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# Python Basics

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JOUR7280

Big Data Analytics for Media and Communication

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# Outline

- Python program flow
- Variables, expressions, and statements
- Unser inputs

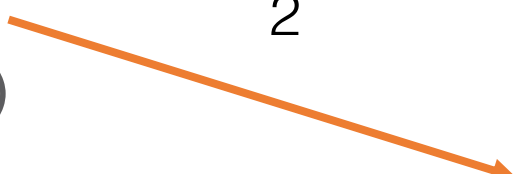

# Syntax Error

- You're talking to python and this is a language that you don't already know.
- The computer is going to seem to judge your mistakes harshly.
- Syntax error doesn't mean that Python thinks you're bad.
- Syntax error means Python is lost.
  - It just doesn't have really friendly words when it says it's lost
  - Your syntax is not something that Python understands.

# Assignment Statement

Program

```
x = 1  
print(x)  
x = x+1  
print(x)
```



Output

1

2

Take whatever's in x, which is a 1, and then add 1 to it, which becomes 2, and then stick it back in x.

# Reserved Words

- Words that have very special meaning to Python.
  - They have one and only one meaning to Python.
  - Use it the way Python expects us to use it
- Can NOT use reserved words as variable names / identifiers

<code>and</code>	<code>del</code>	<code>global</code>	<code>not</code>	<code>with</code>
<code>as</code>	<code>elif</code>	<code>if</code>	<code>or</code>	<code>yield</code>
<code>assert</code>	<code>else</code>	<code>import</code>	<code>pass</code>	
<code>break</code>	<code>except</code>	<code>in</code>	<code>raise</code>	
<code>class</code>	<code>finally</code>	<code>is</code>	<code>return</code>	
<code>continue</code>	<code>for</code>	<code>lambda</code>	<code>try</code>	
<code>def</code>	<code>from</code>	<code>nonlocal</code>	<code>while</code>	

# Sentences or Lines

x = 2	←	Assignment statement
x = x + 2	←	Assignment with expression
print(x)	←	Print function

Variable

Operator

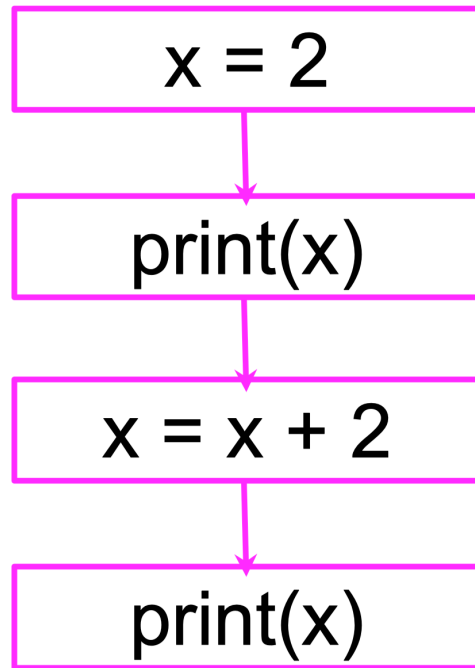
Constant

Function

# Program Steps or Program Flow

- Like a recipe or installation instructions, a program is a **sequence** of steps to be done in order.
- Some steps are **conditional** – they may be skipped.
- Sometimes a step or a group of steps is to be **repeated**.
- Sometimes we store a set of steps to be used over and over as needed several places throughout the program.

