



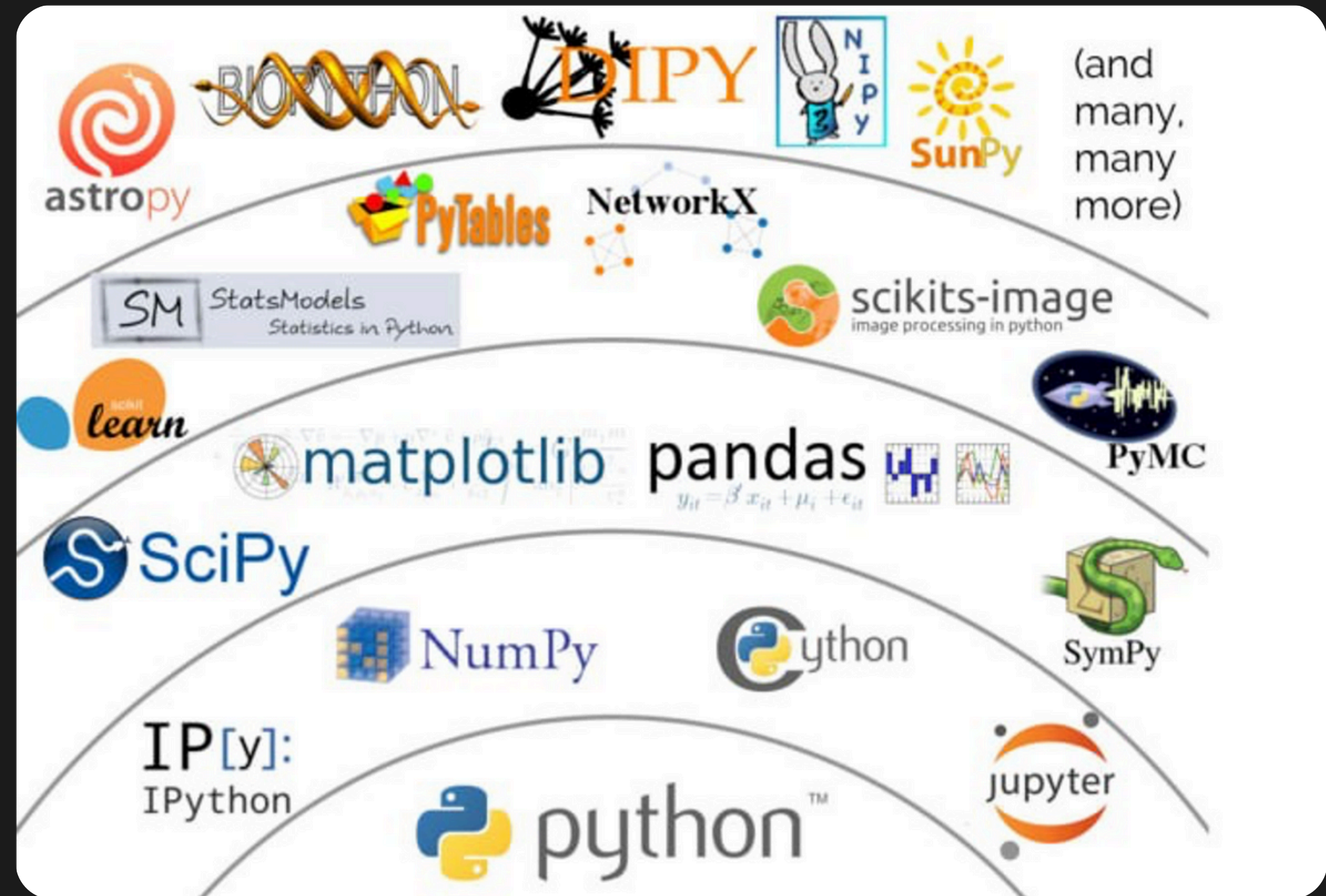
# Advance Computer Programming

Topic of  
Introduction to  
Python Programming

