

Introduction to Python

Module 1: Part 1



Introduction to Data Science & Programming

Why is it important?



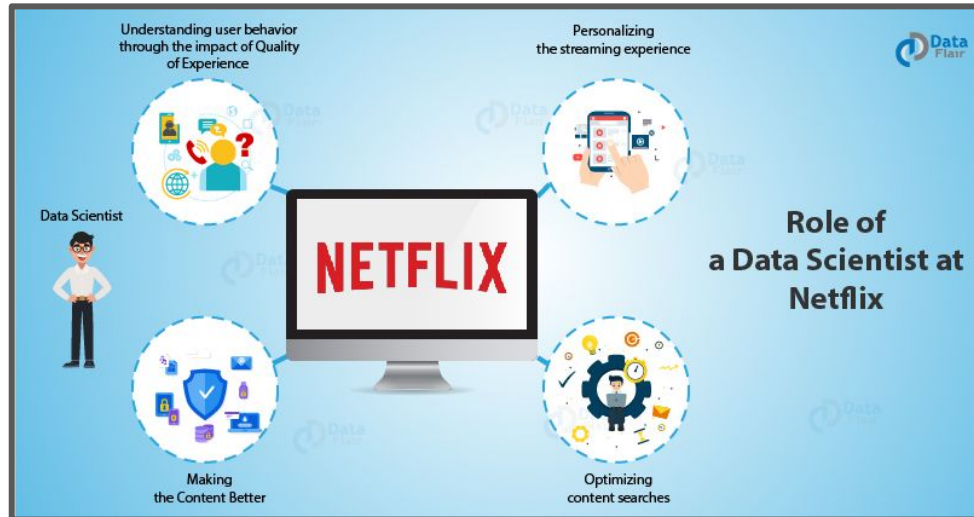
What is Data Science?

- Learn programming tools to **analyze data**
 - **Sort** and **filter data**
 - Generate **visualizations**
 - Form **meaningful conclusions** and **analyses**
- Can be applicable to everyday life



Real-Life Applications

- Netflix
- Healthcare Providers
- Stockbrokers
- More!



What is Programming?

- Easily and efficiently analyze data
 - Filter out irrelevant data
 - Select specific data
 - Visualize text-based information
- Examples of Programming languages:



Why, Where, and How we use Python

- Popular, **beginner-friendly** programming language
 - **Easy to read / write**
 - Many **data science libraries**
- Used for data science, software engineering, web development, etc



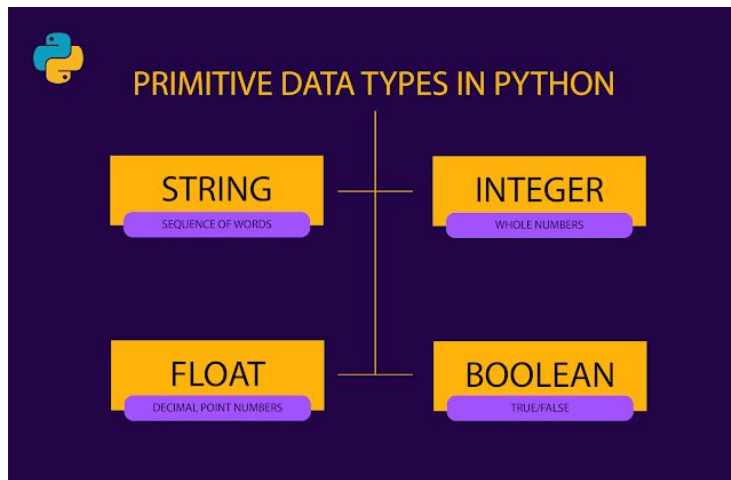
Introduction to Python

Let's get started!