# Program flow: Sequential steps



Program

```
x = 2
print(x)
x = x + 2
print(x)
```

Output

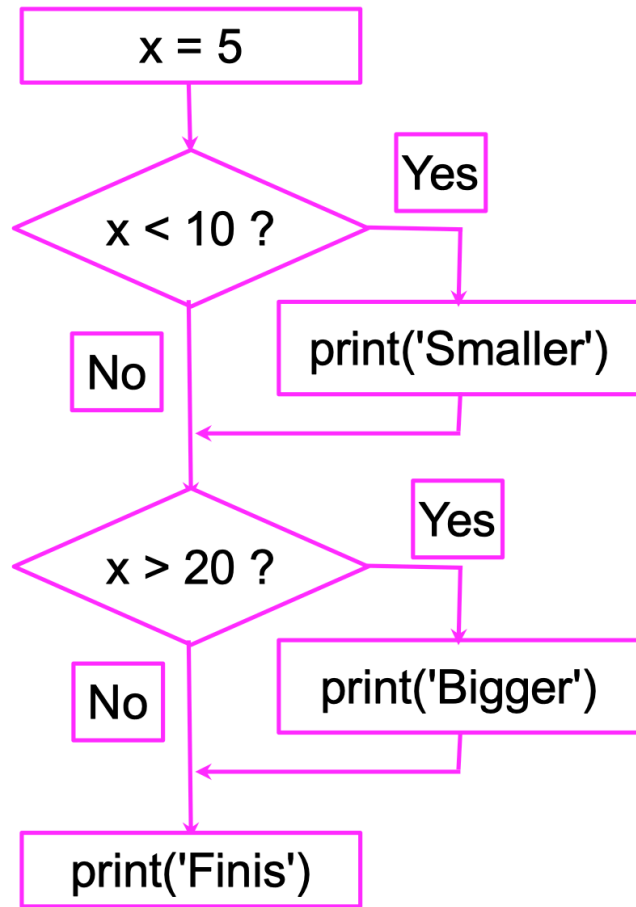
2

4

- When a program is running, it flows from one step to the next. As programmers, we set up “paths” for the program to follow.



# Program flow: Conditional steps



## Program

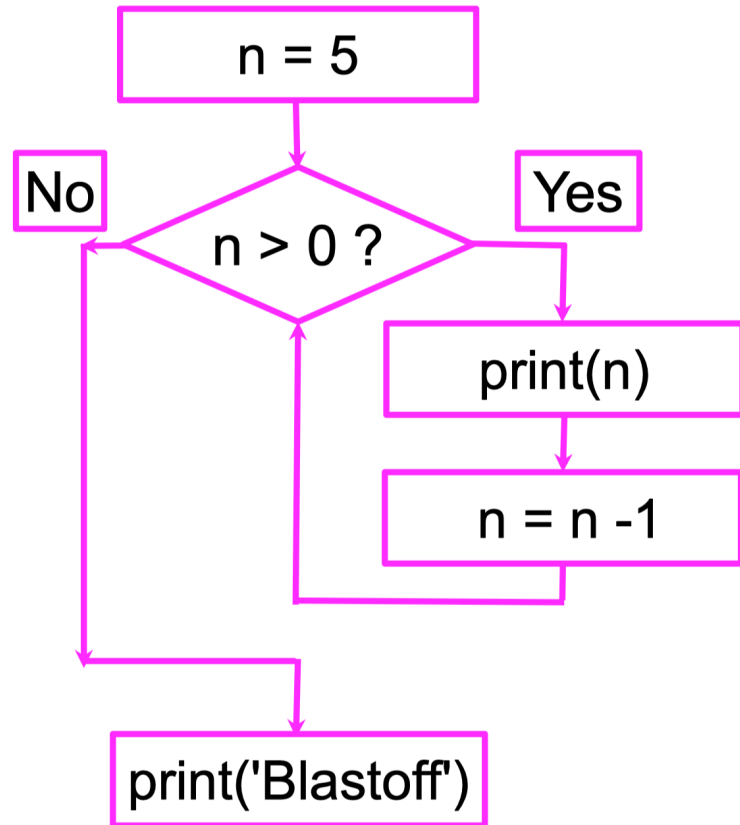
```
x = 5
if x < 10:
    print('Smaller')
if x > 20:
    print('Bigger')
print('Finish')
```

Conditional statement

## Output

Smaller  
Finish

# Program flow: Repeated steps



## Program

```
n = 5
while n > 0:
    print(n)
    n = n - 1
print('Blastoff!')
```

## Output

```
5
4
3
2
1
Blastoff!
```

Loops (repeated steps) have **iteration variables** that change each time through a loop.