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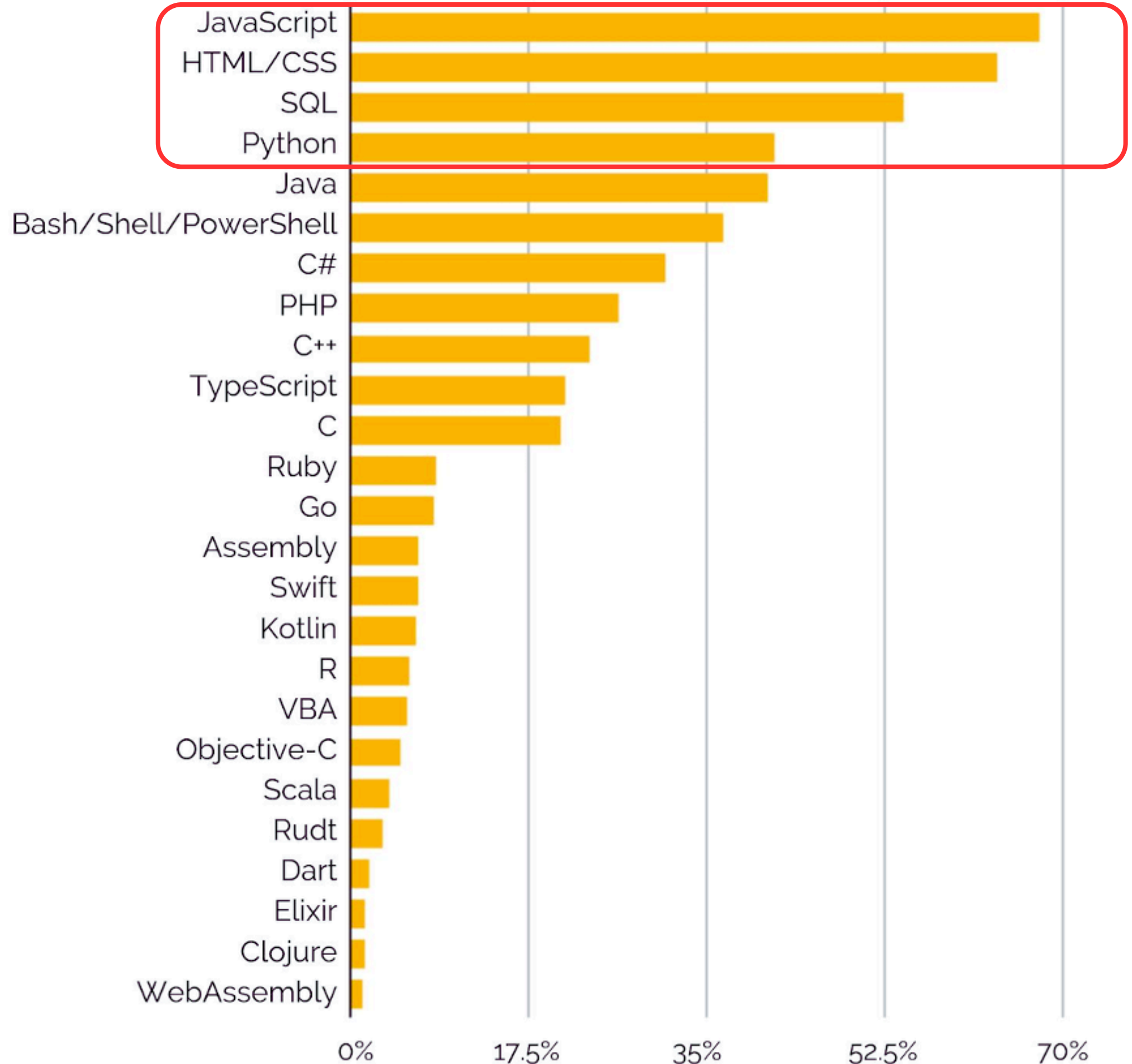
# Why Python?

