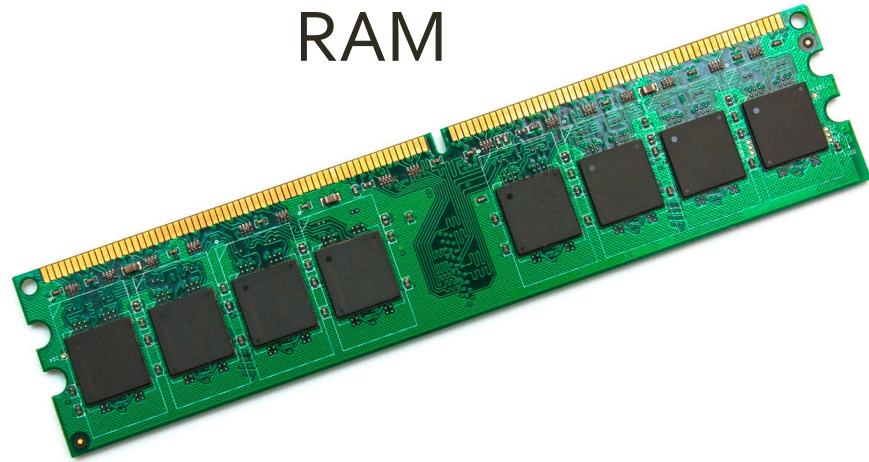
3

Want to store this important information for later:

