Python Tutorial Series
Basics I

PhD Bruno C. Quint
bquint@ctio.noao.edu
Resident astronomer at SOAR Telescope

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What is Python?

High level interpreted programming language developed for fast development

```
print("Hello world!!")
```

10110001010010010010

What is Python?

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What is Python?

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High level interpreted programming language developed for fast development


```
if x is not 5:
    print "Blah"
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What is Python?

High level interpreted programming language **developed for fast development**


```
if x is not 5:
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```

What will you need?

- **Computer**
- Operational System
- Python
- Python Libs
- Text Editors
- Integrated Development Environment (IDE)

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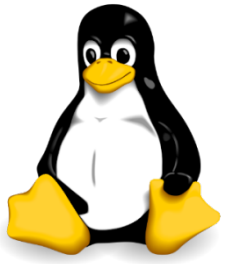
Windows

MacOs



Linux ™ Distributions

Linux Mint ™

Ubuntu ™

Fedora ™

What will you need?

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https://www.python.org/

2.x 3.x

https://wiki.python.org/moin/Python2orPython3

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What will you need?

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NumPy
Numerical Python

SciPy
Scientifical Python

MatPlotLib
Python Plotting

AstroPy
Astronomical Python

Jupyter
Python Notebooks

Conda
Python Package Manager

What will you need?

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GEdit

Vim

Notepad

EMACS

What will you need?

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NetBeans

PyCharm

Python as a terminal

Getting Started

Start typing

```
$ python
```

Python as a terminal

Getting Started

Start typing

```
$ python
```

Say “Hello World!”

```
>>> print “Hello World”
Hello World
```

Python 2.x

Python as a terminal

Getting Started

Start typing

```
$ python
```

Say “Hello World!”

```
>>> print(“Hello World”)
Hello World
```

Python
2.x and 3.x!

Python as a terminal

Getting Started

Start typing

```
$ python
```

Say “Hello World!”

```
>>> print(“Hello World”)
Hello World
```

Assign a variable

```
>>> x = 2
>>> print(x)
2
```

Python
2.x and 3.x!

Python as a terminal

Getting Started

Start typing

```
$ python
```

Say “Hello World!”

```
>>> print(“Hello World”)
Hello World
```

Assign a variable

```
>>> mag_V = 28.1970
>>> print(mag_V)
28.1970
```

Python
2.x and 3.x!

Python as a terminal

Getting Started

Start typing

```
$ python
```

Say “Hello World!”

```
>>> print(“Hello World”)
Hello World
```

Assign a variable

```
>>> mag_V = 28.1970
>>> print(mag_V)
28.1970
```

Which version am I using?

```
$ python --version
Python 3.6.3
```

Python as a script

File “**say_hello_world.py**”

```
01 print(“Hello World”)
```

To run this file:

```
path_to_file $ python say_hello_world.py
Hello World
```

Python as a script

File “**say_hello_world.py**”

```
01 #!/path/to/python
02 print(“Hello World”)
```

To run this file:

```
path_to_file $ chmod a+x say_hello_world.py
Path_to_file $ ./say_hello_world.py
Hello Python
```

Python as a script

File "**say_hello_world.py**"

```
01 #!/path/to/python
02 print("Hello W
```

```
#!/usr/bin/env python
#!/usr/bin/python
#!/usr/local/bin/python
#! python
```

To run this file:

```
path_to_file $ chmod a+x say_hello_world.py
Path_to_file $ ./say_hello_world.py
Hello Python
```

Python as a script

File “**use_coding.py**”

```
01 #!/path/to/python
02 # -*- coding: utf8 -*-
03 print(“aá eé cç”)
```

To run this file:

```
path_to_file $ python use_coding.py
Aá eé cç
```

Python as a script

File "**say_hello_world.py**"

```
01 #!/path/to/python
02 # -*- coding: utf8 -*-
03 """
04 This is a docstring where information
05 about what you are doing and be written.
06 """
07 print("Hello World!")
```

To run this file:

```
path_to_file $ python say_hello_world.py
Hello World!
```

Types of variables

Integers

```
>>> 5 + 4
9

>>> 5 - 4
1

>>> 5 * 4
20

>>> 5 / 4
1
```

More on operators
(like +, -, /, *, **, >, <)
HERE

Types of variables

Integers

```
>>> 5 + 4
9

>>> 5 - 4
1

>>> 5 * 4
20

>>> 5 / 4
1
```

Float/Double

```
>>> 2.0 + 3.0
5.0

>>> 2.0 - 3
-1.0

>>> 2. * 3
6.0

>>> 2 / 3.
0.666666...
```

More on operators
(like +, -, /, *, **, >, <)
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Types of variables

Integers

```
>>> 5 + 4
9

>>> 5 - 4
1

>>> 5 * 4
20

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```

Float/Double

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>>> 2. * 3
6.0

>>> 2 / 3.
0.666666...
```

More on operators
(like +, -, /, *, **, >, <)
HERE

Types of variables

Integers

```
>>> x = 2
>>> print(type(x))
<type 'int'>
>>>
>>> x = x + 2
>>> print(x.__class__)
<type 'int'>
```

Any assigned **variable** in Python is an **object** and objects have **attributes**.

