

```
>>> def f():
...     lv = "Local Variable"
...
>>> f()
>>> print(lv)
Traceback (most recent call last):
  File "", line 1, in
NameError: name 'lv' is not defined
>>>
```

- End Expected Output -

As you can see, we are getting an error. Specifically, it says: **"name 'lv' is not defined"**. As we have previously said, the variable **lv** has been defined inside the method, so it is local to the method. This means that it **CANNOT** be used outside the method.

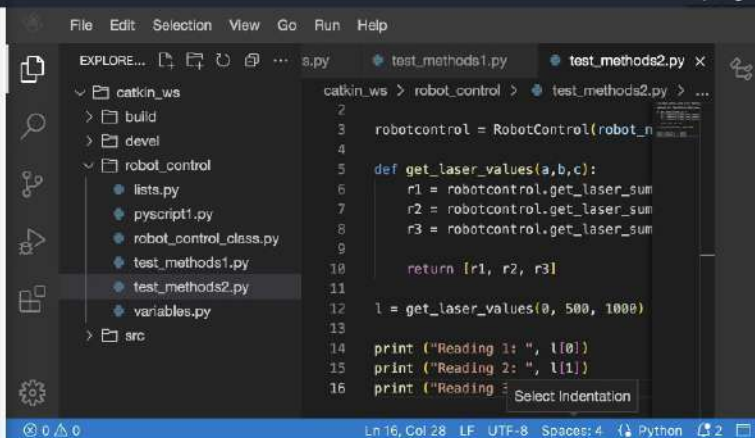
For a case like this, Python provides **global variables**. Let's check out an example:

In []:

```
def f():
    global gv
    gv = "Global Variable"

gv = "Empty"
print(gv)
f()
print(gv)
```

As you can see, now we have defined the variable **gv** before the method is called. Then, inside the



```
user:~$ def f():
bash: syntax error near unexpected token `('
user:~$     global gv
bash: global: command not found
user:~$     gv = "Global Variable"
bash: gv: command not found
user:~$
user:~$ gv = "Empty"
bash: gv: command not found
user:~$ print(gv)
bash: syntax error near unexpected token `gv'
user:~$ f()
> print(gv)from robot_control_class import RobotControl
bash: syntax error near unexpected token `print'
user:~$
```



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- Expected Output -

```
>>> def add(a=2,b=2):
...     res = a + b
...     return res
...
>>> r = add(3,4)
>>> print(r)
7
>>>
```

- End Expected Output -

A method can return exactly one value, or we should say, one object. An object can be a numerical value, like an integer or a float, but it can also be a list or a dictionary (Remember the `get_laser_full()` method). So, if we have to return, for example, three integer values, we can return a list or a tuple with these three integer values.

```
In [ ]:
def return_list():
    return [1, 2, 3]

l = return_list()
print(l[0])
print(l[1])
print(l[2])
```

- Expected Output -

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4 - Methods

File Edit Selection View Go Run Help

EXPLORE...

catkin_ws

build

devel

robot_control

lists.py

pyscript1.py

robot_control_class.py

test_methods1.py

variables.py

src

catkin_ws > robot_control > test_methods1.py > ...

1 from robot_control_class import Rob

2 import time

3

4 robotcontrol = RobotControl(robot_n

5

6 def move_x_seconds(secs):

7 robotcontrol.move_straight()

8 time.sleep(secs)

9 robotcontrol.stop_robot()

10

11

12 move_x_seconds(5)

No Problems

Ln 12, Col 18 LF UTF-8 Spaces: 4 Python 2

#1

#2

#3

#4

bash: syntax error near unexpected token `('

user:~\$

user:~\$ return [1, 2, 3]

bash: return: [1,: numeric argument required

bash: return: can only `return' from a function or sourced script

user:~\$

user:~\$ l = return_list()

bash: syntax error near unexpected token `('

user:~\$ print(l[0])

bash: syntax error near unexpected token `l[0]'


user:~\$ print(l[1])

bash: syntax error near unexpected token `l[1]'

user:~\$ print(l[2])

bash: syntax error near unexpected token `l[2]'

user:~\$



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So, when called, this method will return a **LIST** containing all the 720 different readings from the laser beams.

- Exercise 2.3 -

a) Create a new Python script named **lists.py**. Inside this script, add the necessary code that does the following:

- First, you will call the **get_laser_full()** method, and will store its response in a Python list.
- Then, you will print the positions 0, 360, and 719 from the full list of readings.


