

# Why Program?

## Chapter 1

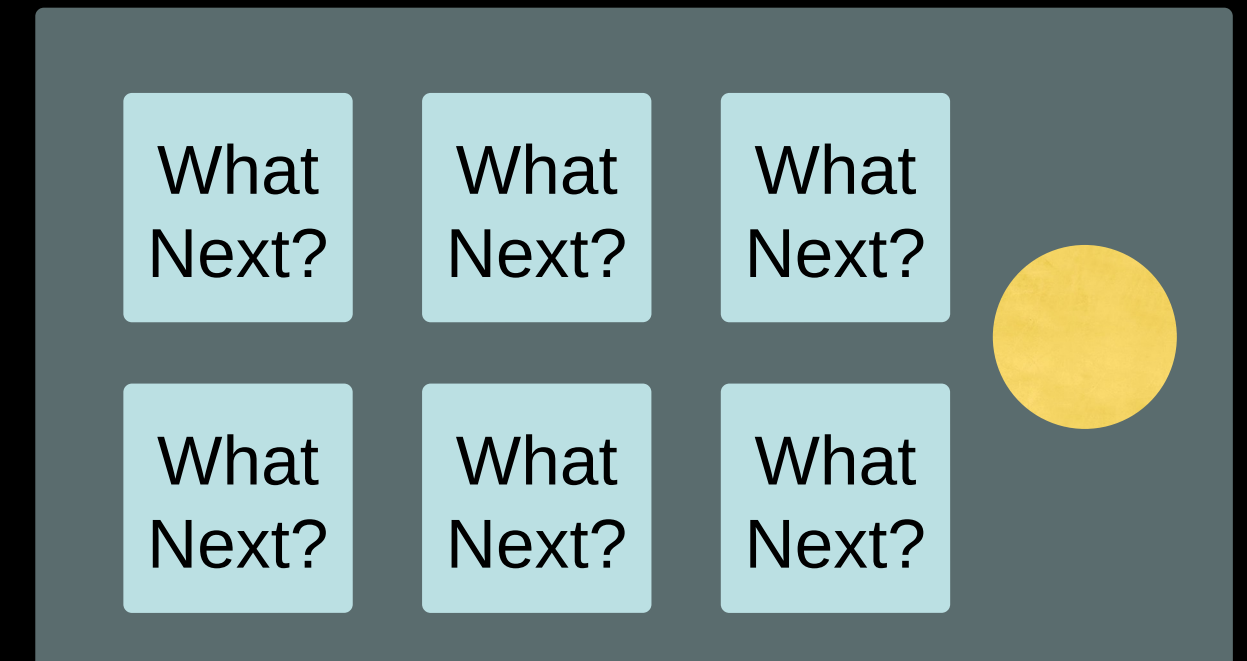
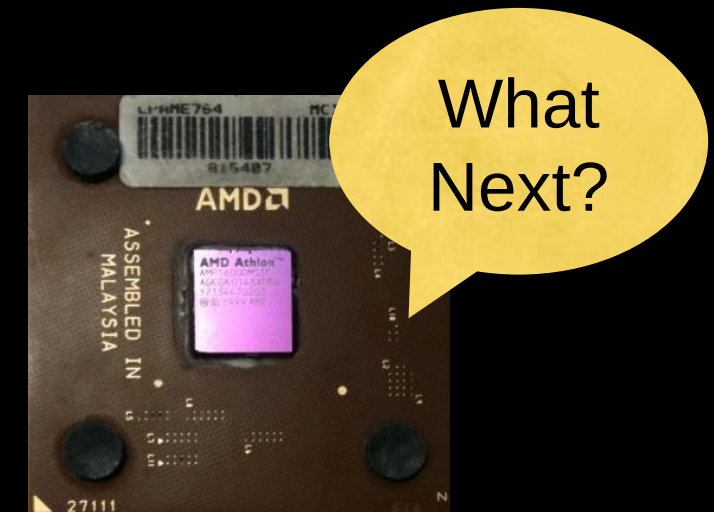


Python for Everybody  
[www.py4e.com](http://www.py4e.com)