In-term of  
compatibility



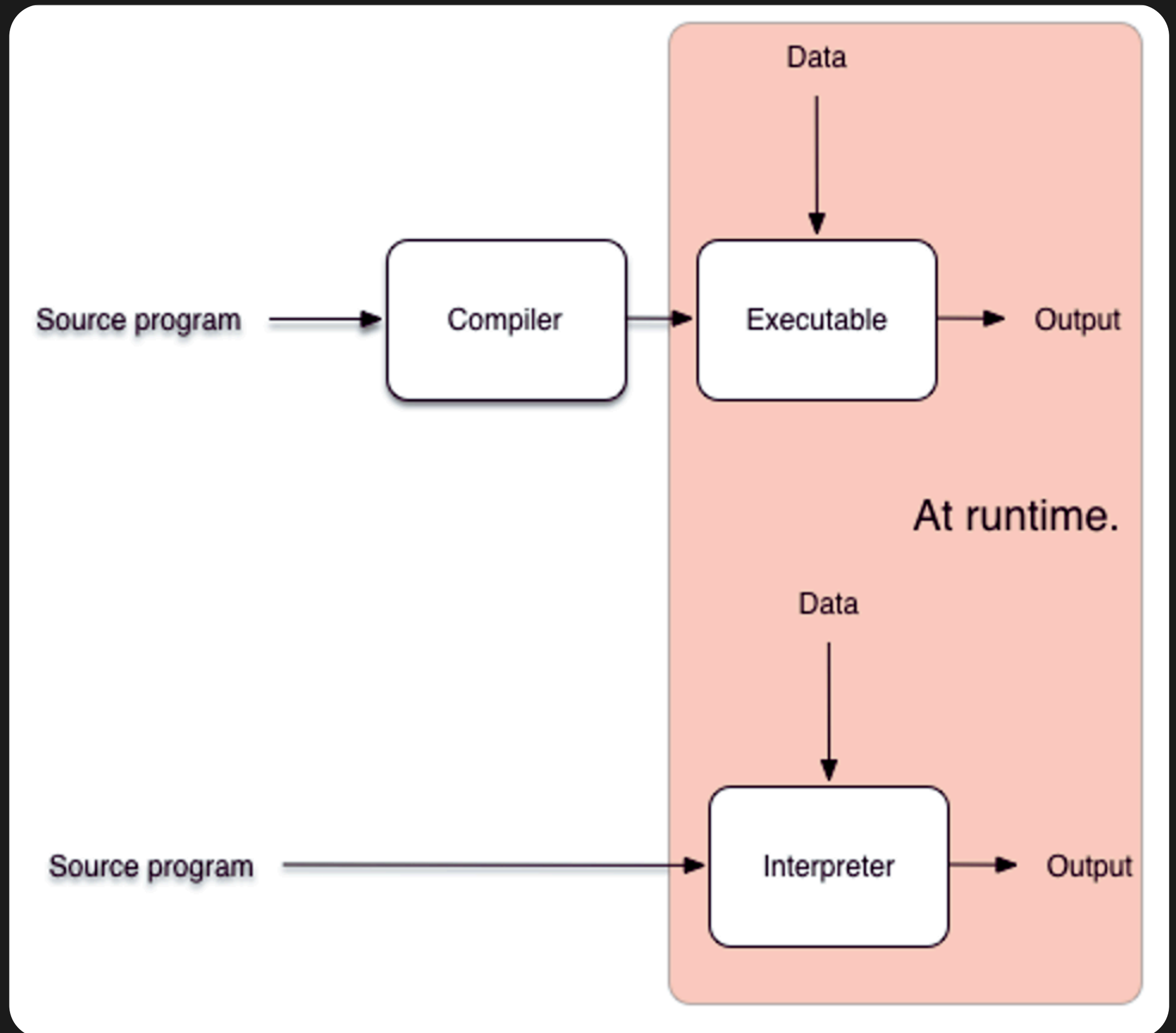
# Why Python?

