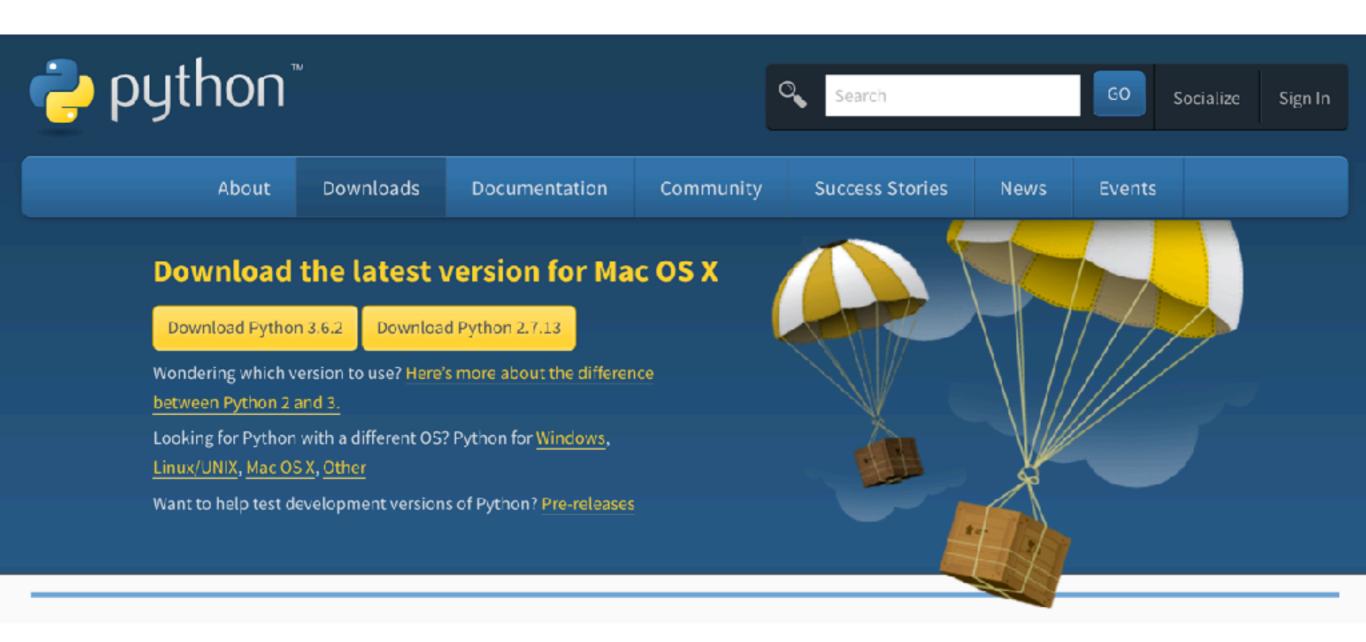


### Installation



https://www.python.org/



### First Question?



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



#### Overall Picture

Python 2.x is **Legacy** 

Python 3.x is the present and future



### For beginner?

You should learn Python 2

More documents

More libraries and frameworks



#### But for this course

Use Python 3

More semantically correct Support newer features



### Style Guide

https://www.python.org/dev/peps/pep-0008/

```
long_function_name()
Classname
_private
```



# **Basic Python**



#### Interactive mode

#### \$python

```
Python 3.6.2 (v3.6.2:5fd33b5926, Jul 16 2017, 20:11:06)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> print("Hello Python")
Hello Python
>>>
```



#### Interactive mode

- >>help(list)
- >>dir(list)



### Online Help

- 1. Google with "python <name>"
- 2. Official Python Doc
- 3. Stackoverflow
- 4. Quora



### Script mode

\$python <file>.py



#### Hello world

```
print('Hello World')
print('Hello' + ' ' + 'World')
print("Hello World")
print("Hello" + " " + "World")
```

print is a function in Python 3



#### Indentation

Python standard is 4 spacebars



#### Indentation

Python 3 **disallows mixing** the use of tabs and spaces for indentation.