# Constants

- Fixed values such as numbers, letters, and strings
- Are called “constants” because their value does NOT change
- Numeric constants are as you expected
- String constants use single quotes ( ' ) or double quotes ( " )

# Variables

- A **variable** is a named place in the memory where a programmer can store data and later retrieve the data using the variable “name”
- A variable is a name that refers to a value.
- Programmers get to choose the names of the variables
- You can change the contents of a variable in a later statement

```
x = 12.2
```

```
y = 14
```

```
x = 100
```

# Python variable naming rules

- Must start with a letter or underscore \_
- Must consist of letters, numbers, and underscores
- Case Sensitive
- Cannot use reserved words
- **Good**       spam eggs spam23 \_speed
- **Bad**       23spam #sign var.12
- **Different**   spam Spam SPAM

# Sentences or Lines

x = 2	←	Assignment statement
x = x + 2	←	Assignment with expression
print(x)	←	Print function

Variable

Operator

Constant

Function

# Choosing mnemonic variable names

```
x1q3z9ahd = 35.0
x1q3z9afd = 12.50
x1q3p9afd = x1q3z9ahd * x1q3z9afd
print(x1q3p9afd)
```

```
a = 35.0
b = 12.50
c = a * b
print(c)
```

```
hours = 35.0
rate = 12.50
pay = hours * rate
print(pay)
```



What is this bit of code doing?

- Python interpreter sees all three of these programs as **exactly the same**
- **Humans** will most quickly understand the intent of the third program

- *2 expression.ipynb*

# Assignment Statement

- We assign a value to a variable using the assignment statement (=)
- An assignment statement consists of an **expression** on the **right-hand side** and a **variable** to store the result.

$$x = \boxed{3.9 * x * (1 - x)} \quad \text{Expression}$$

- The right side is an expression
- The reason why it's possible to have the same variable on both sides because right-hand side happens first, ignoring left-hand side.
- Once the expression is evaluated, the result is placed in (assigned to) x



# Numeric expressions

- **Operators** are special symbols that represent computations like addition and multiplication.
- Because of the lack of mathematical symbols on computer keyboards - we use “computer-speak” to express the classic math operations
- Asterisk is multiplication
- Exponentiation (raise to a power) looks different than in math.
- *2 expression.ipynb*

Operator	Operation
+	Addition
-	Subtraction
*	Multiplication
/	Division
**	Power
%	Remainder

- *2 expression.ipynb*

# Order of Evaluation

- When we string operators together
  - Python must know which one to do first
- This is called **operator precedence**
- Which operator “takes precedence” over the others?

`x = 1 + 2 * 3 - 4 / 5 ** 6`

# Operator Precedence Rules

- Highest precedence rule to lowest precedence rule:
  - Parentheses are always respected
  - Exponentiation (raise to a power)
  - Multiplication, division & remainder
  - Addition, subtraction
  - Left to right

Parentheses  
Power  
Multiplication  
Addition  
Left to Right



# Operator Precedence

```
x = 1 + 2 ** 3 / 4 * 5
```

```
print(x)
```

- Output: 11.0

Parentheses

Power

Multiplication

Addition

Left to Right



# Operator Precedence

- Remember the rules top to bottom
- When writing code
  - Use parentheses
  - Keep mathematical expressions simple enough so that they are easy to understand
- Break long series of mathematical operations up to make them more clear

Parentheses

Power

Multiplication

Addition

Left to Right



# What does “Type” mean?

- In Python, variables, literals and constants have a “type”
- Python knows the difference between an integer number and a string
- For example, “+” means “addition” if something is a number and “concatenate” if something is a string
  - Concatenate: put together

```
ddd = 1+4  
print(ddd)  
  
eee = 'hello '+'there'  
print(eee)
```