- End of Exercise 2.3 -

- Expected Output for Exercise 2.3 -

```
[py3env] user:~/catkin_ws/src/robot_control$ python lists.py
Position 0: inf
Position 360: 2.475049773691128
Position 719: inf
[py3env] user:~/catkin_ws/src/robot_control$
```

- End Expected Output -

- Solution for Exercise 2.3 -

The Construct

File Edit Selection View Go Run Help

EXPLORE...
catkin_ws
 build
 devel
 robot_control
 pyscript1.py
 robot_control_class.py
 variables.py
 src

catkin_ws > robot_control > variables.py > ...
1 trol_class import RobotControl
2
3 RobotControl()
4
5 control.get_laser(0)
6 ser value received is: ", laser1)
7
8 control.get_laser(360)
9 ser value received is: ", laser2)
10
11 control.get_laser(719)
12 ser value received is: ", laser2)

Ln 12, Col 48 LF UTF-8 Spaces: 4 Python 2

#1 #2 #3 #4

user:~\$
user:~\$ print (t)
bash: syntax error near unexpected token `t'
user:~\$ dict = {"Jon": 25, "Daenerys": 22, "Cersei": 31, "Night King": 35}
bash: dict: command not found
user:~\$
user:~\$ print (dict["Jon"])
bash: syntax error near unexpected token `dict["Jon"]'
user:~\$ print (dict["Night King"])
bash: syntax error near unexpected token `dict["Night King"]'
user:~\$ dict = {"Jon": 25, "Daenerys": 22, "Cersei": 31, "Night King": 35}
bash: dict: command not found
user:~\$
user:~\$ dict["Jon"] = 10
bash: dict[Jon]: command not found

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2 - Python Essentials

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END Python File: jedi_class.py

The code above has two parts:

- Where we define the class
- Where we use the definition to create and use variables of type Jedi (j1 and j2)

5.3.1 Definition of a class

Let's quickly analyze the above class. The first thing that we see is the tag `class` and the name `Jedi`.

In []:

```
class Jedi:
```

This means, let's define a class named `Jedi`. Then, everything that goes beneath that line and that contains an indentation belongs to the code of that class.

Let's see the different parts that a class can contain.

5.3.2 methods of the class

Then, we continue with the tag `def`. As you know from the previous chapter, that means that what follows is the definition of a method. However, in this case, the method is just defined for the class

File Edit Selection View Go Run Help

EXPLORE... catkin_ws robot_control test_class.py

catkin_ws > robot_control > test_class.py > ...
17 self.move_straight()
18 self.turn()
19 i+=1
21
22 def move_straight(self):
23 self.robotcontrol.move_stra
24
25 def turn(self):
26 self.robotcontrol.turn(self
27
28 mr1 = MoveRobot('forward', 'clockwi
29 mr1.do_square()
30 mr2 = MoveRobot('forward', 'clockwi
31 mr2.do_square()

Ln 31, Col 16 LF UTF-8 Spaces: 4 Python

#1 #2 #3 #4

```
user:~$ my_object = Jedi("Qui-Gong-Jin")  
bash: syntax error near unexpected token `('  
user:~$ rc = RobotControl()  
bash: syntax error near unexpected token `('  
user:~$ class Jedi:  
bash: class: command not found  
user:~$ def __init__(self,name):  
bash: syntax error near unexpected token `('  
user:~$ def say_hi(self):  
bash: syntax error near unexpected token `('  
user:~$ say_hi()  
> j = Jedi()  
bash: syntax error near unexpected token `j'  
user:~$ j.say_hi()  
>
```

Python 3 for Robotics

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Note that in this last exercise, we have introduced a new concept, **Python classes**. And this is exactly the topic we are going to see in the following chapter!