#### Comment

Start with #
Muli-line comment with "



### Reserved words

and	exec	not	else
as	finally	or	lambda
assert	for	pass	yield
break	from	print	except
class	global	raise	del
continue	if	return	in
def	import	try	with



### Waiting for the user

input("Please any key to continue")



# Variable and Type



### Variable and Type

Completely Object Oriented
Every variable in Python is an object
Not statically typed



# Standard data types

```
Number
String
List
Tuple
Dictionary
```



### Data type conversion

Function	Description		
int(x [,base])	Converts x to an integer		
float(x)	Converts x to a floating-point number		
complex(real [,imag])	Creates a complex number		
str(x)	Converts object x to a string representation		
tuple(s)	Converts s to a tuple		
list(s)	Converts s to a list		
set(s)	Converts s to a set		
dict(d)	Creates a dictionary		
chr(x)	Converts an integer to a character		



# **Basic Operator**



#### Number

int float complex



#### Int

In Python 3 => Unlimited size



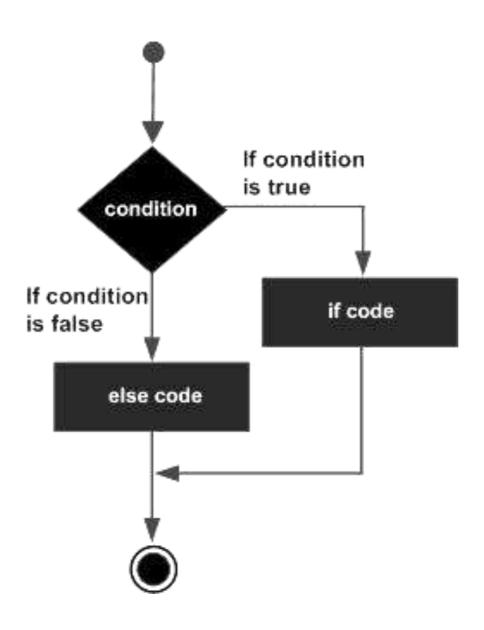
# Operation for number

Operation	Symbol	Example	
Power (exponentiation)	**	5 ** 2 == 25	
Multiplication	*	2 * 3 == 6	
Division	/	14 / 3 == 4.66666666666667	
Integer Division	//	14 / 3 == 4	
Remainder (modulo)	%	14 % 3 == 2	
Addition	+	1 + 2 == 3	
Substraction	_	4 - 3 == 1	



# Decision making







```
score = int(input("Enter score: "))
if score >= 80:
    print("A")
elif score >= 70:
    print("B")
elif score >= 60:
    print("C")
elif score >= 50:
    print("D")
else:
    print("F")
```



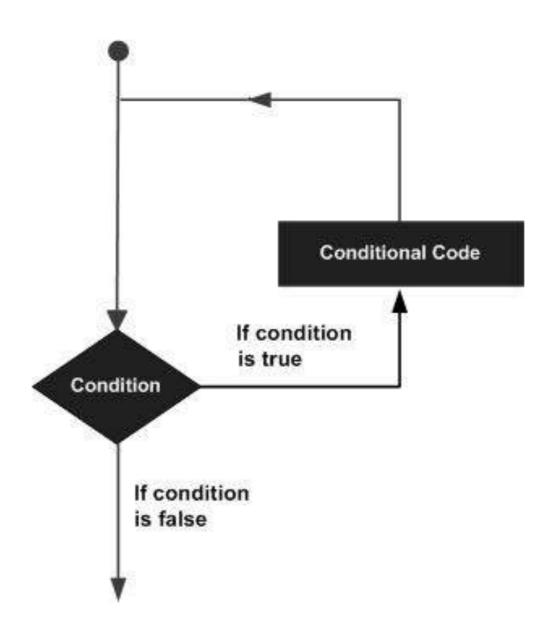
### More operator

in operatoris operatornot operator



# Loop







### Loop types

While loop
For loop
Nested loop



### For loop

```
datas = range(0, 9)
```

```
for data in datas:
    print(data)
```



#### For loop

```
names = ["Tom", "Mike", "Ko"]
for name in names:
    print(name)

for index in range(len(names)):
    print(names[index])
```