*2 expression.ipynb*

# “Simple” data types

Type	Example	Description
int	x = 1	integers (i.e., whole numbers)
float	x = 1.0	floating-point numbers (i.e., real numbers)
complex	x = 1 + 2j	Complex numbers (i.e., numbers with real and imaginary part)
bool	x = True	Boolean: True/False values
str	X = “abc”	String: characters or text. A string is a sequence of characters.
NoneType	X = None	Special object indicating nulls

# Type Matters

- Python knows what “type” everything is
- Some operations are prohibited
- E.g., you cannot “add 1” to a string
- We can ask what type something is by using `type()` function

```
In [7]: eee = 'hello '+'there'
        eee = eee+1

-----
-----
TypeError                                 Traceback
(most recent call last)
<ipython-input-7-af408901484c> in <module>
      1 eee = 'hello '+'there'
----> 2 eee = eee+1

TypeError: can only concatenate str (not "int") to s
tr
```

```
In [9]: type(eee)
```

```
Out[9]: str
```

```
In [10]: type('hello')
```

```
Out[10]: str
```

```
In [11]: type(1)
```

```
Out[11]: int
```

*2 expression.ipynb*



# Type Conversions

- When you put an integer and a floating point number in one expression, the integer is **implicitly** converted to a float
- You can control this with the built-in functions `int()` and `float()`

```
In [3]: j = 5.9  
        k = int(j)  
        print(k)  
        type(k)
```

5

Out[3]: int

```
In [12]: x = 100 + 1.0  
         print(x)
```

101.0

```
In [15]: print(100+float(1))
```

101.0

```
In [13]: i = 42  
         type(i)
```

Out[13]: int

```
In [14]: f = float(i)  
         print(f)  
         type(f)
```

42.0

Out[14]: float

*2 expression.ipynb*

# Integer division

- Integer division produces a floating point result

```
In [16]: print(10/2)
```

```
5.0
```

```
In [17]: print(9/2)
```

```
4.5
```

```
In [18]: print(99/100)
```

```
0.99
```

```
In [19]: print(10.0/2.0)
```

```
5.0
```

*2 expression.ipynb*

# String Conversions

- You can also use `int()` and `float()` to convert between strings and integers
- You will get an **error** if the string does not contain numeric characters

```
In [20]: sval = '123'  
         type(sval)
```

```
Out[20]: str
```

```
In [21]: print(sval+1)
```

```
-----  
-----  
TypeError                                Trace  
back (most recent call last)  
<ipython-input-21-d31b14f87b22> in <module>  
----> 1 print(sval+1)  
  
TypeError: can only concatenate str (not "int")  
to str
```

```
In [22]: ival = int(sval)  
         type(ival)
```

```
Out[22]: int
```

```
In [23]: print(ival+1)
```

```
124
```

```
In [24]: nsv = 'hello world'  
         niv = int(nsv)
```

```
-----  
-----  
ValueError                                Trace  
back (most recent call last)  
<ipython-input-24-7b19be68013f> in <module>  
      1 nsv = 'hello world'  
----> 2 niv = int(nsv)  
  
ValueError: invalid literal for int() with base  
10: 'hello world'
```

# User Input

- We can instruct Python to pause and read data from the user using the `input()` function
  - The parameter to the input function is what's called a prompt
- The `input()` function returns a `string`
- We can also input a file (more on file inputs later)

```
In [*]: name = input('Who are u?')  
print('Welcome', name)
```

Who are u? |

```
In [27]: name = input('Who are u?')  
print('Welcome', name)
```

Who are u?xiaoyi  
Welcome xiaoyi

*2 expression.ipynb*

# Comments in Python

- Anything after a # is ignored by Python
- Why comments?
  - Describe what is going to happen in a sequence of code
  - Document who wrote the code or other ancillary information
  - Turn off a line of code – perhaps temporarily

# Converting User Input

- If we want to read a number from the user, we must convert it from a string to a number using a type conversion function.
- Later we will deal with bad input data.

```
# convert elevator floors  
inp = input('Europe floor?')  
usf = int(inp)+1  
print('US Floor', usf)
```

Europe floor? 0

US Floor 1

*2 expression.ipynb*

# Thank You