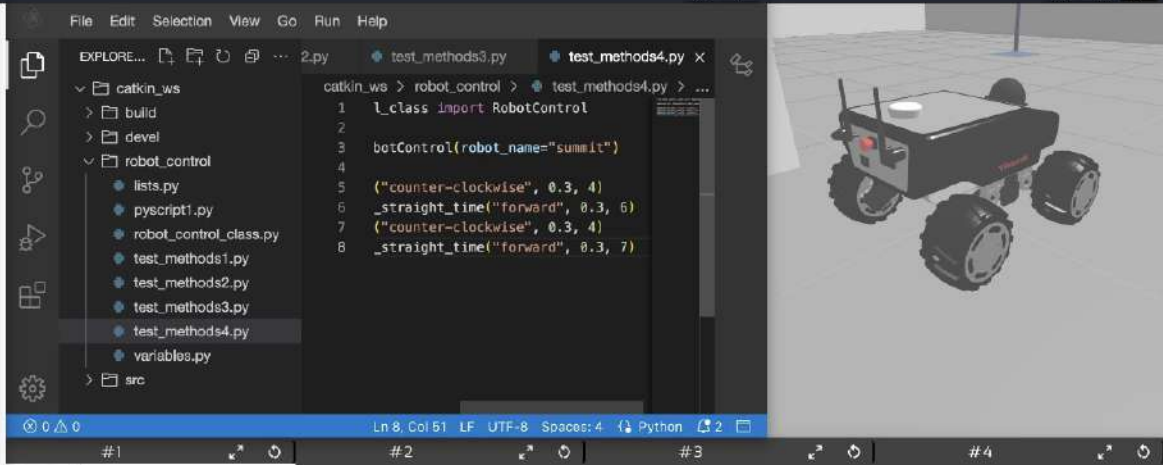
- Exercise 4.4 -

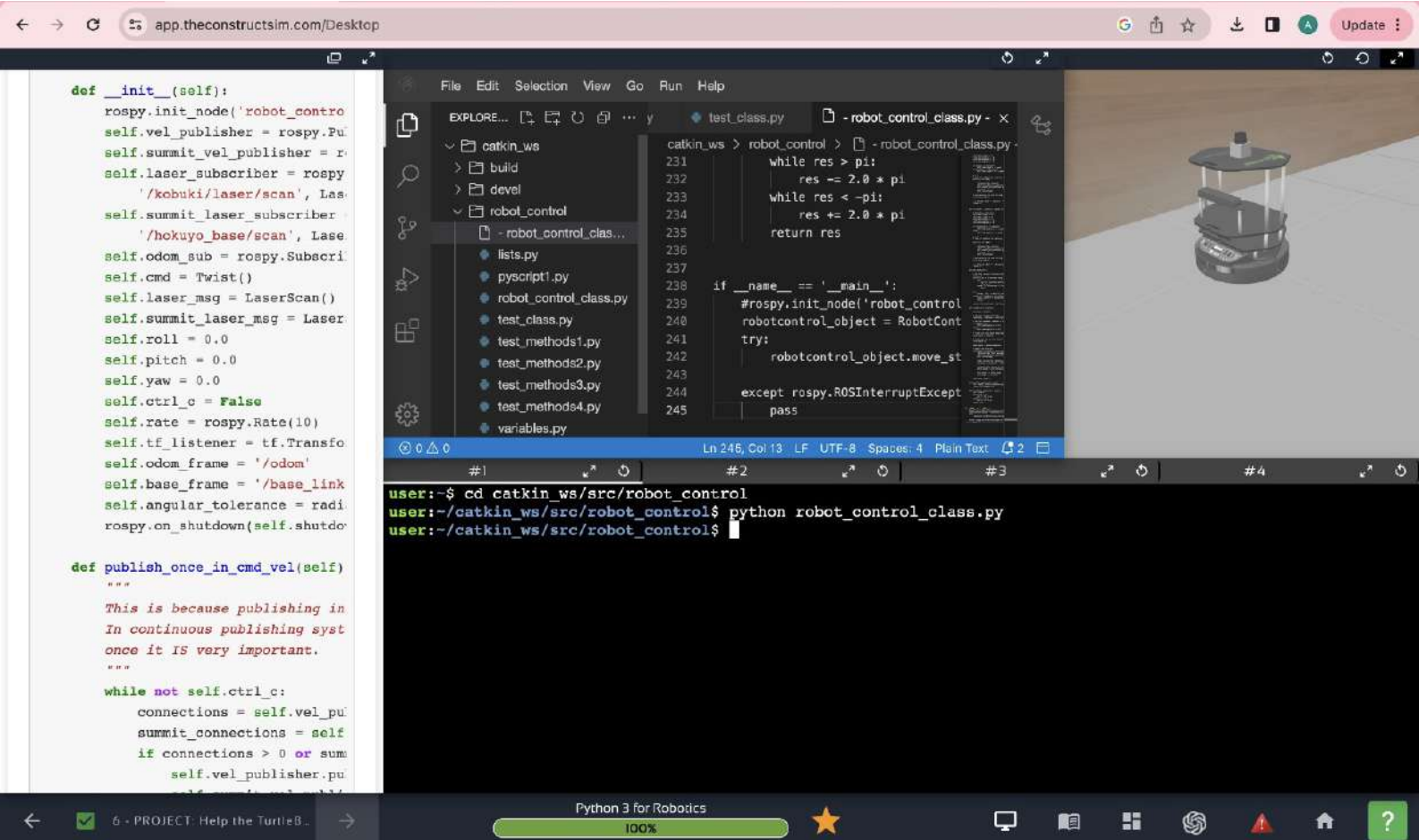
a) Create a new Python script that, using the same methods introduced in the previous exercise, helps the robot enter the room with the red logo.