Overview

- 1 Numbers & Variables
- 2 Strings
- 3 Booleans & Comparison Operators
- 4 If-Else Statements
- 5 Lists



Numbers



Types of Numbers

- **Integers** are whole numbers
 - 3 , 100 , -2000
- **Floats** are numbers with decimals
 - -3.14 , 2.917 , 1.1



Basic Arithmetic

- Arithmetic
- Subtraction
- Multiplication
- Division



$$4 + 5 \quad \# \quad 9$$

$$10 - 3 \quad \# \quad 7$$

$$7 * 2 \quad \# \quad 14$$

$$36 / 9 \quad \# \quad 4$$



Basic Arithmetic

- **Floor Division**

- Returns **quotient** as a **whole number**



```
16 // 7
```

```
# 16 // 7 = 2
```

```
21 % 4
```

```
# 21 % 4 = 1
```

- **Modulo**

- Returns **remainder**



Variables



Variable Assignment

- **Variables** are used to **store data**
- **Variable assignment** is done with the “=” **operator**
 - **Variable reassignment** changes an existing variable's value



```
a = 10      # Assignment
b = 20
c = 30

a = 20      # Reassignment
```



Operations with Variables

- We can perform **arithmetic operations** with **variables**



```
a = 10      # Assignment
a + a       # Doesn't change a's value

a = a + a   # Now reassigned a = 20
```



Variable Naming Rules

1. Names **can't start with a number**. (E.g. 123name is invalid)
2. There **can't be any spaces**. (E.g. my name is invalid)
 - a. Use **underscores** instead. (E.g. my_name is valid)
3. Can't use any of these **restricted symbols**: ' ", < > / ? | \ () ! @ # \$ % ^ & * ~ - +
4. **Avoid** using the characters 'l' (lowercase letter el), 'O' (uppercase letter oh), or 'I' (uppercase letter eye) as **single letter** variable names.
5. Avoid using words that have **special meaning** in Python like "list" and "str".
6. Using **lowercase names** are best practice.



Variable Naming Example

- Use meaningful variable names!

```
income = 1000
tax_rate = 0.2
taxes = income * tax_rate

print("Total taxes:", taxes)
# Total taxes: 200
```



A Brief Note About Errors

- Tools to deal with errors:
 - Refer to prior experience
 - What did you do when you encountered this error last time?
 - Manual detection within code
 - Search through code to find the error
 - Google it!
 - Google the error message
- Don't be discouraged, errors happen!



Strings



Creating Strings

- **Strings** are a combination of **characters**
 - **Characters** are singular **letters, numbers, or symbols**
- **Strings** are defined by a **set of quotes**

```
• • •  
  
# A word  
'hi'  
  
# A phrase  
'A string can even be a sentence like this'  
  
# Using double quotes  
"Strings can also be defined by double quotes"  
  
# Be careful with contractions or apostrophes!  
'I'm using single quotes, but this will create an error'  
"This shouldn't create an error now"
```



String Basics

- Python strings have many **built-in properties**
 - **len()**: returns length of string
 - **print()**: prints content to console



```
len('apple')           # 5
len('Good morning')    # 12

print('Good afternoon') # Good afternoon
```



String Indexing

- **Indexing** allows us to work with individual characters within a string
- Python strings follow **zero-based indexing**
 - Consider the string 'university'
 - The indexing is as follows:

Index	0	1	2	3	4	5	6	7	8	9
Character	u	n	i	v	e	r	s	i	t	y



String Indexing

Index	0	1	2	3	4	5	6	7	8	9
Character	u	n	i	v	e	r	s	i	t	y

```
my_string = 'university'

# Forwards indexing
my_string[0]    # u
my_string[1]    # n
my_string[2]    # i
...
my_string[9]    # y

# Reverse indexing
my_string[-1]   # y
my_string[-2]   # t
...
```



String Slicing (1)

Index	0	1	2	3	4	5	6	7	8	9
Character	u	n	i	v	e	r	s	i	t	y

```
my_string = 'university'

# Grab all the letters
my_string[:]           # university

# Grab all the letters up until index 5
my_string[:5]          # unive

# Grab everything up until the last letter
my_string[:-1]         # universit
```



String Slicing (2)