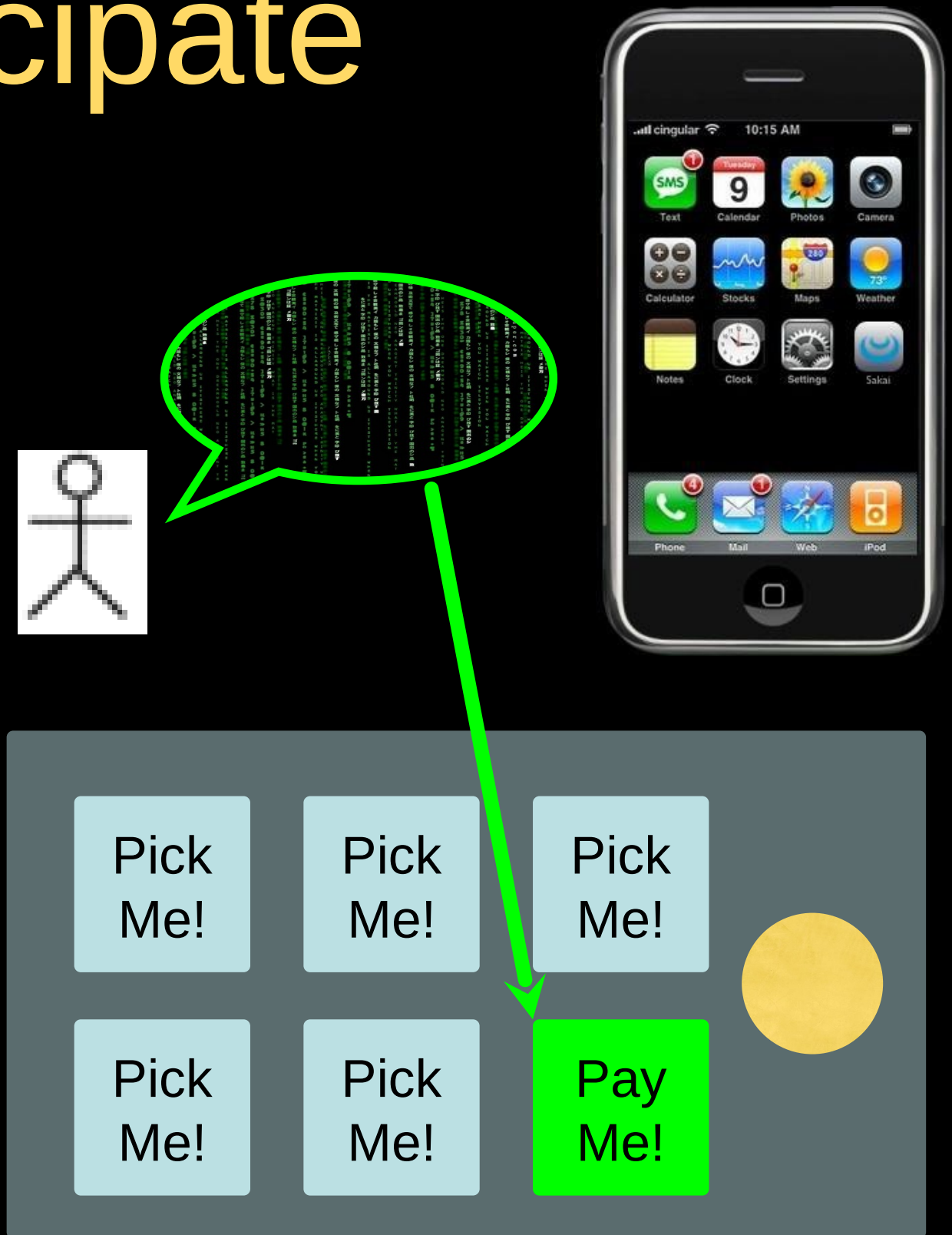
# Computers Want to be Helpful...

- Computers are built for one purpose - to do things for us
- But we need to speak their language to describe what we want done
- Users have it easy - someone already put many different programs (instructions) into the computer and users just pick the ones they want to use



# Programmers Anticipate Needs

- iPhone applications are a market
- iPhone applications have over 3 billion downloads
- Programmers have left their jobs to be full-time iPhone developers
- Programmers know the **ways of the program**

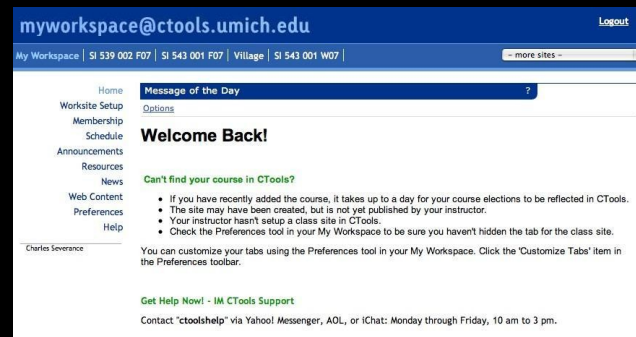


# Users vs. Programmers

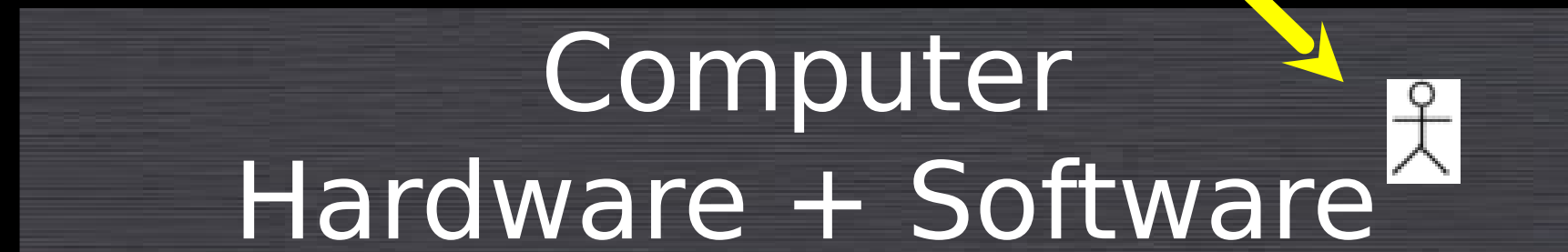
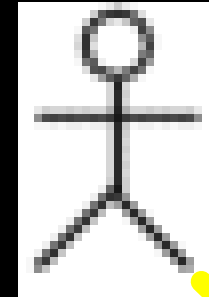
- Users see computers as a set of tools - word processor, spreadsheet, map, to-do list, etc.
- Programmers learn the computer “ways” and the computer language
- Programmers have some tools that allow them to build new tools
- Programmers sometimes write tools for lots of users and sometimes programmers write little “helpers” for themselves to automate a task

# Why be a Programmer?

- To get some task done - we are the user and programmer
  - Clean up survey data
- To produce something for others to use - a programming job
  - Fix a performance problem in the Sakai software
  - Add a guestbook to a web site



User



Programmer

Data

Information

....

Networks

From a software creator's point of view, we build the software. The end users (stakeholders/actors) are our masters - who we want to please - often they pay us money when they are pleased. But the data, information, and networks are our problem to solve on their behalf. The hardware and software are our friends and allies in this quest.