3

Storage

RAM



Hard Disk

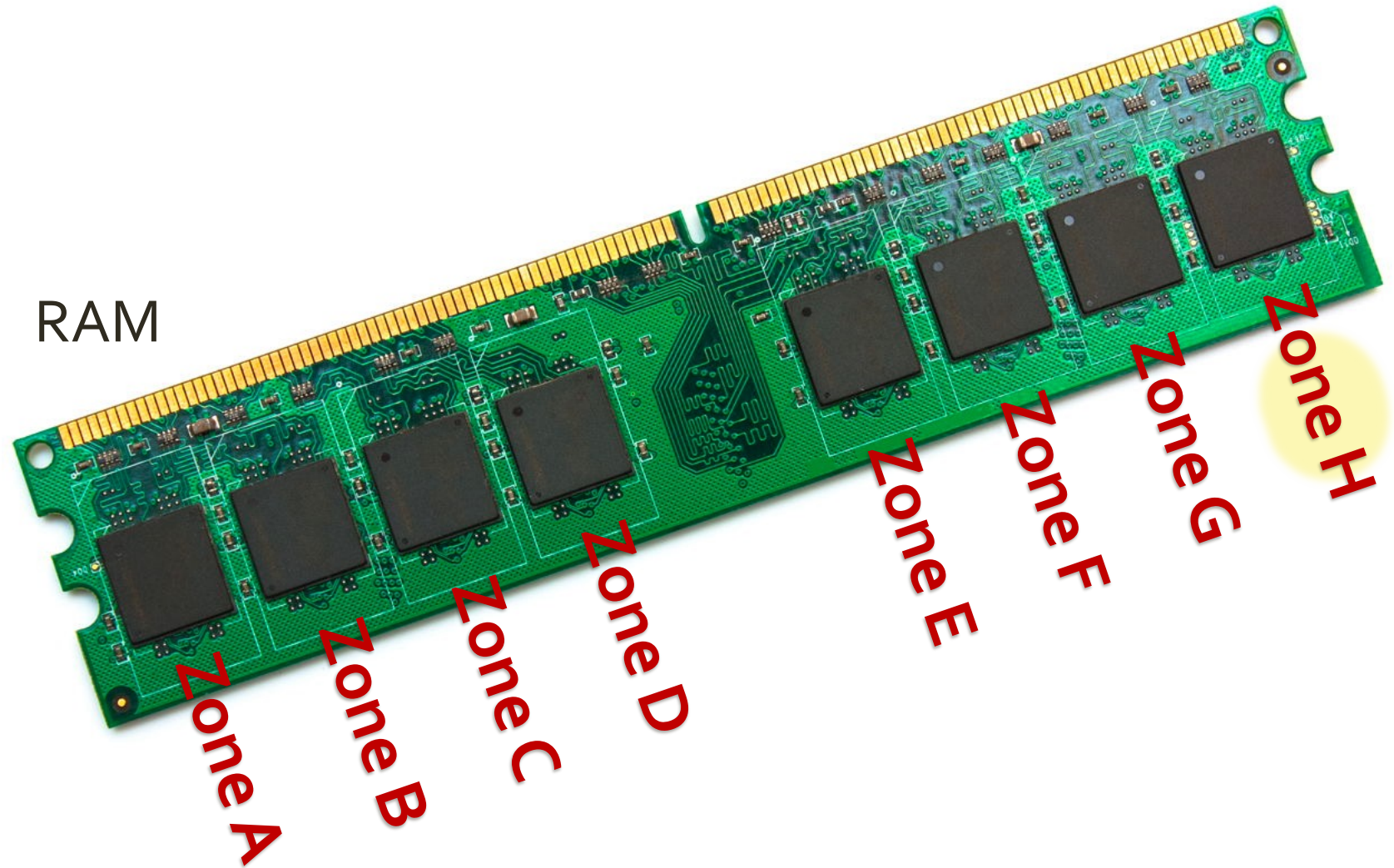


Want to store this important information for later:

3

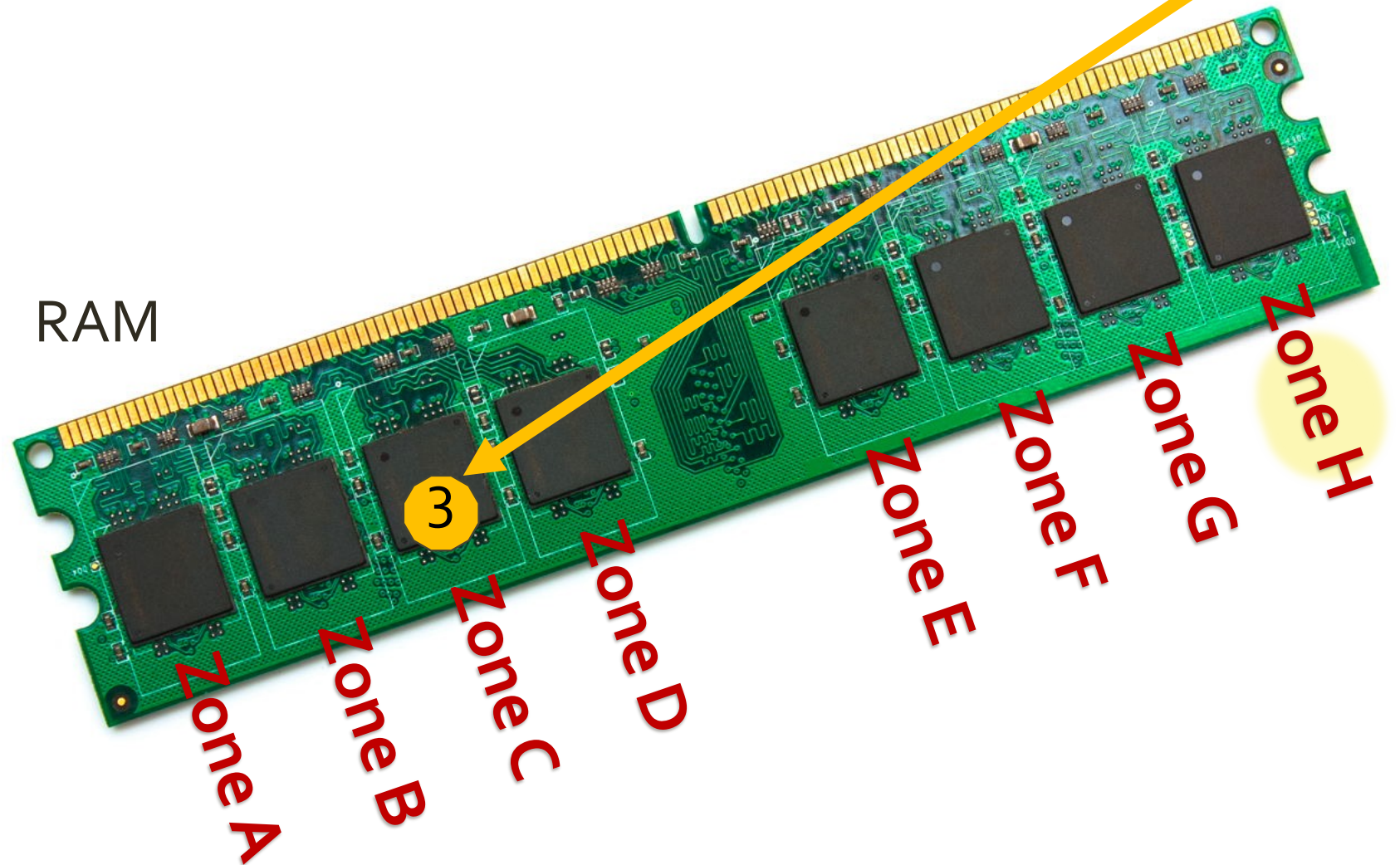
Storage

RAM



Storage

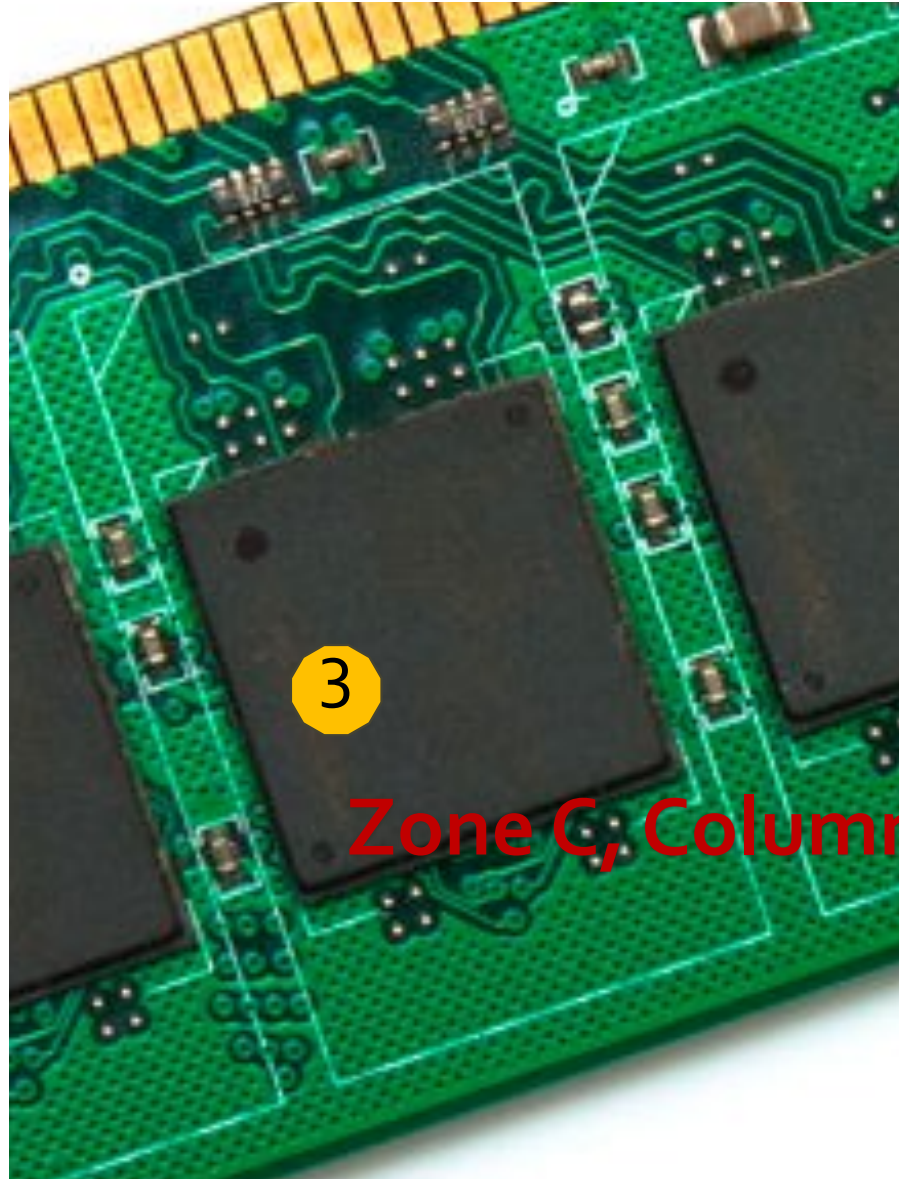
Want to store this important information for later:



Storage

Want to store this important information for later:

RAM

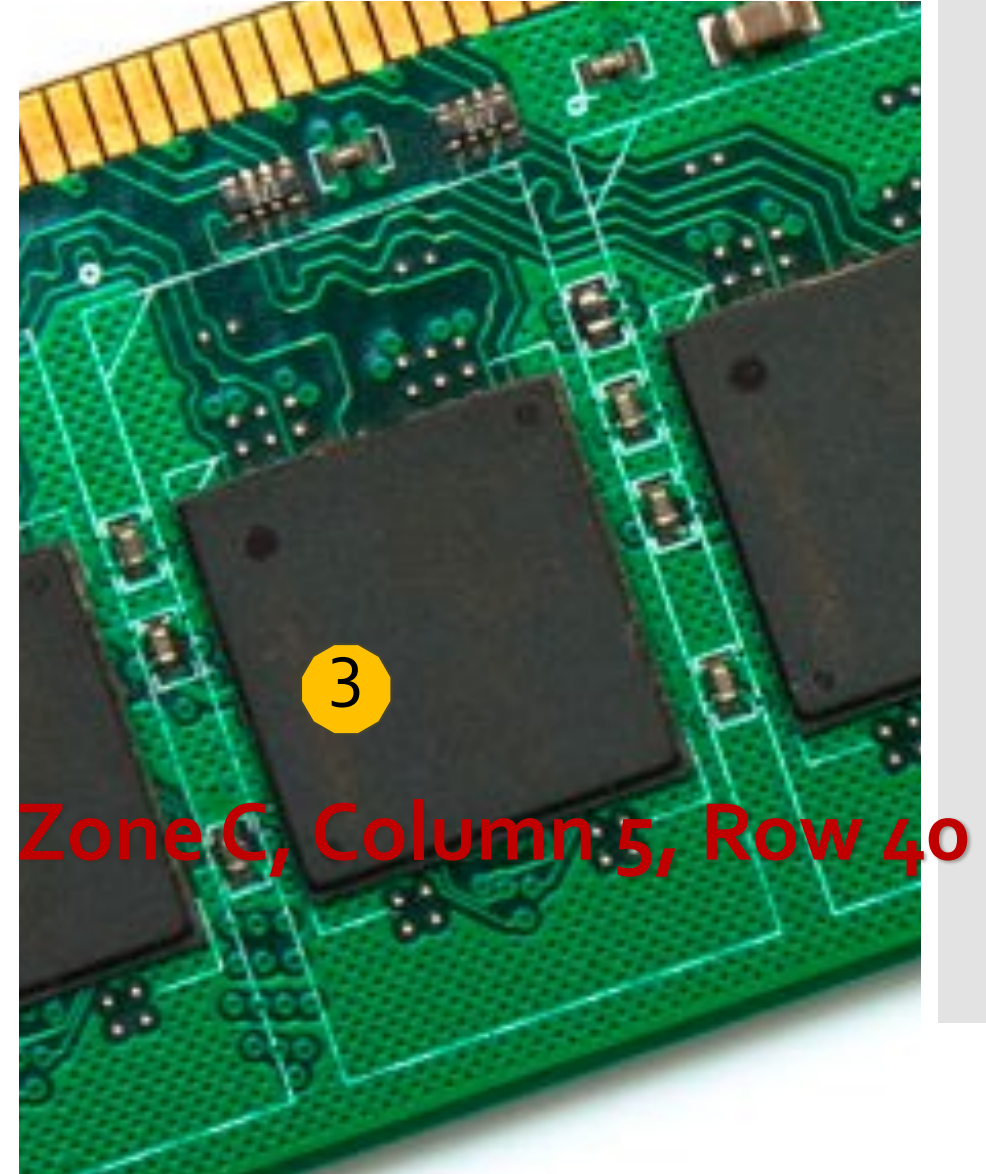


Zone C, Column 5, Row 40

Storage



- Want the CPU to double the important information

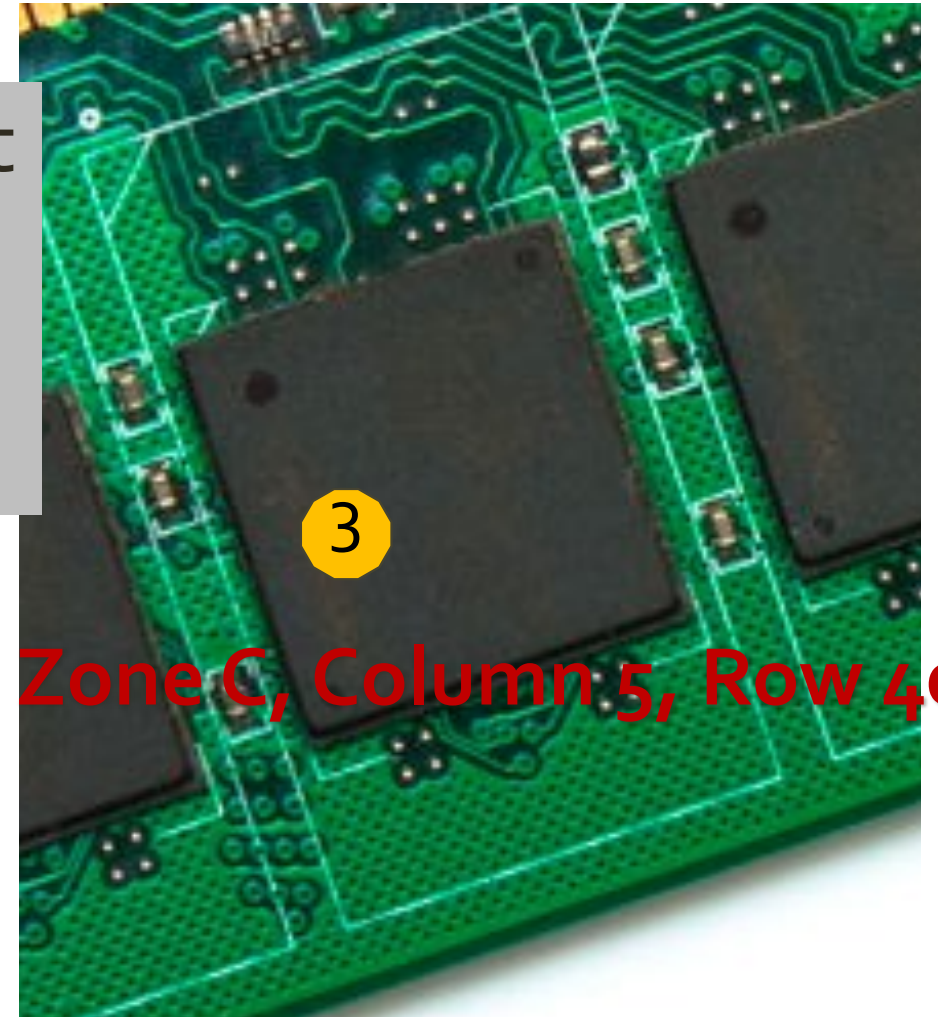


Storage



- Want the CPU to double the important information
- We need to tell it where to look

double “important information” at “Zone C, Column 5, Row 40”