Index	0	1	2	3	4	5	6	7	8	9
Character	u	n	i	v	e	r	s	i	t	y



```
my_string = 'university'
```

```
# Grab from index 3 to the end
```

```
my_string[3: ]           # versity
```

```
# Grab a segment from index 2 up until index 7
```

```
my_string[2:7]           # ivers
```



String Step Sizes

- **Format:** `samplestring [begin_index : end_index : step_size]`

Index	0	1	2	3	4	5	6	7	8	9
Character	u	n	i	v	e	r	s	i	t	y

```
my_string = 'university'

# Grab everything, but go in step sizes of 1
my_string[ : :1]           # university

# Grab everything, but go in step sizes of 2
my_string[0: : 2]          # uiest

# Reverse the string
my_string[ : :-1]          # ytisrevinu
```



String Immutability

- Strings are **immutable**, so **cannot be changed** after creation.

```
my_string = 'university'

# Attempt to change the first letter
my_string[0] = 'a'           # THIS CAUSES AN ERROR
```



String Concatenation

- **Concatenation** combines strings.

```
my_string = 'university'

# Attempt concatenation
print(my_string + 'Cali')      # universityCali
print(my_string)               # university

# Combine strings through concatenation and reassignment
my_string = my_string + 'Cali' # universityCali
print(my_string)               # universityCali
```



Basic Built-In String Methods

- **Built-in methods** usually use **dot notation**
 - Format: `variable.method()`

```
my_string = 'University Of California'

# Make all letters become uppercase
my_string.upper()           # UNIVERSITY OF CALIFORNIA

# Make all letters become lowercase
my_string.lower()          # university of california
```



Now Try This

1. Given the string 'Amsterdam', write a Python statement that displays the letter 'd'.
 - a. (Hint: This requires indexing)
2. Reverse the string 'Amsterdam' using slicing.
3. Given the string 'Amsterdam', display the letter 'm' using negative indexing.



Booleans & Comparison Operators



Creating Booleans

- **Booleans** are a data type that represent **True** or **False**



```
# Booleans can be assigned to variables
```

```
game_status = True
```

```
game_status = False
```

```
# Use None as a placeholder for unknown status
```

```
game_status = None
```



Comparison Operators

Operator	Description	Example
==	Checks if two numbers are EQUAL	(a == b) is not true
!=	Checks if two numbers are NOT EQUAL	(a != b) is true
>	Checks if the first number is GREATER THAN the second	(a > b) is not true
<	Checks if the first number is LESS THAN the second	(a < b) is true
>=	Checks if the first number is GREATER OR EQUAL TO the second	(a >= b) is not true
<=	Checks if the first number is LESS OR EQUAL TO the second	(a <= b) is true



Boolean Exercises

```

# Equal
4 == 4           # True
1 == 0           # True

# Not Equal
4 != 5           # True
1 != 1           # False

# Greater Than
8 > 3            # True
1 > 9            # False

# Less Than
3 < 8            # True
7 < 0            # False

# Greater Than or Equal To
7 >= 7           # True
9 >= 4           # True

# Less Than or Equal To
4 <= 4           # True
1 <= 3           # True
```



If - Else Statements



if-else Statements

- Use **If-Else statements** to perform actions under different **conditions**
 - Let's walk through the syntax

```
age = 18

if age >= 18:
    print("You can vote!")

else:
    print("You can't vote yet!")
```



elif Statements

- Use **elif statements** for **multiple conditions**

```
● ● ●  
  
age = 18  
  
if age >= 35:  
    print("You can run for president.")  
  
elif age >= 18:  
    print("You can vote!")  
  
else:  
    print("You can't vote yet!")
```



Multiple Conditions

- **Case 1:** **Both or All conditions must be true** before executing some code
 - Use **AND** operand
- **Case 2:** **At least one condition must be true** before executing some code
 - Use **OR** operand



Multiple Conditions

- **Case 1: Both or All conditions must be true** before executing some code



```
age = 18
```

```
if age >= 18 and citizen == True:  
    print("You can vote!")
```

```
else:  
    print("You can't vote yet!")
```



Multiple Conditions

- **Case 2: At least one condition must be true** before executing some code



```
age = 18
```

```
if age < 18 or citizen != True:  
    print("You can't vote yet!")
```

```
else:  
    print("You can vote!")
```



Now Try This

Write a simple program that decides whether you stay dry or wet when going outside. Here's what should happen:

1. If it is raining outside and you have a jacket, print "You can go outside!"
2. If it is raining outside and you don't have a jacket, print "You're gonna get wet!"
3. If it is not raining outside, print "It's a beautiful day!"