In-term of  
popularity

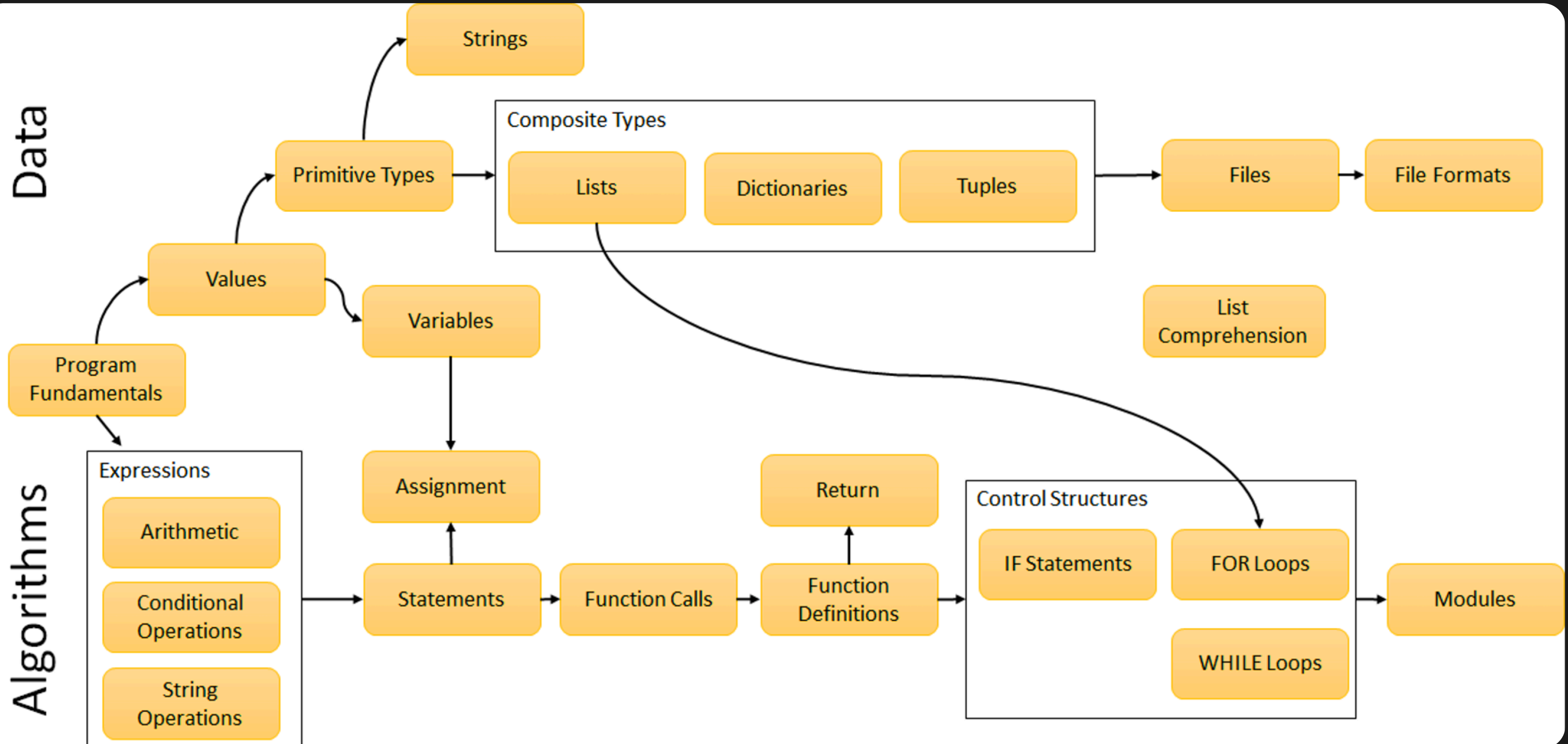


# Execution method

Python is an  
Interpreted  
Language



# Component of Python



# Data Types

In Python

## Numeric Types

- int: Integer numbers

```
num = 10
```

- float: Floating-point numbers

```
dec = 15.2
```

## Text Types

- str: String of characters

```
s = "apple"
```

## Sequence Types

- list: Ordered, mutable collection

```
fruits = ["apple", "banana"]
```

- tuple: Ordered, immutable collection

```
coordinates = (10.0, 20.0)
```

# Data Types (2)

In Python

## Set Types

- set: Unordered collection of unique elements

```
unique_numbers = {1, 2, 3, 4, 5}
```

## Dictionary Types

- dict: Key-value pairs

```
student = {"name": "Alice",  
"age": 21, "grade": "A"}
```

## Boolean Types

- bool: Boolean values (True or False)

```
is_active = True
```

## None Type

- NoneType: Represents the absence of a value (None)

```
result = None
```



# Using type()

```
# Integer
age = 25
print(type(age)) # Output: <class 'int'>

# Float
price = 19.99
print(type(price)) # Output: <class 'float'>

# List
fruits = ["apple", "banana", "cherry"]
print(type(fruits)) # Output: <class 'list'>
```

In Python, you can use the type() function to determine the type of an object.



# string

Strings are ordered sequences, so these features are Indexing, Slicing, Concatenation and Method manipulation.

# string

## Indexing

```
greeting = "Hello, World!"
```

```
# Accessing the first character
```

```
first_char = greeting[0]
```

```
print(first_char)    # Output: H
```

```
# Accessing the fifth character
```

```
fifth_char = greeting[4]
```

```
print(fifth_char)    # Output: o
```

```
# Accessing the last char using negative indexing
```

```
last_char = greeting[-1]
```

```
print(last_char)    # Output: !
```

# string

## Slicing

```
greeting = "Hello, World!"

