

1. Variables & I/O
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2. Basic Operators
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3. Branching
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4. Lists
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7. Connect Four
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KOLT Python

Review 1: Connect Four

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KOLT



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Agenda

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2. Basic Operators

3. Branching

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Comments

```
# Single line comments start with a '#'
```

```
"""
```

```
Multiline comments can be written between  
three "s and are often used as function  
and module comments.
```

```
"""
```

```
print('Hello, stranger!')
```

Python will basically ignore comments, they are purely written **for humans!**



Variables

Type	Explanation	Examples
<code>int</code>	represent integers	3, 4, 17, -10
<code>float</code>	represent real numbers	3.0, 1.11, -109.123123
<code>bool</code>	represent boolean truth values	True, False
<code>str</code>	A sequence of characters.	'Hello', '', '3'
<code>NoneType</code>	special and has one value, None	None

- How to create a variable? `variable_name = value`
- How about types? use `type()`
- Can a variable change type? **Yes!** Just assing a new value with any type.
- What if we if want to convert a value between types, i.e, '2'→ 2

Casting

- `int('2') → 2`
- Any possible reasons for casting? -taking user input -reading numbers from a file?
- Can we cast every value to every type? **NO!** try `int('hello')`

Console I/O(Input/Output)

print(*args, sep=' ', end='\n')

- Can take arbitrary number of arguments
- Separates elements with space by default
- Adds newline character '\n' to end by default

input([prompt])

- Prints the prompt to Console
- Program is paused until user enters something
- **returns an str object!**

bool Operators

How to represent logical operations in Python? (and, or, not)

A	B	A or B	A and B	not A
True	True	True	True	False
True	False	True	False	False
False	True	True	False	True
False	False	False	False	True

True or False and False \Rightarrow **True**

- and
- or
- not

WHY?



Operator Precedence

Logical operators are evaluated in this order:

1. not
2. and
3. or

You can override this order with parentheses
(True or False) and False \Rightarrow **False**

Short-Circuit Evaluation

x: Any boolean value

True or X \Rightarrow **True**

False and X \Rightarrow **False**

Python is smart enough to take advantage of this!

```
1/0 # => ZeroDivisionError
True or 1/0 # => True
False and 1/0 # => False
1/0 or True # => ZeroDivisionError
1/0 and False # => ZeroDivisionError
```

Arithmetic Operators

These operations are applicable on Numeric types: `int` and `float`

- `+`: Addition
- `-`: Subtraction
- `*`: Multiplication
- `/`: Division
- `//`: Floor(integer)
Division
- `%`: Modulo
- `**`: Power

```
3.2 + 1.4 # => 4.6
3.2 - 1    # => 2.2
3.2 * 1.2  # => 3.84
3.5 / 1.5  # => 2.3333333333333335
3.5 // 1.5 # => 2.0
3.5 % 1.5  # => 0.5
2 ** 10    # => 1024
```

Comparison Operators

- <: Strictly less than
- <=: Less than or equal
- >: Strictly greater than
- >=: Greater than or equal
- ==: Equal
- !=: Not equal

```
3.0 == 3    # => True
3.0 >= 3    # => True
# Small-case characters
# have bigger ASCII value
'Aa' > 'aa' # => False
'hi' == 'hi' # => True
'a' == None  # => True
3 > 'a'     # => TypeError
3 == 'a'    # => False
```

Chained Comparisons

`1 < 2 < 3` \Rightarrow **True**

You can chain arbitrarily many comparison operations together.

v_i : variables/values, op_i : comparison operators

$v_1 \ op_1 \ v_2 \ op_2 \ v_3 \ \dots \ op_{n-1} \ v_n$ is equivalent to:

$v_1 \ op_1 \ v_2$ **and** $v_2 \ op_2 \ v_3$ **and** $\dots v_{n-1} \ op_{n-1} \ v_n$

```
3 > 2 == 1 < 5 > 4 # => False
```

```
3 > (2 == 1) < 5 > 4 # => True
```

```
3 > True > False # => True
```

```
3 > 5 < 1/0 # => False
```

```
3 < 5 < 1/0 # => ZeroDivisionError
```

Assignment Operators

We have already seen '=': `variable_name = value`

Frequently we will update variables' values based on their **old value**.

Ex: Increment a number: `num = num + 1`

Python has shorthand representations for these updates with arithmetic operators.