Zone C, Column 5, Row 40

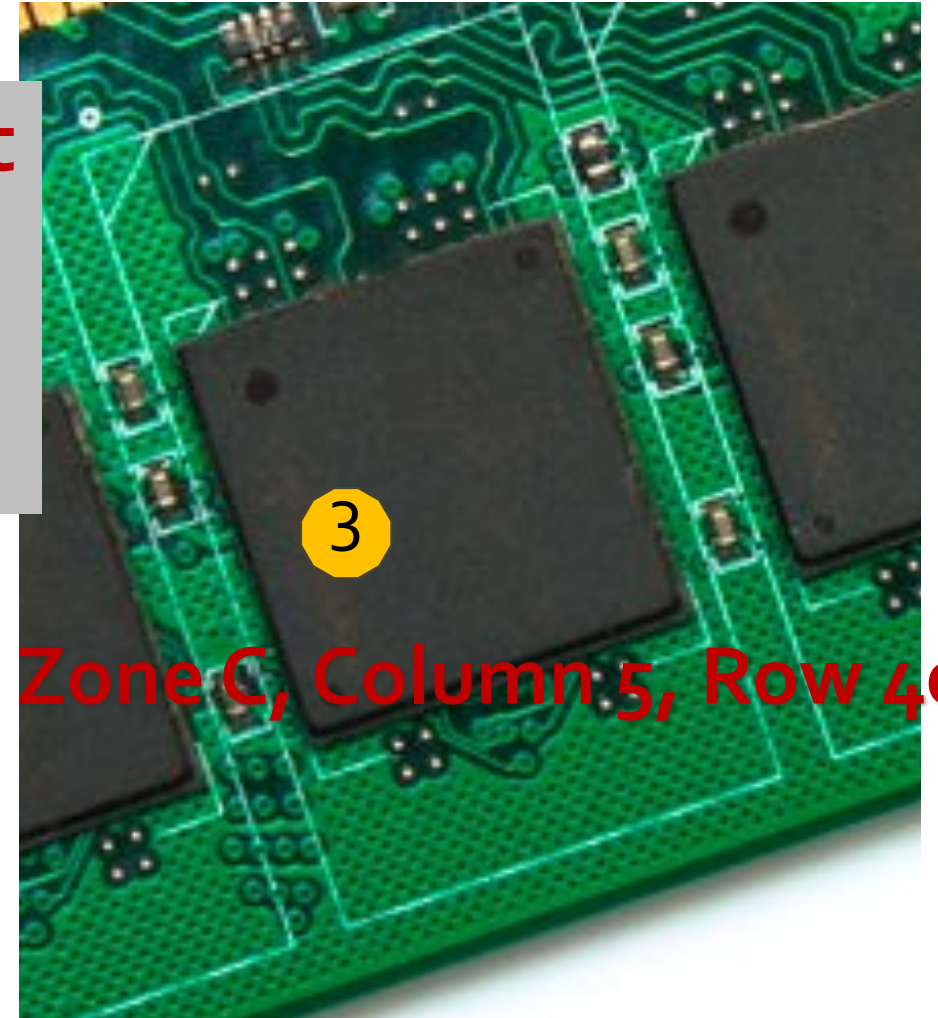
Storage



- Want the CPU to double the important information
- We need to tell it where to look

double “**important information**” at
“**Zone C, Column 5, Row 40**”