# String



# Operation for String

Operation	Symbol	Example
Repetition	*	"i" * 5 == "iiiii"
Concatenation	+	"Hello, " + "World" == "Hello, World"
Slice	[]	data[0]
Range slice	[:]	data[0:5]
Membership	in not in	"i" in "i love you" == True



#### List



#### Create List

```
empty = []
numbers = [1, 2, 3, 4, 5]
string = ["H", "e", "l", "l"]
mix = [1, 2, "three", True]

for data in mix:
    print(type(data))
```



#### Access List

```
mix = [1, 2, "three", True]
print(mix[0])
print(mix[1])
print(mix[1:3])
```



### Operation for List

Operation	Symbol	Example
Length	len()	
Concatenation	+	[1] + [2] = [1, 2]
Repetition	*	[1] * 3 = [1, 1, 1]
Membership	in	1 in [1, 2, 3] = True
Range slice	[:]	



# Tuple



## Tuple

Immutable list Can not delete or update data



#### Create Tuple

```
empty = ()
countries = ("Thai", "Indo", "China")
print(countries)
```



# Dictionary



#### Dictionary

Key:Value data structure

Keys are unique

Keys must be of immutable data type

Values can be of any type



#### Create Dictionary

print(employee)



## Duplication key?

```
data = {"Key1": "first", "Key1": "second"}
print(data)
```



### Immutable key?



#### Function



#### Function

Block of reusable code
Single responsibility
All parameters are passed by reference



#### Create function

```
def say_hi(name):
    result = "Hello " + name
    return result

print(say_hi("Somkiat"))
```



#### Pass by reference

```
def try_to_change(data):
    data[2] = 300
    return

input = [0, 0, 0]
print("Before ", input)
try_to_change(input)
print("After ", input)
```



## Function arguments

Required arguments
Keyword arguments
Default arguments
Variable-length arguments



# Keyword arguments

```
def say_hi( name, age ):
    print("Hello %s, age = %d" %(name, age))
say_hi(name = "somkiat", age = 30)
say_hi(age = 30, name = "somkiat")
```



# Default arguments

```
def say_hi2( name, age = 20 ):
    print("Hello %s, age = %d" %(name, age))
say_hi2(name = "somkiat")
say_hi2("somkiat")
```



# Variable-length arguments

```
def sum(*numbers):
    result = 0
    for number in numbers:
        result = result + number
    return result
sum()
sum(1)
sum(1, 2)
sum(1, 2, 3)
sum(1, 2, 3, 4)
sum(1, 2, 3, 4, 5)
```



# Workshop with factorial



#### RecursionError

RecursionError: maximum recursion depth exceeded in comparison



#### RecursionError (1,000)

```
import sys
def factorial(n):
    if n <= 1:
        return 1
    return n * factorial(n-1)
# Max of recursion in python
print(sys.getrecursionlimit())
sys.setrecursionlimit(15000)
print(factorial(5000))
```



#### Modules



#### Modules

Organize your Python code
Grouping related code into a module
Easy to understand and use



#### Create new module

```
#file hello.py
def say_hi():
    print("Say hi")

if __name__ == "__main__":
    say_hi()
```



## Using module with import

```
#file caller.py
from hello import *
say_hi()
```



### Locating Modules

Current directory
PYTHONPATH
Python installation directory



#### Locating Modules

```
import sys
from pprint import pprint
pprint(sys.path)
```



## Workshop module



# Workshop module

```
second_module
hello.py
 + say_hi()
```



#### Module structure

```
caller.py
second_module
linit__.py
hello.py
```



1. create folder second\_module



#### 2. create file hello.py

```
def say_hi():
    print("From hello 1")
```



# 3. create caller.py outside the module folder

import sub01

sub01.say\_hi()



# 4. create \_\_init\_\_.py inside module

from .hello import say\_hi



## Exception handling



#### Class