- End of Exercise 4.4 -

- Solution for Exercise 4.4 -





returned by the method.

IMPORTANT NOTE: Remember, in order to be able to use the methods to control the robot, you will need to make two things.

- You will have to import the Python class contained in the `robot_control_class.py` file. You can do this with the following line (place it at the top of your program).

In []:

```
from robot_control_class import RobotControl
```

- You will also have to create an object of the class in order to be able to call the methods. You can do this with the following line:

In []:

```
robotcontrol = RobotControl(robot_name="summit")
```

- Now, you will be able to call the methods from this object, like this:

In []:

```
robotcontrol.move_straight_time(neces
```

- End of Exercise 4.3 -

- End Solution for Exercise 4.3 -

```
File Edit Selection View Go Run Help
EXPLORE... 1.py test_methods2.py test_method
catkin_ws > robot_control > test_methods3.py > ...
1 robot_control_class import RobotCon
2
3 control = RobotControl(robot_name="
4
5 control.move_straight_time("forward
6 control.turn("clockwise", 0.3, 7)
```



```
Ln 6, Col 39 LF UTF-8 Spaces: 4 Python
#1 #2 #3 #4
user:~$
user:~$ gv = "Empty"
bash: gv: command not found
user:~$ print (gv)
bash: syntax error near unexpected token `gv'
user:~$ #()
> print(gv)
bash: syntax error near unexpected token `print'
user:~$ from robot_control_class import RobotControl
from: can't read /var/mail/robot_control_class
user:~$ from robot_control_class import RobotControl
from: can't read /var/mail/robot_control_class
user:~$ robotcontrol = RobotControl(robot_name="summit")
bash: syntax error near unexpected token `('
user:~$
```

In this course, we want to keep the focus on Python, not on ROS.

However, in order to be able to interact with the simulated robot while hiding all the ROS stuff, we are providing you with a Python class in charge of managing all the ROS connections under the hood. This class is called *RobotControl*. So, during this course, you will be interacting with this Python class by calling its methods to get data from the robots and send commands to them.

NOTE: maybe some of these concepts, like Python **classes** or **methods**, sound weird to you right now, but don't worry, you will learn about them later in the course.

So in the next section you will add this **RobotControl** class. It's not important that you understand the code of this class now, but you will by the end of this course.

Also, because we are using ROS noetic, Python 3 comes by default. This means that you won't need to install it.

And that's it! Now you are ready to start working with Python3 and ROS!

So, with the proper introductions made, let's now go to work!

2.1 Data Types and Variables

The screenshot displays a web-based IDE interface. On the left, a file explorer shows a project structure with folders 'catkin_ws', 'build', 'devel', and 'robot_control'. Inside 'robot_control', there are files 'pyscript1.py' and 'robot_control_class.py'. The main editor window shows the code for 'pyscript1.py', which includes methods for getting laser data, stopping the robot, and moving straight. The terminal window at the bottom shows the following commands and output:

```
user:~$ cd ~/catkin_ws/src/
user:~/catkin_ws/src$ mkdir robot_control
mkdir: cannot create directory 'robot_control': File exists
user:~/catkin_ws/src$ cd robot_control
user:~/catkin_ws/src/robot_control$ touch pyscript1.py
user:~/catkin_ws/src/robot_control$ touch robot_control_class.py
user:~/catkin_ws/src/robot_control$ python pyscript.py
python: can't open file 'pyscript.py': [Errno 2] No such file or directory
user:~/catkin_ws/src/robot_control$
```

The IDE also features a 3D simulation window on the right showing a robot in a virtual environment, and a bottom status bar indicating 'Python 3 for Robotics' with a 100% progress bar.