`num += 1` is equivalent to `num = num + 1`

`result *= 2` is equivalent to `result = result * 2`



Assignment Operators

Operator	Usage	Equivalent
+=	<code>val += 3</code>	<code>val = val + 3</code>
-=	<code>val -= 3</code>	<code>val = val - 3</code>
*=	<code>val *= 3</code>	<code>val = val * 3</code>
/=	<code>val /= 3</code>	<code>val = val / 3</code>
%=	<code>val %= 3</code>	<code>val = val % 3</code>
**=	<code>val **= 3</code>	<code>val = val ** 3</code>
//=	<code>val //= 3</code>	<code>val = val // 3</code>



Branching

```
if <condition>:  
    <expression>  
    <expression>  
    ...
```

```
if <condition>:  
    <expression>  
    <expression>  
    ...  
else:  
    <expression>  
    <expression>  
    ...
```

```
if <condition>:  
    <expression>  
    <expression>  
    ...  
elif <condition>:  
    <expression>  
    <expression>  
    ...  
...  
else:  
    <expression>  
    <expression>  
    ...
```

- <condition> has a **bool** value (True or False)
- Which expressions will be evaluated in which conditions?

Lists

- Group values together. `my_values = [1, 'a', None]`
- You can think of each element as a variable, accessed by **indexing**
- You can do everything you do to variables to list elements:
 - Assign new values: `my_values[0] = 3`
 - Use shorthand assignment operators: `my_values[1] += 'bc'`
 - Learn their type: `type(my_values[2]) # => <class 'NoneType'>`
 - Change their type: `my_values[2] = True`
 - Compare their value: `if my_values[0] == my_values[1]: ...`
- What happens when we call `my_values[3] = 3`? # => **IndexError**

List Indexing

Access elements at a particular index

0	1	2	3	4
['a',	'b',	'c',	'd',	'e']
-5	-4	-3	-2	-1

```
x = [1, 2, 'a', 'hello']  
x[0] # => 1  
x[1] # => 2  
x[2] # => 'a'  
x[3] # => 'hello'  
x[-1] # => 'hello'  
x[-2] # => 'a'  
x[-3] # => 2
```

List Slicing

Access collection of elements by specifying **[start:stop:step]**
Gives a list, even when number of elements is not bigger than 1.

```
numbers = [0, 1, 2, 3, 4, 5]
"""
ASCII art analogy :)
+---+---+---+---+---+---+
| 0 | 1 | 2 | 3 | 4 | 5 | => Indices
+---+---+---+---+---+---+
 0   1   2   3   4   5   6 => Borders
-6  -5  -4  -3  -2  -1
"""
```

```
numbers[0::2] # => [0, 2, 4]
numbers[:] # => [0, 1, 2, 3, 4, 5]
numbers[1:] # => [1, 2, 3, 4, 5]
numbers[-2:] # => [4, 5]
numbers[1:4] # => [1, 2, 3]
numbers[1:1] # => []
numbers[-99:99] # => [0, 1, 2, 3, 4, 5]
numbers[::-1] # => [5, 4, 3, 2, 1, 0]
numbers[::-2] # => [5, 3, 1]
```

Slices with `step = 1` are called **Basic Slice**.

Slices with `step != 1` are called **Extended Slice**.



List Mutation

`list.append(x)`: Append x to end of the sequence

`list.insert(i, x)`: Insert x to index i

`list.pop(i=-1)`: Remove and return element at index i

`list.remove(x)`: Remove first occurrence of x

`list.extend(iterable)`: Add all elements in iterable to end of list

`list[i] = new_value`: Update value of index i with new value

`list[basic_slice] = iterable`: Change elements in basic slice with elements in iterable, sizes can be different: `numbers[:]` = []

`list[extended_slice] = iterable`: Change elements in extended slice with elements in iterable 1-1, sizes must be equal.

Some Other List Operations

in operator: Check whether an element is in list. `3 in numbers` \Rightarrow `True`

len(list): Returns the length of list(and other collections).

list.index(value, start=0, stop=len(list)): Return first index of value.

list.count(value): Count number of occurrences of value in list.

list.reverse(): Reverse the list (in-place)

list.sort(): Sort list elements (in-place)

For more, type `help(list)` in your interactive interpreter.