- Wordy
- Refer to the same thing



Zone C, Column 5, Row 40

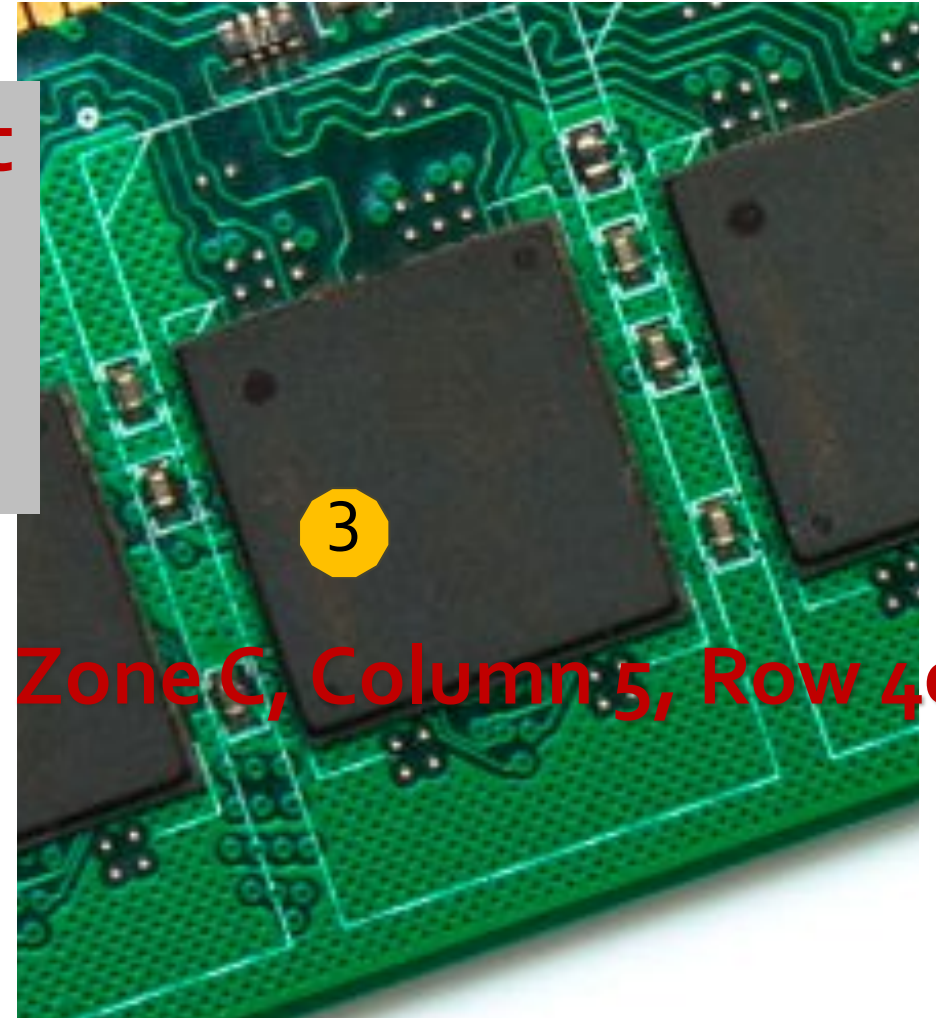
Storage



- Want the CPU to double the important information
- We need to tell it where to look

double “**important information**” at
“**Zone C, Column 5, Row 40**”

- Wordy
- Refer to the same thing
- Let’s use a shorthand



Zone C, Column 5, Row 40

Storage

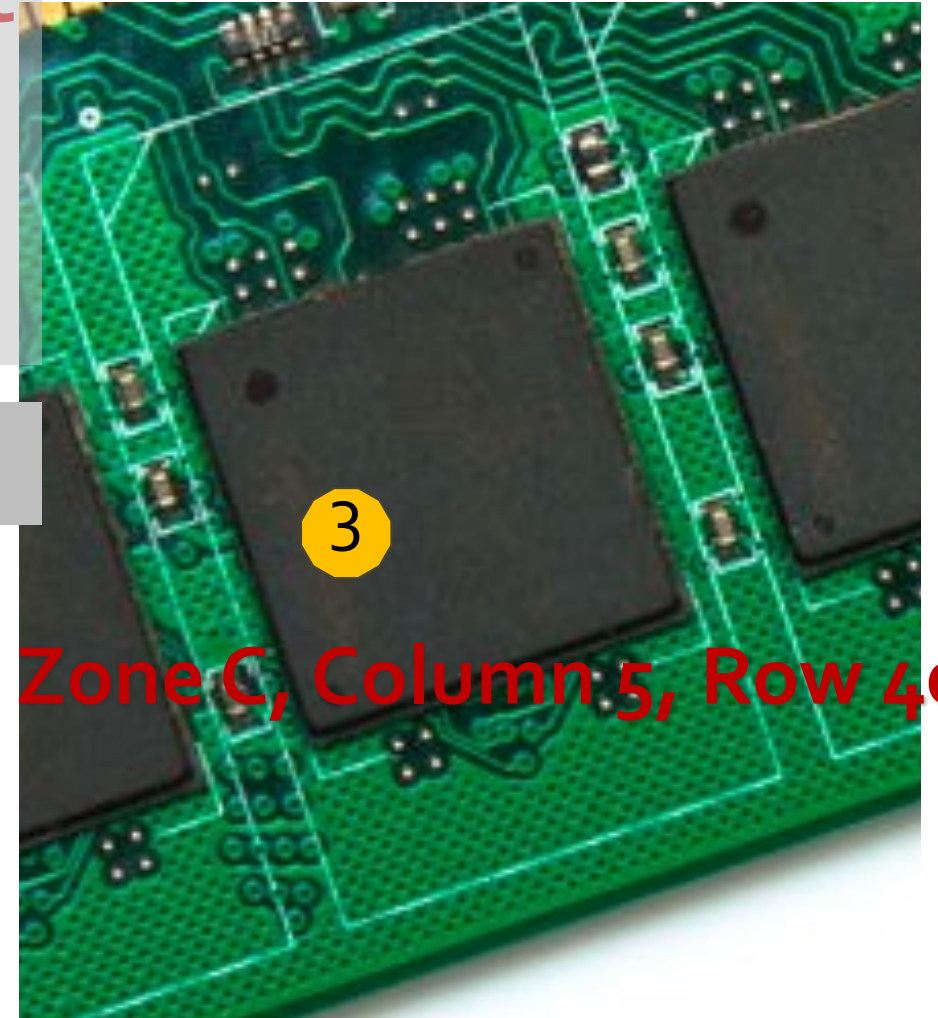


- Want the CPU to double the important information
- We need to tell it where to look

double “important information” at “Zone C, Column 5, Row 40”