# What is Code? Software? A Program?

- A sequence of stored instructions
  - It is a little piece of our intelligence in the computer
  - We figure something out and then we encode it and then give it to someone else to save them the time and energy of figuring it out
- A piece of creative art - particularly when we do a good job on user experience



# Programs for Humans...



<https://www.youtube.com/watch?v=XiBYM6g8Tck>



# Programs for Humans...

while music is playing:

Left hand out and up

Right hand out and up

Flip Left hand

Flip Right hand

Left hand to right shoulder

Right hand to left shoulder

Left hand to back of head

Right hand to back of head

Left hand to right hip

Right hand to left hip

Left hand on left bottom

Right hand on right bottom

Wiggle

Wiggle

Jump



<https://www.youtube.com/watch?v=XiBYM6g8Tck>

# Programs for Humans...

while music is playing:

Left hand out and up

Right hand out and up

Flip Left hand

Flip Right hand

Left hand to right shoulder

Right hand to left shoulder

Left hand to back of head

Right **ham** to back of head

Left hand to right **hit**

Right hand to left **hit**

Left hand on left bottom

Right hand on right bottom

Wiggle

Wiggle

Jump



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Left hand to back of head

Right **hand** to back of head

Left hand to right **hip**

Right hand to left **hip**

Left hand on left bottom

Right hand on right bottom

Wiggle

Wiggle

Jump



<https://www.youtube.com/watch?v=XiBYM6g8Tck>



# Programs for Python...

the clown ran after the car and the car ran into the tent and  
the tent fell down on the clown and the car



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# Programs for Python...



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```
name = input('Enter file:')
handle = open(name)

counts = dict()
for line in handle:
    words = line.split()
    for word in words:
        counts[word] = counts.get(word, 0) + 1

bigcount = None
bigword = None
for word, count in counts.items():
    if bigcount is None or count > bigcount:
        bigword = word
        bigcount = count