Strings

Special kind of **lists**! `name = 'Ahmet'`

You can do:

- Indexing: `name[2] ⇒ 'm'`
- Slicing: `name[::-1] ⇒ 'temhA'`
- Search by `in` operator: `'hm' in name ⇒ True`

You can not do:

- String mutation: `name[2]='H' ⇒ TypeError`

Special functions about strings: `str.isnumeric()`,
`str.capitalize()`, `str.format(...)`, `str.find()` ...

Loops

Do something for many elements or based on a condition.

```
while <condition>:  
    <expression>  
    <expression>  
    ...
```

Similar to simple if blocks, but runs again and again until condition check fails.

```
for <item> in <iterable>:  
    <expression>  
    <expression>  
    ...
```

Iterable: collection of **ordered** elements.

What is next after this item?

For Loops

What is next after this item?

`numbers[1]` is after `numbers[0]` \neq **`numbers[1] > numbers[0]`**

Examples of iterables: lists, strings, ranges

Ranges

`range(start, stop, step)`: creates a sequence of integers from start (inclusive) to stop (exclusive) by step.

Can be **indexed** and **sliced**

`len()` and `in` operator can be used

For Loops

```
names = [Mario, Peter, Anna ,Paul ,Anna]

for number in range(2, 5):
    # In every iteration, we a have a different value from iterable
    # We can access the value with the name we specified
    print(number)
    # range is collection of integers, we can use ints in indexing
    print('Hello {}'.format(names[number]))

# Nested loops
for name in names:
    # In every iteration name changes, in the order of names
    if name != names[number]:
        print('{} says hello to {}'.format(name, names[number]))
```



Break, Continue & Pass

Break terminates the closest for or while loop

```
for i in range(0, 5):  
    if i % 2 == 1:  
        break  
    print(i)
```

```
x = 1  
while x < 100:  
    x *= 2  
    if (x+1) % 3 == 0:  
        break  
    print(x)
```

Continue continues with the next iteration of the loop

```
for i in range(0, 5):  
    if i % 2 == 1:  
        continue  
    print(i)
```

```
x = 1  
while x < 100:  
    x *= 2  
    if (x+1) % 3 == 0:  
        continue  
    print(x)
```



Break, Continue & Pass

Pass does not have an effect

```
for letter in 'Python':  
    if letter == 'y':  
        pass  
    print ('In pass case')  
print(letter)
```

- Loops, conditional statements, functions etc. cannot be empty
- Use when you have to create one

For Else, While Else??

else in branching: executed when all of the conditions in upper if/elif blocks are False

else in loops: executed when loop is terminated **without** a break statement

```
while <condition>:
    <expression>
    if <condition>:
        break
    <expression>
    ...
# This block is executed if
# while loop is not terminated by break
# Note: this block runs even when
# condition is False at initial evaluation
else:
    <expression>
    <expression>
```

```
for item in iterable:
    <expression>
    if <condition>:
        break
    <expression>
    ...
# This block is executed if
# for loop is not terminated by break,
# it iterated all elements
else:
    <expression>
    <expression>
```

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Final Goal



Understanding the Board

```
board = [  
    ['*', '*', '*', '*', '*', '*', '*'],  
    ['*', '*', '*', '*', '*', '*', '*'],  
    ['*', '*', '*', '*', '*', '*', '*'],  
    ['*', '*', '*', '*', '*', '*', '*'],  
    ['*', '*', '*', '*', '*', '*', '*'],  
    ['*', '*', '*', '*', '*', '*', '*']  
]
```

A nested `list`, each element stores a row (another `list`).
First row, is stored at `board[0]`. How to iterate over rows?

Printing the Board

We need to print rows in reverse order, 0th row is printed at the bottom.
We can use **slicing** to reverse, and a `for` loop to iterate.

```
for row in board[::-1]:
```

How can we print one row?

- Option 1: Iterate over all squares and print them one by one
- Option 2: Combine squares to one string and then print
- Hint: Check how `str.join()` works, can we use `' '.join(row)`?



Validating User Input

What happens if players enter an invalid input?

- Enters his name instead of column no: Error when casting
- Enters '*' as symbol: Our logic is broken

How can we validate user input?

- Using `if` blocks? What if user enters another invalid input again?
- We need **loops**!