# Slicing the first five characters
first_five = greeting[0:5]
print(first_five)    # Output: Hello

# Slicing from the seventh character to the end
from_seven_to_end = greeting[7:]
print(from_seven_to_end)    # Output: World!

# Slicing with negative indices
slice_negative = greeting[-6:-1]
print(slice_negative)    # Output: World
```

# string

upper() method

```
# Original string
greeting = "Hello, World!"

# Convert to uppercase
uppercase_greeting = greeting.upper()

# Display the result
print(uppercase_greeting)    # Output: HELLO, WORLD!
```

The upper() method in Python converts all characters in a string to uppercase.

# string

lower() method

```
# Original string
greeting = "Hello, World!"

# Convert to lowercase
lowercase_greeting = greeting.lower()

# Display the result
print(lowercase_greeting)    # Output: hello, world!
```

The lower() method in Python converts all characters in a string to lowercase.

# string

In Python, you can add numbers into strings using different methods such as string formatting with the % operator, `str.format()`, and f-strings (formatted string literals).

# string

formatting using  
the % Operator

```
x = "No. %d" % (100)
print(x)    # Output: No. 100
```



# string

formatting using  
str.format()

```
x = "No. {}".format(100)  
print(x)    # Output: No. 100
```

# string

Using f-Strings  
(Formatted  
String Literals)

```
x = f"No. {100}"  
print(x)    # Output: No. 100
```

# list

A list in Python is an ordered, mutable collection of elements. It can hold a variety of data types, including numbers, strings, and even other lists.

# list

## Key Characteristics:

- **Ordered:** The items have a defined order, and that order will not change unless explicitly modified.
- **Mutable:** You can change, add, and remove items after the list has been created.
- **Heterogeneous:** A list can contain items of different data types.