print(bigword, bigcount)
```

python words.py  
Enter file: words.txt  
to 16

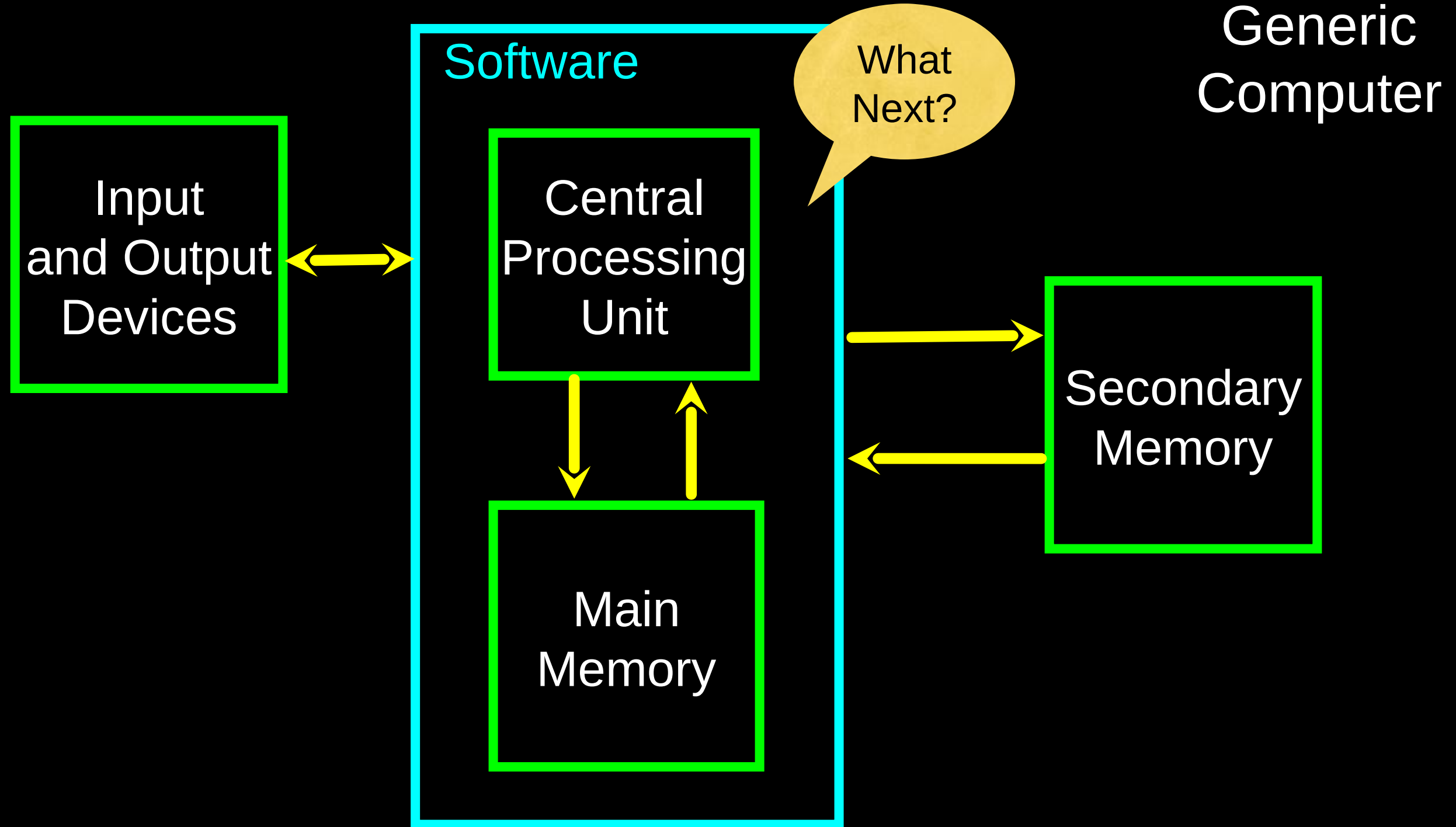
python words.py  
Enter file: clown.txt  
the 7

# Hardware Architecture



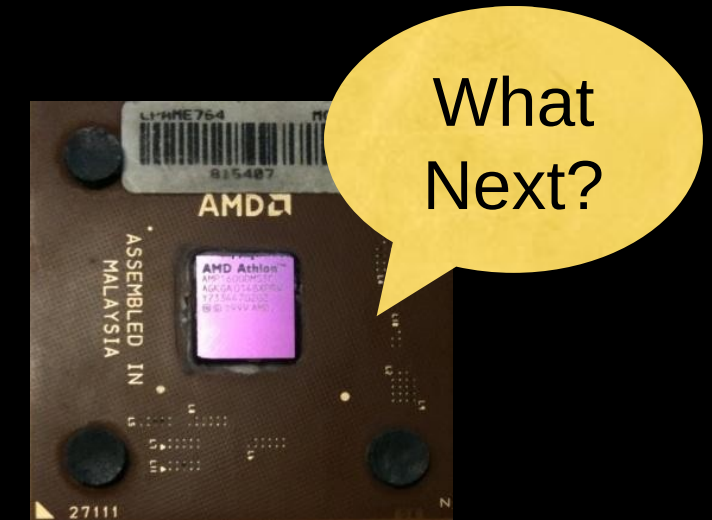


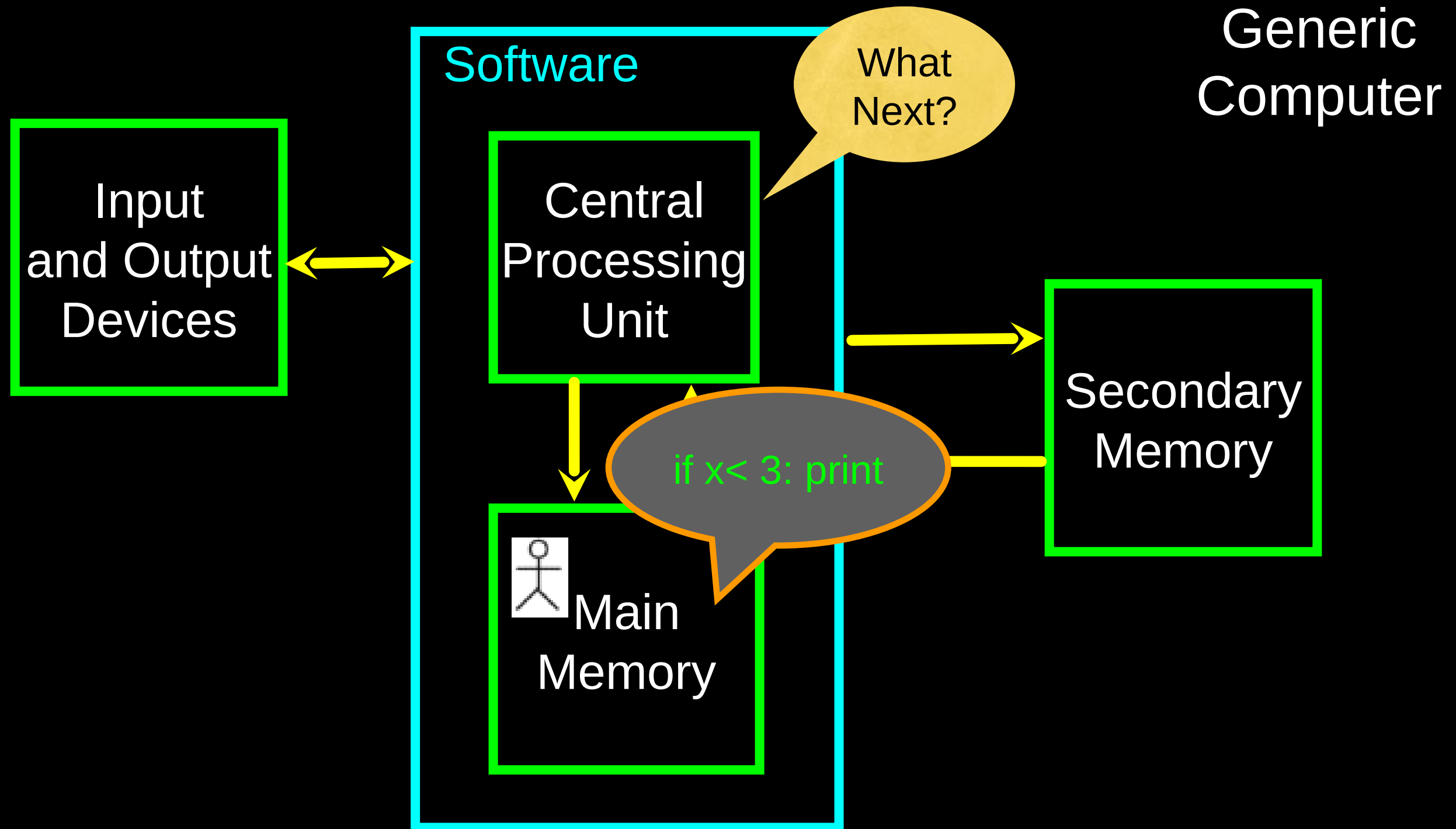
<http://upload.wikimedia.org/wikipedia/commons/3/3d/RaspberryPi.jpg>

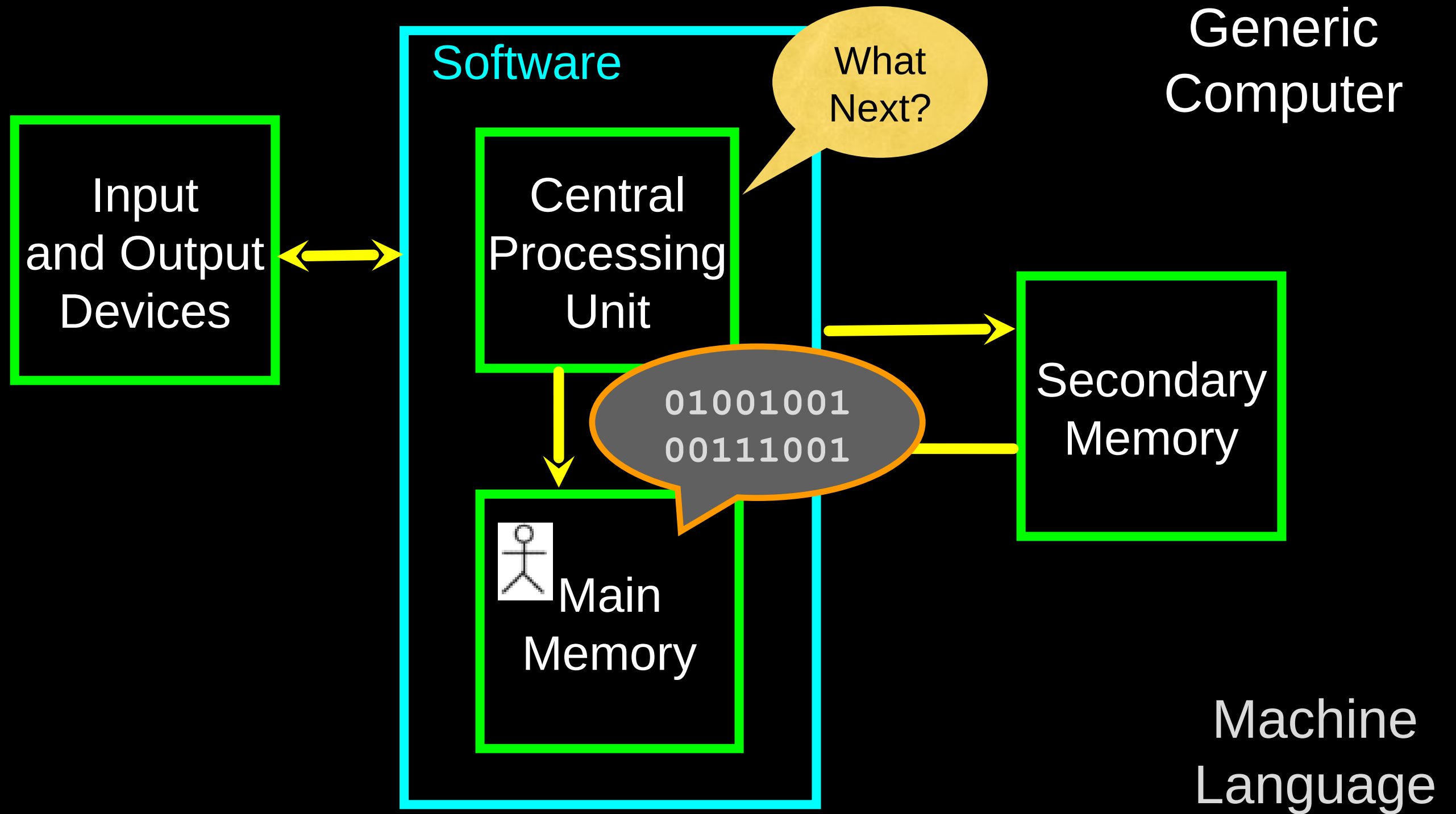


# Definitions

- **Central Processing Unit:** Runs the Program - The CPU is always wondering “what to do next”. Not the brains exactly - very dumb but very very fast
- **Input Devices:** Keyboard, Mouse, Touch Screen
- **Output Devices:** Screen, Speakers, Printer, DVD Burner
- **Main Memory:** Fast small temporary storage - lost on reboot - aka RAM
- **Secondary Memory:** Slower large permanent storage - lasts until deleted - disk drive / memory stick

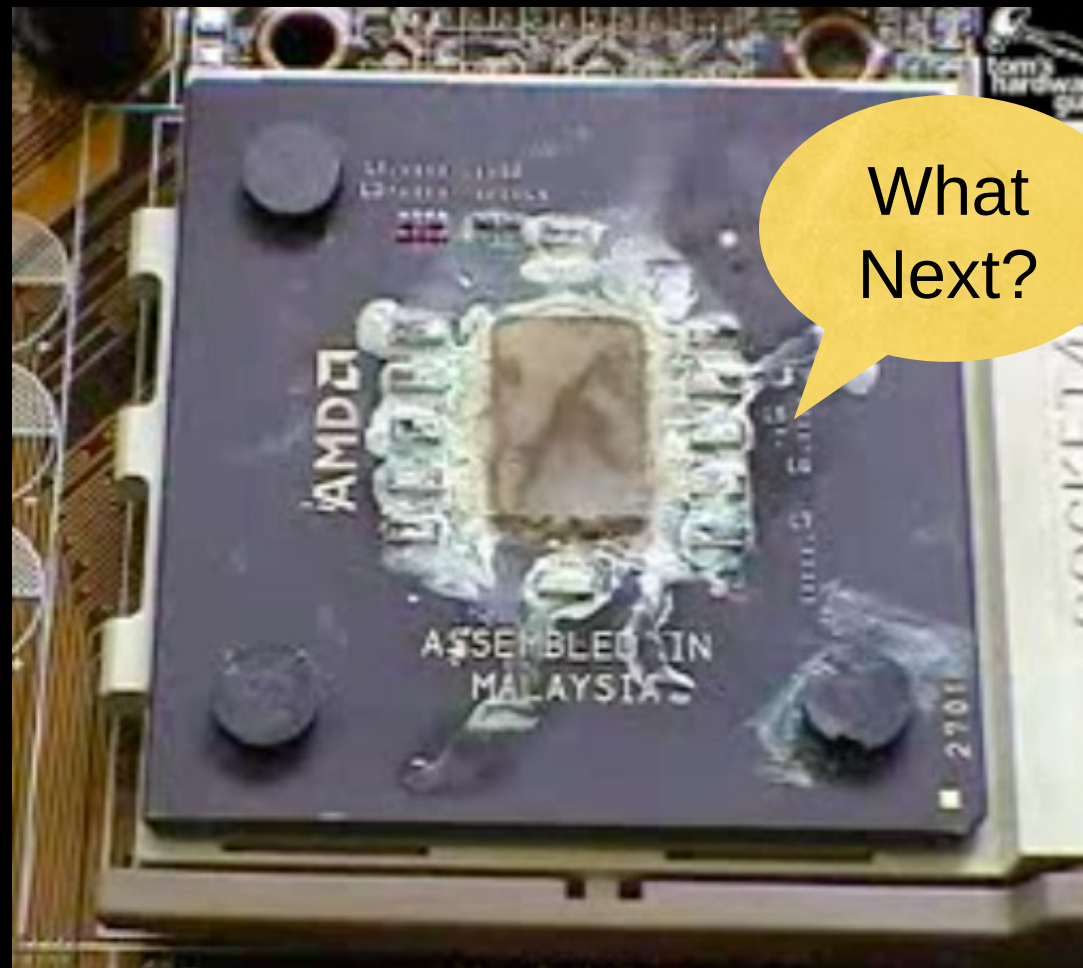








# Totally Hot CPU



<http://www.youtube.com/watch?v=y39D4529FM4>

# Hard Disk in Action



<http://www.youtube.com/watch?v=9eMWG3fwiEU>



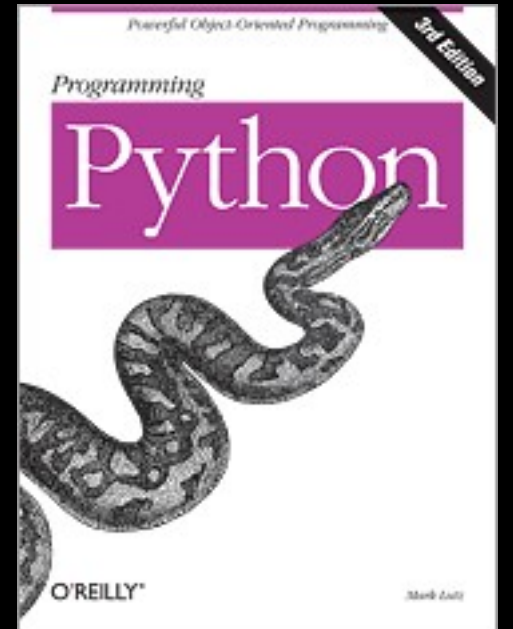
# Python as a Language

**Parseltongue** is the language of serpents and those who can converse with them. An individual who can speak **Parseltongue** is known as a **Parselmouth**. It is a very uncommon skill, and may be hereditary. Nearly all known **Parselmouths** are descended from Salazar Slytherin.



<http://harrypotter.wikia.com/wiki/Parseltongue>

**Python** is the language of the Python Interpreter and those who can converse with it. An individual who can speak **Python** is known as a **Pythonista**. It is a very uncommon skill, and may be hereditary. Nearly all known **Pythonistas** use software initially developed by **Guido van Rossum**.



# Early Learner: Syntax Errors

- We need to learn the **Python language** so we can communicate our instructions to Python. In the beginning we will make lots of mistakes and speak gibberish like small children.
- When you make a mistake, the computer does not think you are “cute”. It says “**syntax error**” - given that it knows the language and you are just learning it. It seems like Python is cruel and unfeeling.
- You must remember that you are intelligent and can learn. The computer is simple and very fast, but cannot learn. So **it is easier for you to learn Python than for the computer to learn English...**

# Talking to Python