Use the following boolean variables:

```
raining = False  
jacket = False
```



Lists



Creating Lists

- **Lists** are a data type that can hold other types of data, not just letters or characters
 - Format: `[a , b , c]`

```
# Create a list and assign to a variable
my_list = [1, 2, 3]           # List of integers

# Create a list storing a string, integer,
# float, and character
my_list = ['A string', 23, 100.234, 'o']
```



List Properties

- **Lists** share many of the **same properties** with **strings**

```
my_list = ['one', 'two', 'three', 4, 5]

len(my_list)           # 5
my_list[0]              # 'one'
my_list[1:]             # 'two', 'three', 4, 5
my_list[:3]             # 'one', 'two'

my_list = my_list + ['new item']
# ['one', 'two', 'three', 4, 5, 'new item']
```



List Mutability

- **Lists** are **mutable**, and can be **changed after creation**



```
my_list = ["Hello", 1.2, "o", True, 5]

# Replacing 'True' with 'False'
my_list[3] = False

print(my_list)           # ["Hello", 1.2, "o", False, 5]
```



Basic List Methods (1)



```
my_list = [1, 2, 3]
```

```
# Add a string to the end of the list
my_list.append('append me!')      # [1, 2, 3, 'append me!']
```

```
# Remove the first item from the list
my_list.pop(0)                    # [2, 3, 'append me!']
```

```
# Attempt to access element at index 100
my_list[100]                      # ERROR: 100th index doesn't exist
```



Basic List Methods (2)



```
list_1 = ['a', 'e', 'x', 'b', 'c']
list_2 = [3, 2, 9, 6, 4, 0]

# Sort the list in alphabetical order
list_1.sort()          # ['a', 'b', 'c', 'e', 'x']

# Sort the list in ascending numerical order
list_2.sort()          # [0, 2, 3, 4, 6, 9]

# Sort the list in descending numerical order
list_2.sort(reverse = True)  # [9, 6, 4, 3, 2, 0]

# Reverse the order of the list
list_1.reverse()       # ['x', 'e', 'c', 'b', 'a']
```



Nesting Lists

- **Lists** can be **nested** to store **lists within other lists**
 - This creates a **matrix**

```
# Build three lists
list_1 = [1, 2, 3]
list_2 = [4, 5, 6]
list_3 = [7, 8, 9]

# Nest lists to create a matrix
matrix = [list_1, list_2, list_3]
# [
#   [ 1, 2, 3 ],
#   [ 4, 5, 6 ],
#   [ 7, 8, 9 ],
# ]
```



Nested Lists Indexing

- **Multiple indexes** are needed to access elements in nested lists

```
# Build three lists
list_1 = [1, 2, 3]
list_2 = [4, 5, 6]
list_3 = [7, 8, 9]

# Nest lists to create a matrix
matrix = [list_1, list_2, list_3]
# [
#   [ 1, 2, 3 ],
#   [ 4, 5, 6 ],
#   [ 7, 8, 9 ],
# ]

# Grab the first element in matrix (list_1)
matrix[0]           # [ 1, 2, 3 ]

# Grab the first element of list_1
matrix[0][0]        # 1
```



Now Try This

1. Build the list `[0, 0, 0]`.
2. Given `my_nest_list`, modify it with multiple indexing to replace `'hello'` with `'goodbye'`.



```
my_nest_list = [ 1, 2, [ 3, 4, 'hello' ] ]
```

3. Sort the list `my_sort_list` using a built-in method.



```
my_sort_list = [5, 3, 4, 6, 1]
```



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