Validating User Input

```
# <condition> is how we validate user input
# Take initial value
user_input = input([prompt])
# Check the condition and ask until its valid
while not <condition>:
    user_input = input([prompt])
# We know user_input passes the condition here
```

- If conditions are independent, create a single condition using logical operators
- Example: A symbol with length one, that is not '*' and unused.
- `len(symbol) == 1 and symbol != '*' and symbol not in player.pieces`
- What happens if conditions are dependant, for example get a non-full column no.
- It needs to be a valid number in the range 0-6, and the column shouldn't be full.
- We need number to be valid to check whether column is full.



Understanding the Game Flow

```
for move_counter in range(42): # Why 42?
```

What can we do with `move_counter`?

- Understand whose turn it is:

```
print('Turn is on {}'.format(players[move_counter%2]))
```

- Understand which piece will be added:

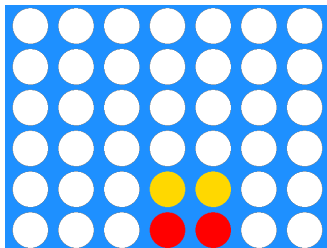
```
player_piece = player_pieces[move_counter%len(players)]
```

- Understand how many moves game lasted.

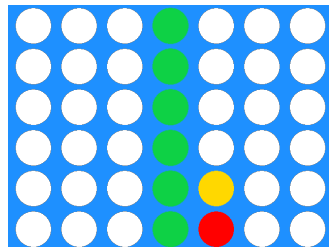
```
move_counter + 1, why + 1?
```

Adding New Pieces to Board

Assume we have the board below, turn is on yellow pieces, and user entered column 3.



Where should we add the new piece?



To first **empty** square in that column

Finding the Empty Square

How can we do that? Iterate over columns , but how?

Our representation of board is a list that contains rows

We need to go over all rows to check the square in column 3

Iterate over rows as we did before?

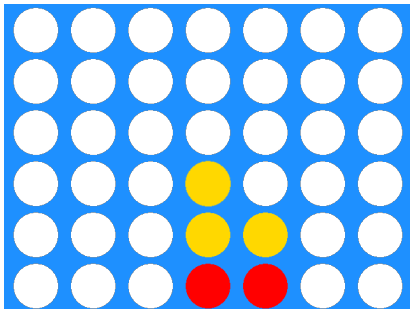
```
for row in board:
    square = row[3]
    if square == 'x':
        # How to get row_no?
```

Finding the Empty Square

```
for r in range(6):  
    square = board[r][3]  
    if square == '*':  
        # We have the row_no  
        row_no = r  
        # We found the square  
        break  
# What if there is no empty square?  
else:  
    # User entered a full column  
    # Start over and get a new column
```

Adding New Pieces to Board

We found the square and added it to board



How to check whether the game ended or not?

Check for Four Connected Pieces

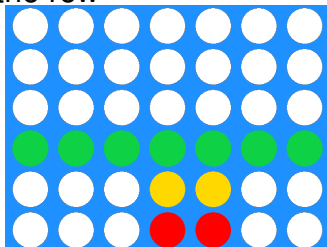
Before we start, some observations:

- Yellow played the move, if game is ended winner is yellow pieces.
- We can only check for yellow pieces since red cannot win in this move.
- We don't have to check everywhere of board, we can be smarter. HOW?

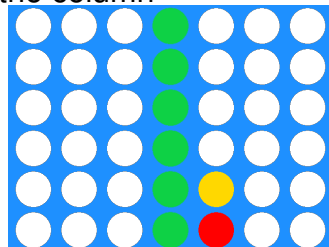
Check for Four Connected Pieces

We know new piece is added to row:2, column:3

Check the row

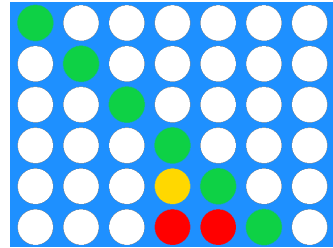
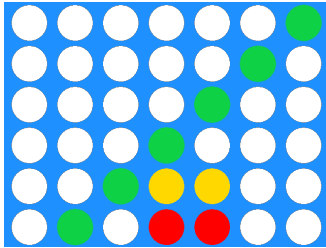


Check the column



Check for Four Connected Pieces

Check Diagonals



Check for Four Connected Pieces

You can use separate `for` Loops to go over row, column and diagonals.
You can create a counter to count connected pieces.

- What happens to counter when we encounter a different piece?

Counting only yellow pieces (`player_piece`) is enough.

HAVE FUN!