

Intro to Python Part 1



QLS-MiCM mission statement: deliver quality workshops designed to help biomedical researchers develop the skills they need to succeed.



Location: 550 Sherbrooke Street, Montreal, Quebec



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Workshop Series

Workshop	Date	Location	Registration
How to think in Code	Jan. 28 1PM-3PM	EDUC 133	Closed
Intro to Git & GitHub	Jan. 30 1PM-5PM	EDUC 133	Closed
Intro to Unix	Feb. 61PM-5PM	EDUC 133	Closed
Intro to Python (Part 1)	Feb. 11 1PM-5PM	EDUC 133	<u>Open</u>
Intro to R (Part 1)	Feb. 13 1PM-5PM	EDUC 133	<u>Open</u>
Exploring MATLAB	Feb. 18 1PM-5PM	EDUC 133	<u>Open</u>
Statistics in R (Part 2)	Feb. 20 1PM-5PM	EDUC 133	<u>Open</u>
Data Processing in Python	Feb. 25 1PM-5PM	EDUC 133	<u>Open</u>
Intro to Machine Learning	Mar. 13 1PM-5PM	EDUC 133	TBA
Intro to R (Part 1)	TBA	EDUC 133	TBA
Intro to Python (Part 1)	TBA	EDUC 133	TBA

https://www.mcgill.ca/micm/training/workshops-series



Outline

- 1. Module 1 Python Basics (1 hour 15 minutes)
 - a. Foundations of Python A Brief Overview of Types and Variables
 - b. Numbers and Comparisons
 - c. Intro to Control Flow and Loops (if, while and for)
 - d. Exercise
- 2. Module 2 Strings and Collections: An Object Primer (1 hour)
 - a. Introducing Objects
 - b. Introducing the String!
 - c. Introduction to Tuples, Lists and Dictionaries
 - d. Exercise
- 3. Module 3 Introduction to Functions (45 minutes)
 - a. Function Overview
 - b. Writing Custom Functions
 - c. Documenting Functions
 - d. Exercise
- 4. Module 4 Where to go from here (10 minutes)



Interactive Workshop!

 That's pretty much all that will be in the slides... For the rest, we'll go to a Jupyter Notebook:

To the repository!



Module 2 Strings and Collections An Object Primer

What is an Object?

Object

Attributes

- Variables
- Describe the object

Methods

- Functions
- Compute values
- Alter the object

Objects

Car

colour

year

model

turn_on()

turn_off()

change_gear()

toggle_headlights()

Mouse

height

weight

age

sex

genotype



To summarize

- ✓ Data can be stored in variables of several types, including strings, integers, floating point numbers and Booleans.
- ✓ Collection types, such as tuples, lists and dictionaries can be used
 to store multiple data points.
- ✓ Control flow and loops help decide which lines to run and allow lines to be repeated.
- ✓ Functions help package up behaviour into units that you can easily reuse.

Now you are ready to:

- Store data in variables and collections.
- Perform basic operations on these data.
- Use control flow and loops to write powerful code.
- Write functions to repeat complicated tasks.



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