```
csev$ python3
```

```
Python 3.5.1 (v3.5.1:37a07cee5969, Dec 5 2015, 21:12:44)
```

```
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwinType
```

```
"help", "copyright", "credits" or "license" for more information.
```

```
>>>
```



What  
next?

```
csev$ python3
```

```
Python 3.5.1 (v3.5.1:37a07cee5969, Dec 5 2015, 21:12:44)
```

```
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwinType
```

```
"help", "copyright", "credits" or "license" for more information.
```

```
>>> x = 1
```

```
>>> print(x)
```

```
1
```

```
>>> x = x + 1
```

```
>>> print(x)
```

```
2
```

```
>>> exit()
```

This is a good test to make sure that you have Python correctly installed. Note that `quit()` also works to end the interactive session.



What Do We Say?

# Elements of Python

- **Vocabulary / Words** - Variables and Reserved words (Chapter 2)
- **Sentence structure** - valid syntax patterns (Chapters 3-5)
- **Story structure** - constructing a program for a purpose

```
name = input('Enter file:')
handle = open(name)

counts = dict()
for line in handle:
    words = line.split()
    for word in words:
        counts[word] = counts.get(word, 0) + 1

bigcount = None
bigword = None
for word, count in counts.items():
    if bigcount is None or count > bigcount:
        bigword = word
        bigcount = count

