

Intro to programming - 1

Henri Vandendriessche

21/09/2021

Context

- ▶ Why programming ?
- ▶ Why python ?
- ▶ Why programming in python for cognitive sciences ?

Survival rules for programming

- 1- Try by yourself before looking for solutions
- 2- Internet is your best friend
- 3- Read the manual
- 4- There is always a manual
- 5- Have you read the fucking manual ?
- 6- Not yet ? Then read it
- 7- Always read the error message

Resources

Books & ebooks

- ▶ Gérard Swinnen Apprendre à Programmer avec Python 3 (5e edition) <http://inforef.be/swi/python.htm>
- ▶ Al Sweigart How to automate the boring stuff with Python (2e edition) <https://automatetheboringstuff.com/>
- ▶ Al Sweigart Invent Your Own Computer Games with Python (4e edition) <http://inventwithpython.com/invent4thed/>

Online course & Mooc

- ▶ openclassrooms: -
<https://openclassrooms.com/fr/courses/7168871-apprenez-les-bases-du-langage-python> -
<https://openclassrooms.com/en/courses/6902811-learn-python-basics> - ...

-<https://www.my-mooc.com/fr/mooc/python-des-fondamentaux-a-lutilisation-du-langage/>

Websites

Writing and running a program with python

- ▶ Open sublime
- ▶ Write: `$ print("Hello !")`
- ▶ Save the file as *hello.py*
- ▶ Open a terminal and navigate to your program and run the command: `$ python hello.py`

Variables and data in python

- ▶ Manipulating and storing data
- ▶ Declaring variables
- ▶ Modifying variables
- ▶ Naming variables: - Use alphanumeric characters and underscores (but no number nor underscore as first character)
- Use a descriptive name - Avoid short versions - Variable are case-sensitive: upper-case and lower-case make a difference
- ▶ Different types of variables: Primitive types
 - ▶ intergers
 - ▶ float
 - ▶ string
 - ▶ boolean

Numeric data et operations 1/2

- ▶ Differences between integers and floats
- ▶ Arithmetic operators $+$ $-$ $*$ $/$ $\%$
- ▶ Exercice : calculate and print the result of this operation

$$\frac{15}{3 + 2} - \left(\frac{\frac{100}{4}}{5}\right) * 2$$

Numeric data et operations 2/2

- ▶ Differences between integers and floats
- ▶ Arithmetic operators + - * / %
- ▶ Exercice : calculate and print the result of this operation

$$\frac{15}{3+2} - \left(\frac{\frac{100}{4}}{5}\right) * 2$$

```
x = 15/(3+2) - (100/4/5)*2  
print(x)
```

```
## -7.0
```


Strings 1/3

- ▶ Used to store text (most of the time)
- ▶ Strings are declared with " " or ' '. Examples: \$ animal = "Dog" \$ class = "Intro to programming in python"
- ▶ String can easily be concatenated the operator +

```
greetings = "Hello"  
presentation = "My name is"  
name = "Henri"  
print( greetings + presentation + name)
```

```
## HelloMy name isHenri
```

Strings 2/3

- ▶ Used to store text (most of the time)
- ▶ Strings are declared with " " or ' '. Examples: \$ animal = "Dog" \$ class = "Intro to programming in python"
- ▶ String can easily be concatenated the operator +

```
greetings = "Hello"  
presentation = "My name is"  
name = "Henri"  
print( greetings + presentation + name)
```

```
## HelloMy name isHenri
```

- ▶ Exercise: insert whitespace between the words.

Strings 2/3

- ▶ Used to store text (most of the time)
- ▶ Strings are declared with " " or ' '. Examples: \$ animal = "Dog" \$ class = "Intro to programming in python"
- ▶ String can easily be concatenated the operator +

```
greetings = "Hello"  
presentation = "My name is"  
name = "Henri"  
print( greetings + presentation + name)
```

```
## HelloMy name isHenri
```

- ▶ Exercice: insert whitespace between the words.

```
greetings = "Hello"  
presentation = "My name is"  
name = "Henri"  
print( greetings + ' ' + presentation + ' ' + name)
```

Strings 3/3

- ▶ Functions working with strings:
 - ▶ **len()** calculate the length of a function Example

```
greetings = "Hello"  
print(len(greetings))
```

```
## 5
```

- ▶ **replace()** can replace a pattern in a string Example

```
greetings = "Hello"  
print(greetings)
```

```
## Hello
```

```
print(greetings.replace('e', 'a'))
```

```
## Hallo
```

```
- ...
```

Booleans

- ▶ A boolean is a pretty simple variable but sometimes complex to deal with
- ▶ It can have only two values **True** or **False**
- ▶ It is used usually to store the truth value of logic

```
Example: $ Is_it_Weekend = False $  
print(Is_it_Weekend)
```

```
## False
```

Program flow 1/4

- ▶ A program normally executes sequentially from top to bottom
- ▶ But some instructions can change the flow. For examples *if* and *for* loops
- ▶ **if** will test for a conditional comparison. If a condition is true then we can execute some lines of codes if it's false we will not execute those lines of codes (but why not others).