# list

Creating

```
# Creating a list of strings
```

```
fruits = ["apple", "banana", "cherry"]
```

```
# Creating a list of mixed data types
```

```
mixed_list = [1, "hello", 3.14, True]
```

```
# Creating an empty list
```

```
empty_list = []
```

# list

## Common List Operations

### Accessing Elements:

```
first_fruit = fruits[0]    # Output: "apple"
```

### Modifying Elements:

```
fruits[1] = "blueberry"  
# fruits is now ["apple", "blueberry", "cherry"]
```

### Adding Elements:

```
fruits.append("orange")    # fruits is now  
["apple", "blueberry", "cherry", "orange"]
```

# list

## Common List Operations (2)

### Inserting Elements:

```
fruits.insert(1, "banana")  
# fruits is now ["apple", "banana", "blueberry",  
"cherry", "orange"]
```

### Removing Elements: Removes the first occurrence of a specified value

```
fruits.remove("banana") # fruits is now  
["apple", "blueberry", "cherry", "orange"]
```

### Pop Elements: Remove the last element and returns an item

```
last_fruit = fruits.pop()  
# Output: "orange", fruits is now ["apple",  
"blueberry", "cherry"]
```



# list

## Common List Operations (3)

### Pop Elements: Remove the specific element by index

```
last_fruit = fruits.pop(1)  
# Output: "apple", fruits is now ["blueberry",  
"cherry"]
```

### Slicing: Extract a portion of the list

```
fruits = ["apple", "blueberry", "cherry"]  
slice_of_fruits = fruits[1:3]  
# Output: ["blueberry", "cherry"]
```

**\*\***The stop index in slicing is exclusive, meaning it is not included in the resulting slice.

# list

## Common List Operations (4)

**Length:** Get the number of items in the list.

```
length_of_fruits = len(fruits)    # Output: 2
```

**Sorting:** Sort the list in ascending or descending order.

```
fruits.sort()
# fruits is now ["apple", "blueberry", "cherry"]

fruits.sort(reverse=True)
# fruits is now ["cherry", "blueberry", "apple"]
```

## Combining Lists: Concatenate two lists.

```
more_fruits = ["kiwi", "mango"]  
all_fruits = fruits + more_fruits  
# Output: ["cherry", "blueberry", "apple",  
"kiwi", "mango"]
```

# list

Common List  
Operations (5)

# dictionary

An unordered, mutable collection of key-value pairs. Each key is unique, and it maps to a value. Dictionaries are optimized for retrieving values when the key is known

# dictionary

## Key Characteristics:

- **Unordered:** The items do not have a defined order.
- **Mutable:** You can change, add, or remove items.
- **Unique Keys:** Each key must be unique.
- **Key-Value Pairs:** Each key is associated with a value.

# dictionary

## Syntax

```
dictionary_name = {  
    key1: value1,  
    key2: value2,  
    key3: value3,  
    ...  
}
```

# dictionary

## Example

```
student = {  
    "name": "Alice",  
    "age": 21,  
    "grade": "A",  
    "courses": ["Math", "Science", "English"]  
}
```



# dictionary

Accessing Values: Using keys to access the values.

```
name = student["name"]  
print(name)    # Output: Alice
```

Modifying Values: Changing the value associated with a key.

```
student["age"] = 22  
print(student["age"])    # Output: 22
```

Adding: Adding a new key-value pair to the dictionary

```
student["major"] = "RAI"  
print(student["major"])    # Output: RAI
```

# dictionary

Removing Items: Using del to remove a key-value pair.

```
del student["grade"]  
print(student)  
# Output: {'name': 'Alice', 'age': 22,  
'courses': ['Math', 'Science', 'English'],  
'major': 'Computer Science'}
```

Removing Items: Using pop() to remove a key-value pair and return the value.

```
age = student.pop("age")  
print(age)    # Output: 22  
print(student) # Output: {'name':  
'Alice', 'courses': ['Math', 'Science',  
'English'], 'major': 'Computer Science'}
```

# dictionary

## Method

**get():** Returns the value for a key, or a default value if the key is not found (But show error).

```
grade = student.get("grade", "No grade")  
print(grade)    # Output: No grade
```