Float/Double

```
>>> x = 2.0
>>> print(type(x))
<type 'float'>
>>>
>>> y = 1
>>> y = x + y
>>> print(y.__class__)
<type 'float'>
```

Use **.__class__** atribute to find what type is your object.

Types of variables

```
>>> x = 2
>>> print(type(x))
<type 'int'>
>>>
>>> x = x * 1.
>>> print(type(x))
<type 'float'>
>>>
>>> x = int(x)
>>> print(type(x))
<type 'int'>
```

Types of variables

Complex

```
>>> (2 + 3j) + (5 - 4j)
(7 - 1j)

>>> (2 + 3j) - (5 - 4j)
(-3 + 7j)

>>> (2 + 3j) * (5 - 4j)
(22 + 7j)

>>> (2 + 3j) / (5 - 4j)
(-0.049 + 0.561j)
```

```
>>> c = (1 + 3.j)
>>> print c.__class__
<type 'complex'>
```

More on operators
(like +, -, /, *, **, >, <)
HERE

Types of variables

Booleans

```
>>> fruit = ‘banana’
>>> fruit == ‘apple’
False
>>> fruit != ‘apple’
True
```

More on boolean operators
(like +, *, ==, !=, <, >, <=, >=, is, not)
HERE

Types of variables

Booleans

```
>>> fruit = ‘banana’
>>> fruit == ‘apple’
False
>>> fruit != ‘apple’
True
```

```
>>> mag_v = 15.5
>>> mag_v < 10.0
False
>>> mag_v >= 10.0
True
```

More on boolean operators
(like +, *, ==, !=, <, >, <=, >=, is, not)
HERE

Types of variables

Booleans

```
>>> fruit = 'banana'
>>> fruit == 'apple'
False
>>> fruit != 'apple'
True
```

```
>>> mag_V = 15.5
>>> mag_V < 10.0
False
>>> mag_V >= 10.0
True
```

```
>>> mag_V = 15.5
>>> test = mag_V < 10.0
>>> print(test)
False
```

More on boolean operators
(like +, *, ==, !=, <, >, <=, >=, is, not)
HERE

Types of variables

Booleans

```
>>> True + False
True
>>> True or False
True
```

```
>>> True * False
False
>>> True and False
False
```

```
>>> not False
True
>>> not True
False
```

More on boolean operators
(like +, *, ==, !=, <, >, <=, >=, is, not)
HERE

Types of variables

Booleans

```
>>> x = 1
>>> y = 1
>>> x == y
True
>>> x is y
False
```

```
>>> x = 1
>>> y = x
>>> x == y
True
>>> x is y
True
```

More on boolean operators
(like +, *, ==, !=, <, >, <=, >=, is, not)
HERE

Types of variables

Booleans

```
>>> x = 1
>>> y = 1
>>> x == y
True
>>> x is y
False
```

```
>>> x = 1
>>> y = x
>>> x == y
True
>>> x is y
True
```

More on boolean operators
(like +, *, ==, !=, <, >, <=, >=, is, not)
HERE

Types of variables

Lists

```
>>> x = [5, 8, 2, 3]
```

Sum of lists (appending)

```
>>> x + x
[5, 8, 2, 3, 5, 8, 2, 3]
```

Multiplication by integer

```
>>> 3 * x
[5, 8, 2, 3, 5, 8, 2, 3, 5,
8, 2, 3]
```

Types of variables

Lists

```
>>> x = [5, 8, 2, 3]
```

Sum of lists (appending)

```
>>> x + x
[5, 8, 2, 3, 5, 8, 2, 3]
```

Multiplication by integer

```
>>> 3 * x
[5, 8, 2, 3, 5, 8, 2, 3, 5,
8, 2, 3]
```

C-Like Indexing (from 0 to n-1)

```
>>> x[0] # First element
5
```

```
>>> x[3] # 4th element
3
```

```
>>> x[-1] # Last element
3
```