print(bigword, bigcount)
```

A short “story”  
about how to count  
words in a file in  
Python

python words.py  
Enter file: words.txt  
to 16

# Reserved Words

You cannot use **reserved words** as variable names / identifiers

False	class	return	is	finally
None	if	for	lambda	continue
True	def	from	while	nonlocal
and	del	global	not	with
as	elif	try	or	yield
assert	else	import	pass	
break	except	in	raise	

# Sentences or Lines

<code>x</code>	<code>=</code>	<code>2</code>	←	Assignment statement		
<code>x</code>	<code>=</code>	<code>x</code>	<code>+</code>	<code>2</code>	←	Assignment with expression
<code>print</code>	<code>(</code>	<code>x</code>	<code>)</code>	←	Print statement	

Variable

Operator

Constant

Function

# Programming Paragraphs

# Python Scripts

- Interactive Python is good for experiments and programs of 3-4 lines long.
- Most programs are much longer, so we type them into a file and tell Python to run the commands in the file.
- In a sense, we are “giving Python a script”.
- As a convention, we add “.py” as the suffix on the end of these files to indicate they contain Python.



# Interactive versus Script

- Interactive

- You type directly to Python one line at a time and it responds

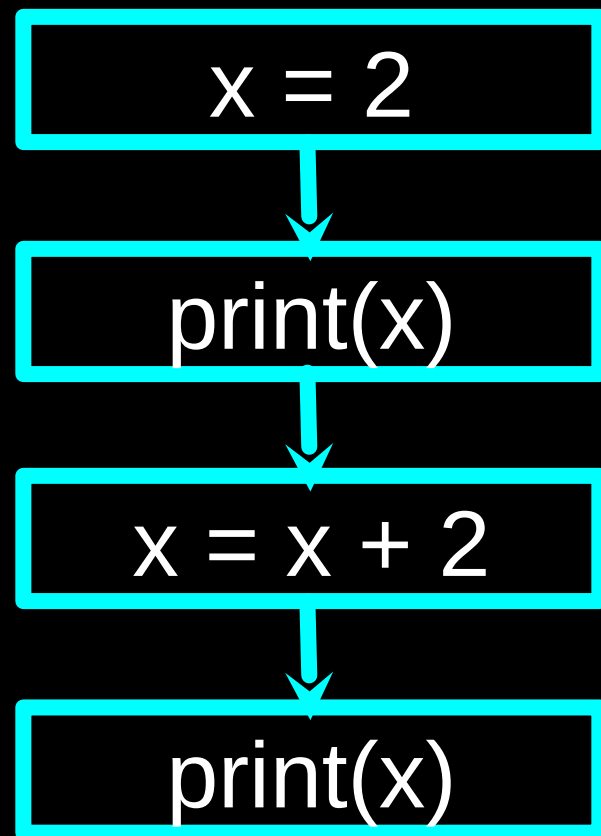
- Script

- You enter a sequence of statements (lines) into a file using a text editor and tell Python to execute the statements in the file

# Program Steps or Program Flow

- Like a recipe or installation instructions, a program is a **sequence** of steps to be done in order.
- Some steps are **conditional** - they may be skipped.
- Sometimes a step or group of steps is to be **repeated**.
- Sometimes we store a set of steps to be used over and over as needed several places throughout the program (Chapter 4).

# Sequential Steps



Program:

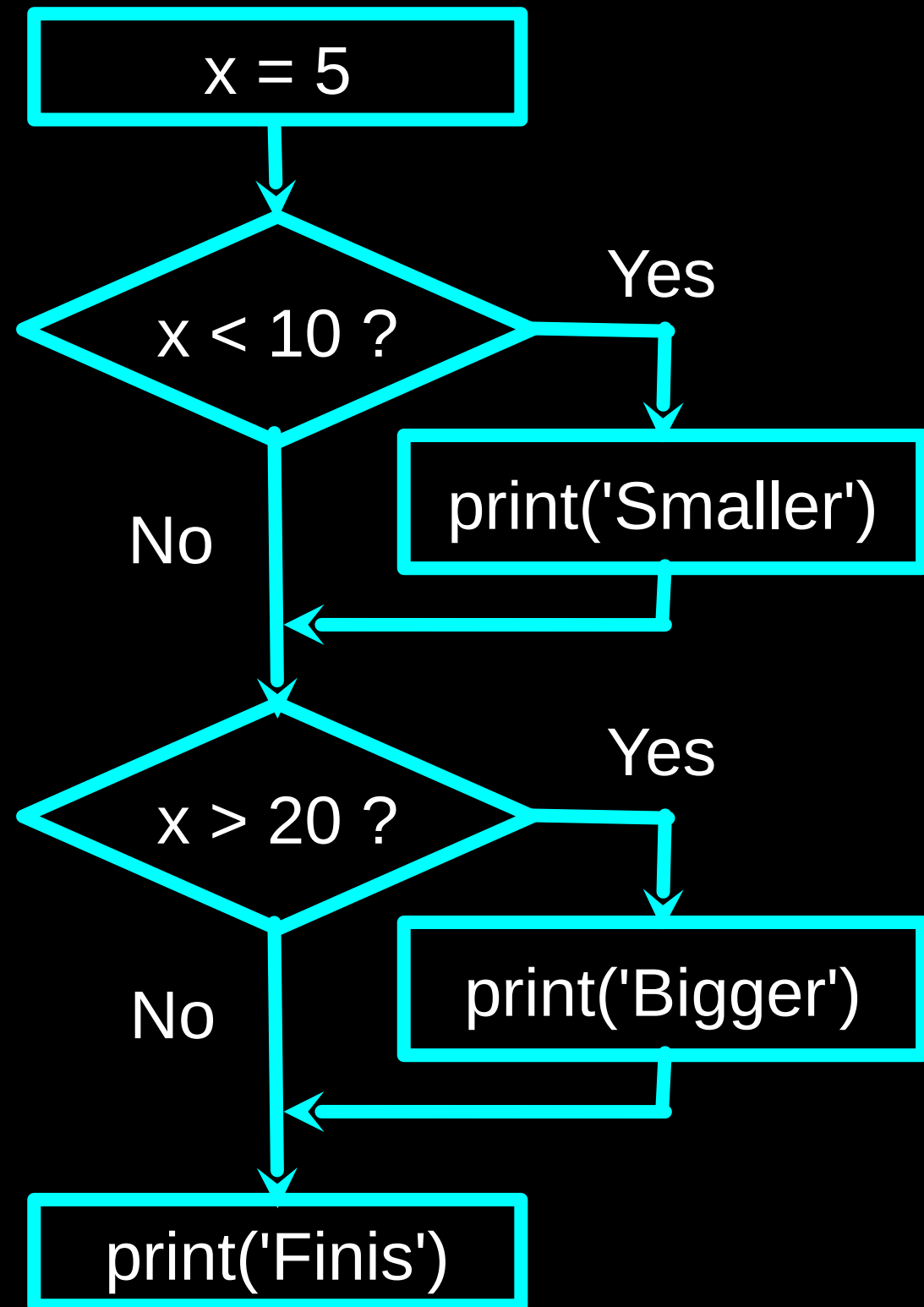
```
x = 2
print (x)
x = x + 2
print (x)
```

Output:

2  
4

When a program is running, it flows from one step to the next. As programmers, we set up “paths” for the program to follow.

# Conditional Steps



Program:

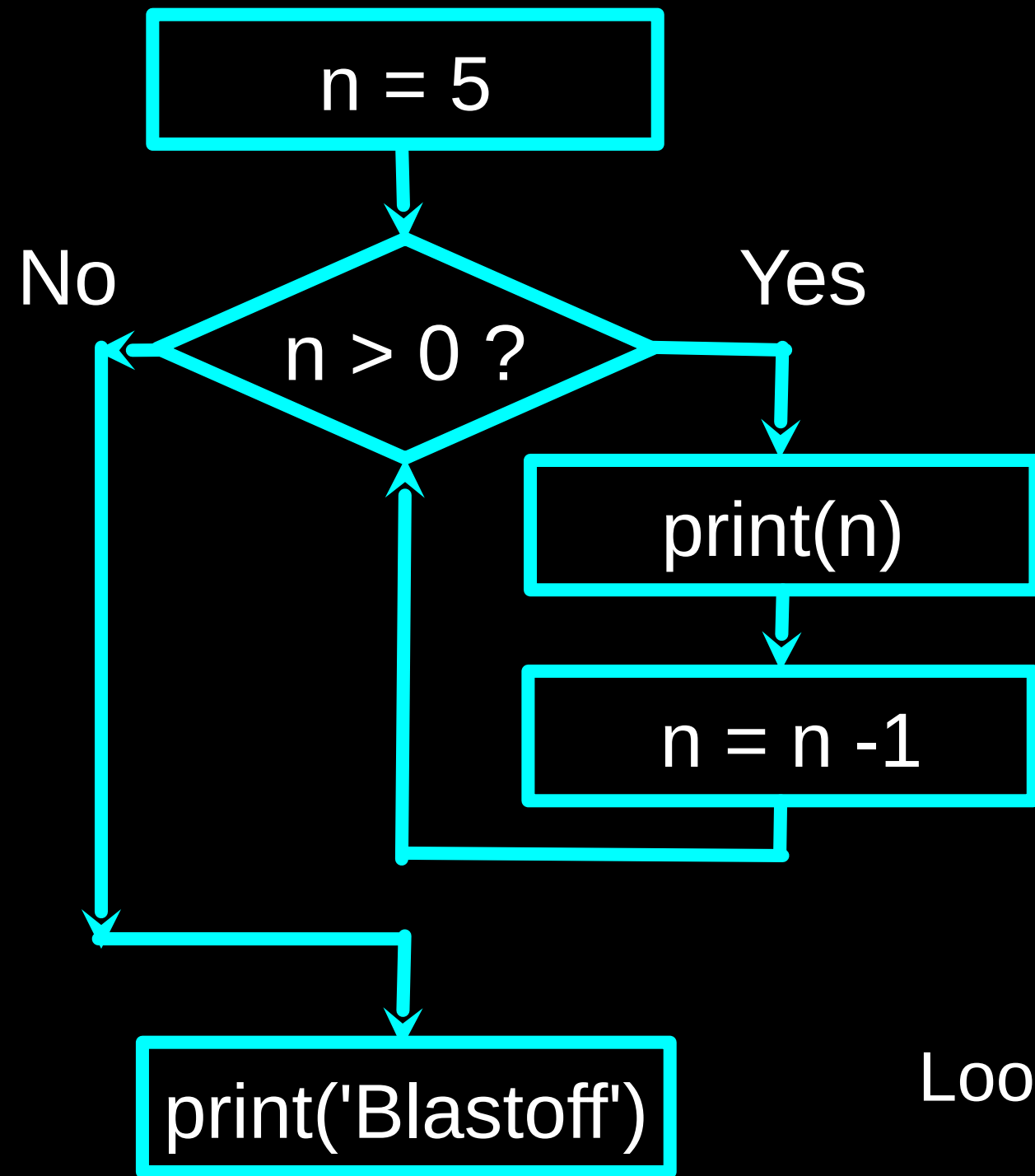
```
x = 5
if x < 10:
    print('Smaller')
if x > 20:
    print('Bigger')