1

```
grade = student.get("grade")  
print(grade)    # Output: None
```

2

**keys():** Returns a view object containing the keys of the dictionary.

```
keys = student.keys()  
print(keys)  
# Output: dict_keys(['name', 'courses',  
                    'major'])
```

# dictionary

## Method

**values():** Returns a view object containing the values of the dictionary.

```
values = student.values()  
print(values)  
# Output: dict_values(['Alice', ['Math',  
'Science', 'English'], 'Computer  
Science'])
```

**update():** Updates the dictionary with key-value pairs from another dictionary or an iterable of key-value pairs.

```
student.update({"grade": "A", "age": 22})  
print(student)  
# Output: {'name': 'Alice', 'courses':  
['Math', 'Science', 'English'], 'major':  
'Computer Science', 'grade': 'A', 'age':  
22}
```

# dictionary

Iterating

Looping through keys, values, or key-value pairs.

```
for key in student:  
    print(key, student[key])  
  
# Output:  
# name Alice  
# courses ['Math', 'Science', 'English']  
# major Computer Science  
# grade A  
# age 22
```

# dictionary

Iterating (2)

Looping through keys, values, or key-value pairs using `items`.

```
for key, value in student.items():  
    print(f"{key}: {value}")  
  
# Output:  
name: Alice  
age: 21  
grade: A  
courses: ['Math', 'Science', 'English']
```

# Conditions

if

Syntax of an **if** statement

```
if some_condition:  
    # execute some code
```

```
if 3>2:  
    print('ITS TRUE!')
```



# Conditions

if..else

Syntax of an **if/else** statement

```
if some_condition:  
    # execute some code  
else:  
    # do something else
```

```
hungry = True  
  
if hungry==True:  
    print('FEED ME!')  
else:  
    print("Im not hungry")
```

FEED ME!

# Conditions

if...elif...else

```
loc = 'Bank'

if loc == 'Auto Shop':
    print("Cars are cool!")
elif loc == 'Bank':
    print("Money is cool!")
elif loc == 'Store':
    print("Welcome to the store!")
else:
    print("I do not know much.")
```

Money is cool!

# Conditions

Loops: for

Syntax of a for loop

```
my_iterable = [1,2,3]
for item_name in my_iterable:
    print(item_name)
```

```
for i in range(0, 5):
    print(i)
```

# Conditions

Loops: while

Syntax of a while loop

```
while some_boolean_condition:  
    #do something
```

```
i = 0  
while i < 5:  
    print(f"No. is {i}")  
    i = i + 1
```

```
No. is 0  
No. is 1  
No. is 2  
No. is 3  
No. is 4
```

# Conditions

Loops: while

Syntax of a while loop

```
while some_boolean_condition:  
    #do something
```

```
i = 0  
while i < 5:  
    print(f"No. is {i}")  
    i = i + 1
```

```
No. is 0  
No. is 1  
No. is 2  
No. is 3  
No. is 4
```

# Function vs Method

A function is an independent block of code, while a method is a function associated with an **object** and defined within a **class**.

# Function

def

```
def name_of_function():  
    """  
    Docstring explains function.  
    """  
    print("Hello")
```

# Function

def

```
# Try 1
def my_function1():
    print("hello world")
print(my_function1())

# Try 2
def my_function2():
    return "hello world"
print(my_function2())
```



# Module

A module in Python is a single file containing Python code. It can include functions, classes, and variables, as well as runnable code. Modules help in organizing and reusing code across different programs.

# Module

Creating your own library  
as module in python

(1) Create a file named **mymodule.py** with a function definition.

```
# mymodule.py
def greet(name):
    return f"Hello, {name}!"
```

(2) Create the main script file named **main.py** that will import and use the function from mymodule.py.

```
# main.py
from mymodule import greet

# Call the function and print the result
greeting = greet("Alice")
print(greeting)    # Output: Hello, Alice!
```





