ENGG1003 - Monday Week 2

First steps: libraries & modules, printing and plotting

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Lecture overview

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2. importing from modules and packages §1.4
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   - live demo
3. simple plotting §1.5
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   - live demo
4. plotting, printing and input data §1.6
   - principles
   - live demo

1) Python program with a library function

- describe the problem
- simple diagram: x, y, θ
- maybe a ball?
- algorithm is $\tan^{-1}$

The program

```
x = 10.0                    # Horizontal position
y = 10.0                    # Vertical position

angle = atan(y/x)

print((angle/pi)*180)
```

ball_angle_first_try.py

First use of a Python function

- first use of a *function*, in this case `atan`
- *argument*
- *return value*

Math review: radians and degrees

- Python's `atan` returns value in radians
- $\times\frac{180}{\pi}$ to get answer in degrees

Running the program

- screen grab from PyCharm – error message

Python standard library and import

- Python has plenty of functionality "built-in"
- LOTS more can be *imported*
- `atan` and other trigonometric functions not built in
- to activate that functionality, must explicitly import
- `atan` function is grouped together with many other mathematical functions in a *library module* called `math`

```
from math import atan, pi
```

The program: second attempt

```
from math import atan, pi

x = 10.0                  # Horizontal position
y = 10.0                  # Vertical position

angle = atan(y/x)

print((angle/pi)*180)
```

ball_angle.py

- script correctly produces 45.0 as output
- live demo in PyCharm shortly

Another way of importing

- use the import statement import math, but require `atan` and `pi` to be *prefixed* with math
- both techniques are commonly used and are the two basic ways of importing library code in Python

```
import math

x = 10.0                    # Horizontal position
y = 10.0                    # Vertical position

angle = math.atan(y/x)

print (angle/math.pi)*180
```

`ball_angle_prefix.py`

Live demo of Python program with a library function

2) Importing from modules and packages

motivation and context

(a) importing for use **without** prefix
(b) importing for use **with** prefix

Importing for use *without* prefix

```python
from math import atan, pi

x = 10.0                  # Horizontal position
y = 10.0                  # Vertical position

angle = atan(y/x)

print((angle/pi)*180)
```

✓ Python code is easier to read

✗ allows name conflicts!

Name conflicts

- explain the basic idea
- do *not* explain example from text, which is too complicated
- will show an example shortly

Importing for use *with* prefix

```
import math

x = 10.0                # Horizontal position
y = 10.0                # Vertical position

angle = math.atan(y/x)

print (angle/math.pi)*180
```

✗ Python code is a little harder for humans to read

✓✓ eliminates name conflicts!

- **import with prefix is the standard and safer and preferred method of importing**

Avoiding name conflict using prefixes

```
import numpy
import math

x = numpy.exp([0, 1, 2])                    # do all 3 calculations
print(x)                                    # print all 3 results

y = math.cos(0)
print(y)
```

- `numpy` library includes an `exp` function
  - math review: exponential function $e^z = \texttt{exp(z)}$
- `math` library also includes an `exp` function—with a different implementation!

✓ **prefixes make clear which `exp` to use**

Imports with name change

```
import numpy as np
import math as m

x = np.exp([0, 1, 2])              # do all 3 calculations
print(x)                           # print all 3 results

y = m.cos(0)
print(y)
```

- using as, `numpy` name becomes `np`
- similar for `math` and `m`

✓ Python code is easy to read

✓✓ eliminates name conflicts

Main modules used in ENGG1003

- `math`—description
- `numpy`—description
- `matplotlib`—description

Live demo of importing from modules and packages

3) Simple plotting

Context and problem setting

- xxx

Simple plot program

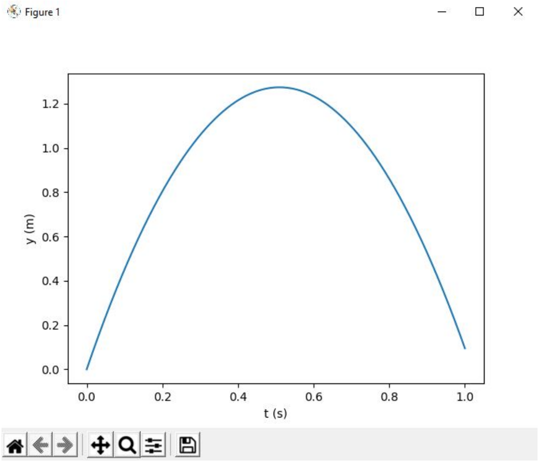
ball_plot.py

```
import numpy as np
import matplotlib.pyplot as plt

v0 = 5
g = 9.81
t = np.linspace(0, 1, 1001)

y = v0*t - 0.5*g*t**2

plt.plot(t, y)         # plots all y coordinates vs. all t coordinates
plt.xlabel('t (s)')    # places the text t (s) on x-axis
plt.ylabel('y (m)')    # places the text y (m) on y-axis
plt.show()             # displays the figure
```

- `linspace` function and our first *array*
- *vectorisation* in `y = v0*t - 0.5*g*t**2`
- plot commands

Program output

When we run `ball_plot.py` in PyCharm:



Our first array

```
t = np.linspace(0, 1, 1001)
```

- creates 1001 coordinates on the interval $[0, 1]$:
  $0, 0.001, 0.002, \ldots, 1$
- Python stores these as an *array*
- think of the array `t` as a collection of "boxes" in computer memory
- Python numbers these boxes consecutively from zero upwards:

  `t[0], t[1], t[2], ..., t[1000]`

Vectorization

```
y = v0*t - 0.5*g*t**2
```

- right-hand side is computed for every entry in the array `t`
- ie: for `t[0], t[1], t[2], ..., t[1000]`
- ✓ yields a collection of 1001 numbers in the result `y`, which (automatically) also becomes an array!
- technique of computing all numbers "in one chunk" is called *vectorization*

Plotting commands

Plotting commands are new, but simple:

```
plt.plot(t, y)          # plots all y coordinates vs. all t coordinates
plt.xlabel('t (s)')     # places the text t (s) on x-axis
plt.ylabel('y (m)')     # places the text y (m) on y-axis
plt.show()              # displays the figure
```

Live demo of simple plotting

4) Plotting, printing and input data

blah

- XXX

- XXX

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- XXX

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- XXX

Live demo of plotting, printing and input data