

Intro to programming 3

Henri Vandendriessche
henri.vandendriessche@ens.fr

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Terminal cheat sheet reminder

- Bash commands to navigate directories
 - Print Working Directory. Print the path of the current directory

```
pwd
```

- List all files of the current directory

```
ls folder
```

- Moving into folder1 and subfolder2 at once.

```
cd folder1/subfolder2
```

- Moving out of a directory

```
cd ..
```

- Going back and forth in the directory tree

```
cd ../../folder1/subfolder1
```

- Going back to the root directory

```
cd ~
```

- “**Tab**” to use the auto-completion
- **Ctrl + C** to stop a program execution
- “**Upper arrow**” to see last commands
- Many more bash commands to use...

- Python
- Data types:
 - integer
 - float
 - string
 - boolean
- **If, For** and **While** loops:
 - syntax
 - indentation
- Data collections:
 - list
 - tuple
 - set
 - dictionary

Today

- Python standard library
- Random numbers and number choices
- Exercises

If you want to practice a bit

- You can find exercises online for example on W3schools.com
 - <https://www.w3schools.com/python/exercise.asp>

Python standard library 1/3

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- This manual, available at (<https://docs.python.org/3/library/index.html>) is organized “from the inside out.” It first describes the built-in functions, data types, and exceptions and finally covers the modules, grouped in chapters of related modules.

Python standard library 2/3

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Built-in Functions			
A <code>abs()</code> <code>aiter()</code> <code>all()</code> <code>any()</code> <code>anext()</code> <code>ascii()</code>	E <code>enumerate()</code> <code>eval()</code> <code>exec()</code>	L <code>len()</code> <code>list()</code> <code>locals()</code>	R <code>range()</code> <code>repr()</code> <code>reversed()</code> <code>round()</code>
B <code>bin()</code> <code>bool()</code> <code>breakpoint()</code> <code>bytearray()</code> <code>bytes()</code>	F <code>filter()</code> <code>float()</code> <code>format()</code> <code>frozenset()</code>	M <code>map()</code> <code>max()</code> <code>memoryview()</code> <code>min()</code>	S <code>set()</code> <code>setattr()</code> <code>slice()</code> <code>sorted()</code> <code>staticmethod()</code> <code>str()</code> <code>sum()</code> <code>super()</code>
	G <code>getattr()</code> <code>globals()</code>	N <code>next()</code>	
		O	

- In addition to the standard library, Python Package Index (PyPI), the official repository for third-party Python software, contains over 485 000 packages (as of September 2023)
- Example of famous third-party Python packages on PyPi:
 - Pandas (data analysis/datascience)
 - Matplotlib (data exploration and vizualization)
 - Seaborn (high end graphics and drawing)
 - Scikit-learn (data analysis, machine learning)

Python module - example of **Random** 1/4

-Python includes a multitude of modules in its standard library, covering a wide range of subjects and problem domains, including network operations, text processing, mathematics, file and directory access, cryptography, and more.

<https://docs.python.org/3/library/index.html>

- The standard library includes a dedicated module for random (pseudo-random) number generation.

<https://docs.python.org/3/library/random.html>

Python module - example of **Random** 2/4

- There are several ways to import a python module

```
import random # import random
int_list =[1,2,3]
random.shuffle(int_list)# from that object you have to access all the functions
print(int_list)
```

```
## [3, 2, 1]
```

```
import random as rand # import random using a custom local name
rand.shuffle(int_list) # from that object you have to access all the functions
print(int_list)
```

```
## [2, 3, 1]
```

```
from random import shuffle,randint,choice # import only needed function
shuffle(int_list) # use the function directly without object before
print(int_list)
```

```
## [1, 3, 2]
```

```
from random import * # import all the functions bundled inside Random at once
shuffle(int_list)
print(int_list)
```

Python module - example of **Random** 3/4

```
from random import *  
  
print(randint(1, 100))    # Pick a random integer between 1 and 100.
```

```
## 96
```

```
print(uniform(1, 100))    # Pick a random float between 1 and 100.
```

```
## 45.511995740238255
```

```
# prints a random value from the list  
list1 = [1, 2, 3, 4, 5, 6]  
print(choice(list1))
```

```
## 6
```

```
items = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]  
y = sample(items, 4)    # Pick 4 random items from the list  
print(y)
```

```
## [8, 3, 9, 5]
```

Python module - example of **Random** 4/4

```
# using randrange() to generate in range from 20  
# to 50. The last parameter 3 is step size to skip  
# three numbers when selecting.  
print("A random number from range is : ", end="")
```

```
## A random number from range is :
```

```
print(randrange(20, 50, 3))
```

```
## 41
```

- Exercise 1: Lottery pick. Generate 100 random lottery tickets (one ticket is a sequence of 5 digits) and pick one winner out of it.
- Exercise 2: write a program that generates a random 10 character long password including 6 letters with 2 of them uppercase, 1 digit and 1 special symbol.
- Exercise 3: Monte Carlo estimation of Pi: one way to estimate the value of the pi is to generate a large number of random points in the unit square and see how many fall within the unit circle; their proportion is an estimate of the area of the circle. See <https://academo.org/demos/estimating-pi-monte-carlo>. Implement the proposed algorithm to estimate the value of pi.
- Exercise 4: Write a program that prints the first N rows of Pascal's triangle (see <https://www.youtube.com/watch?v=XMriWTvPXHI>).