double x

- Wordy
- Refer to the same thing
- Let's use a shorthand



Storage

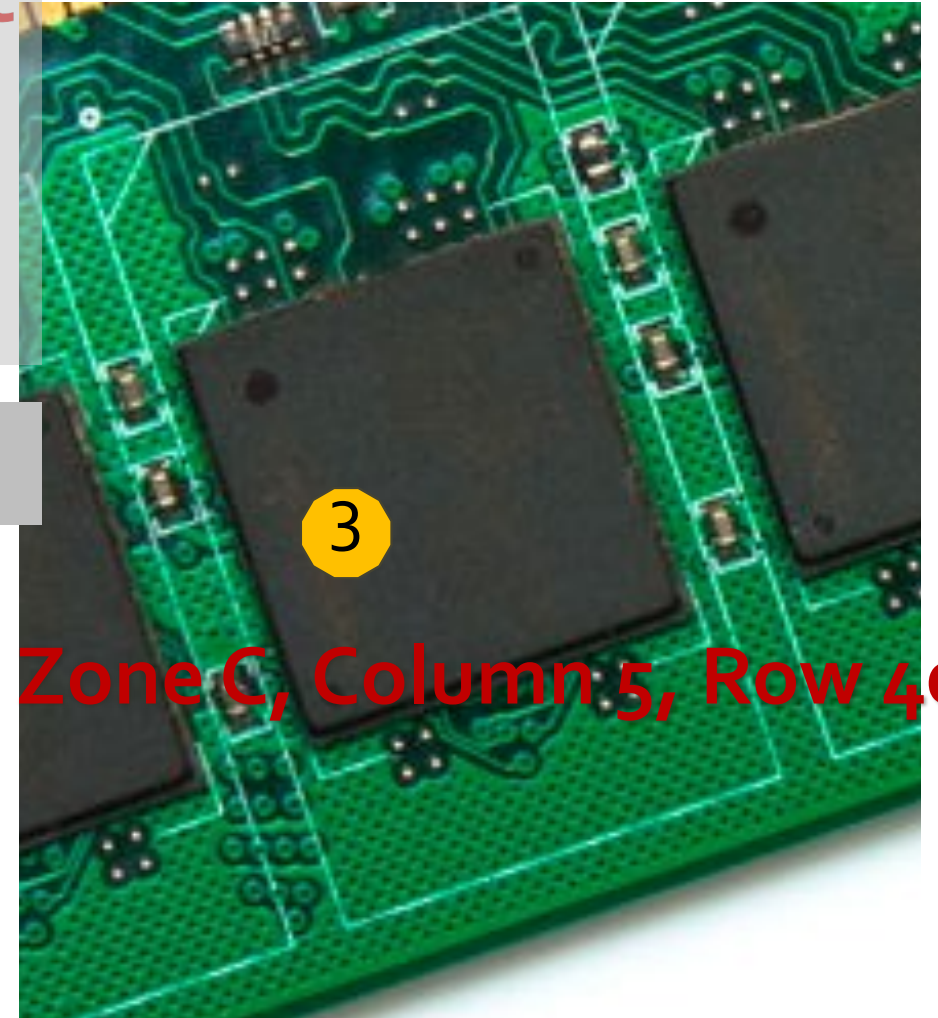


- Want the CPU to double the important information
- We need to tell it where to look

double “important information” at “Zone C, Column 5, Row 40”

double **x**

- Wordy
- Refer to the same thing
- Let's use a **variable**



Core concept: variables

- In CS, a **variable** is a place to store a piece of data
- In Python, variables are:
 - **declared** by giving them a name
 - **assigned** using the equals sign
- Example:

declaring a variable `x`

`x = 3`

assigning the value 3 to `x`

Core concept: numeric values

- Two kinds of **numbers** in CS:
 - integers (“whole numbers”)
 - floats (“decimals” or “floating point numbers”)
- In Python, the kind of number is implied by whether or not the number contains a **decimal point**
- Example:

`x = 3`

`x = 3.0`

Core concept: strings

- In CS, a sequence of characters that isn't a number is called a **string**
- In Python, a string is declared using **quotation marks**
- Strings can contain letters, numbers, spaces, and special characters
- Example:

```
x = "Jordan"
```

```
x = "Stoddard G2"
```

Core concept: `print()`

- A function is a procedure / routine that takes in some input and does something with it (just like in math)
- In Python, the `print()` function takes in a value and outputs the value to the console
- This seems silly now, but will come in handy in lab when you write/run your first program inside a **file**