print('Finis')
```

Output:

**Smaller**  
**Finis**

# Repeated Steps



Program:

```
n = 5
while n > 0 :
    print(n)
    n = n - 1
print('Blastoff!')
```

Output:

5  
4  
3  
2  
1  
Blastoff!

Loops (repeated steps) have **iteration variables** that change each time through a loop.

```
name = input('Enter file:')
handle = open(name, 'r')

counts = dict()
for line in handle:
    words = line.split()
    for word in words:
        counts[word] = counts.get(word,0) + 1

bigcount = None
bigword = None
for word,count in counts.items():
    if bigcount is None or count > bigcount:
        bigword = word
        bigcount = count

print(bigword, bigcount)
```

Sequential

Repeated

Conditional

```
name = input('Enter file:')  
handle = open(name, 'r')
```

```
counts = dict()  
for line in handle:  
    words = line.split()  
    for word in words:  
        counts[word] = counts.get(word, 0) + 1
```

```
bigcount = None  
bigword = None  
for word, count in counts.items():  
    if bigcount is None or count > bigcount:  
        bigword = word  
        bigcount = count  
  
print(bigword, bigcount)
```

A short Python “Story”  
about how to count  
words in a file

A word used to read  
data from a user

A sentence about  
updating one of the  
many counts

A paragraph about how  
to find the largest item  
in a list

# Summary

- This is a quick overview of **Chapter 1**
- We will revisit these concepts throughout the course
- Focus on the big picture



# Acknowledgements / Contributions



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