Types of variables

Lists

```
>>> x = [5, 8, 2, 3]
```

Slicing

```
>>> x[0:2]
[5, 8]
```

```
>>> x[i:j:k]
i - start index
j - last index (exclusive)
k - step
```

Types of variables

Lists

```
>>> x = [5, 8, 2, 3]
```

Slicing

```
>>> x[0:2]
[5, 8]
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>>> x[:2]
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Types of variables

Lists

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>>> x = [5, 8, 2, 3]
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Slicing

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>>> x[0:2]
[5, 8]
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```
>>> x[:2]
[5, 8]
```

```
>>> x[i:j:k]
i - start index
j - last index (exclusive)
k - step
```

```
>>> x[2:-1]
[2]
```

Types of variables

Lists

```
>>> x = [5, 8, 2, 3]
```

Slicing

```
>>> x[0:2]
[5, 8]
```

```
>>> x[:2]
[5, 8]
```

```
>>> x[i:j:k]
i - start index
j - last index (exclusive)
k - step
```

```
>>> x[2:-1]
[2]
```

```
>>> x[2:]
[2, 3]
```

Types of variables

Lists

```
>>> y = [0, 1, 2, 3, 4, 5, 6]
```

Slicing

```
>>> y[::2]
[0, 2, 4, 6]
```

```
>>> x[i:j:k]
i – start index
j – last index (exclusive)
k – step
```

Types of variables

Lists

```
>>> y = [0, 1, 2, 3, 4, 5, 6]
```

Slicing

```
>>> y[::2]
[0, 2, 4, 6]
```

```
>>> y[1::2]
[1, 3, 5]
```

```
>>> x[i:j:k]
i – start index
j – last index (exclusive)
k – step
```

Types of variables

Lists

```
>>> y = [0, 1, 2, 3, 4, 5, 6]
```

Slicing

```
>>> y[::2]
[0, 2, 4, 6]
```

```
>>> y[::-1]
[6, 5, 4, 3, 2, 1, 0]
```

```
>>> y[1::2]
[1, 3, 5]
```

```
>>> x[i:j:k]
i – start index
j – last index (exclusive)
k – step
```

Types of variables

Lists

```
>>> y = [0, 1, 2, 3, 4, 5, 6]
```

One list can hold variables of diferente types!

```
>>> z = [5, 2.0, “abc”]
>>> z[1]
2.0
>>> z[2]
“abc”
```

Types of variables

Strings

```
>>> s = 'I am a string'
>>> r = “I'm another string”
```

Strings behaves like lists

```
>>> s[3]
'm'
```

Types of variables

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Strings

```
>>> s = 'I am a string'
>>> r = “I'm another string”
```

Strings behaves like lists

```
>>> s[3]
'm'
```

```
>>> 5 * “xy”
'xyxyxyxyxy'
```

```
>>> s + r
“I am a stringI'm another
string”
```

Types of variables

Strings

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>>> 5 * “xy”
'xyxyxyxyxy'
```

```
>>> s + r
“I am a stringI'm another
string”
```

Formating strings like C **printf**

```
>>> x = 7
>>> print(“%03d” % x)
003
```

http://pt.wikipedia.org/wiki/Printf

http://www.cplusplus.com/reference/cstdio/printf/

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```
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Strings behaves like lists

```
>>> s[3]
'm'
```

```
>>> 5 * “xy”
'xyxyxyxyxy'
```

```
>>> s + r
“I am a stringI'm another
string”
```

Or using **.format()**

```
>>> x = 7
>>> print(“{:03d}”.format(x))
003
```

Python – Format mini language specs

Types of variables

Dictionaries

Creating a dictionary and accessing its elements

```
>>> fruits = {‘apple’: 3, ‘orange’: 1.5}
>>> print fruits[‘apple’]
3
```

Types of variables

Dictionaries

Creating a dictionary and accessing its elements

```
>>> fruits = {‘apple’: 3, ‘orange’: 1.5}
>>> print fruits[‘apple’]
3
```

Adding elements to a dictionary

```
>>> fruits[‘banana’] = ‘none’
>>> print fruits
{‘apple’: 3, ‘orange’: 1.5, ‘banana’: ‘none’}
```

Types of variables

Dictionaries

Creating a dictionary and accessing its elements

```
>>> fruits = {‘apple’: 3, ‘orange’: 1.5}
>>> print fruits[‘apple’]
3
```

Check if a dictionary has an element

```
>>> print ‘apple’ in fruits
True
>>> print ‘kiwi’ in fruits
False
```

Questions?