Example 1:

```
$ Weekend = "False" $ if Weekend : $  
print("Time to go to work")
```

Program flow 1/4

- ▶ A program normally executes sequentially from top to bottom
- ▶ But some instructions can change the flow. For examples *if* and *for* loops
- ▶ **if** will test for a conditional comparison. If a condition is true then we can execute some lines of codes if it's false we will not execute those lines of codes (but why not others).

Example 1:

```
$ Weekend = "False" $ if Weekend : $  
print("Let's do nothing and chill") $ else: $  
print("Time to go to work")print("Let's do nothing  
and chill")
```

Program flow 1/4

- ▶ A program normally executes sequentially from top to bottom
- ▶ But some instructions can change the flow. For examples *if* and *for* loops
- ▶ **if** will test for a conditional comparison. If a condition is true then we can execute some lines of codes if it's false we will not execute those lines of codes (but why not others).

Example 1:

```
$ Weekend = "False" $ if Weekend : $  
print("Time to go to work") $ else:" $  
print("Let's do nothing and chill"
```

Example2 :

```
$ string = "This string is long but not that long.  
How long is it ?" $ if len(string) < 10: $  
print("This string has less than 10 character") $  
elif len(string) < 20: $ print("This string has  
less than 20 character") $ else len(string) >30: $  
print("That string is way too long for me ")
```


Program flow 1/4

- ▶ A program normally executes sequentially from top to bottom
- ▶ But some instructions can change the flow. For examples *if* and *for* loops
- ▶ **if** will test for a conditional comparison. If a condition is true then we can execute some lines of codes if it's false we will not execute those lines of codes (but why not others).

Example 1:

```
$ Weekend = "False" $ if Weekend : $  
print("Time to go to work") $ else:" $  
print("Let's do nothing and chill"
```

Example2 :

```
$ string = "This string is long but not that long.  
How long is it ?" $ if len(string) < 10: $  
print("This string has less than 10 character") $  
elif len(string) < 20: $ print("This string has  
less than 20 character") $ else : $  
print("That string is way too long for me ")
```

Program flow 2/4

- ▶ You can also define other alternatives with **elif**
- ▶ you can make use different ways to make your comparison: - **and** - **or** - **not**
- ▶ You can as well use comparative expressions: - **<** - **>** - **<=** - **==** tests for equality - **!=** tests for inequality

Be careful **=** is not the same as **==**

```
age = 30
```

```
age == 30
```

```
## True
```

Program flow 3/4

- ▶ **for** loops iterate one or a set of operations several times.

Example 1:

```
$ for x in range(10): $      print(x)
```

```
for x in range(10):  
    print(x)
```

```
## 0
```

```
## 1
```

```
## 2
```

```
## 3
```

```
## 4
```

```
## 5
```

```
## 6
```

```
## 7
```

```
## 8
```

```
## 9
```

Program flow 3/4

- **for** loops iterate one or a set of operations several times.

Example 1:

```
$ for x in range(10): $      print(x)
```

```
for x in range(10):  
    print(x)
```

```
## 0
```

```
## 1
```

```
## 2
```

```
## 3
```

```
## 4
```

```
## 5
```

```
## 6
```

```
## 7
```

```
## 8
```

```
## 9
```

Program flow 4/4

- ▶ With **for** loops you see that your program flow is not always unilateral from the top to the bottom of your script
- ▶ Let's play a small game. Download

<https://github.com/chrplr/PCBS/blob/master/games/human-guess-a-number.py>

Program flow 4/4

- ▶ With **for** loops you see that your program flow is not always unilateral from the top to the bottom of your script
- ▶ Let's play a small game. Download

<https://github.com/chrplr/PCBS/blob/master/games/human-guess-a-number.py>

- ▶ Then go on <http://pythontutor.com/> and paste the code of the game.
- ▶ Look at the program flow to see how it jumps from one code section to another

Exercices

- ▶ Exercice 1: Write code that prints the string “All work no play makes Jack a dull boy” 50 times
- ▶ Exercice 2: Write code that prints the squares of all integers between 1 and 100 using range
- ▶ Exercice 3: Write code that browses the integer from 0 to 100 but only prints the number 1, 50 and 100
- ▶ Exercice 4: Write code that prints only odd numbers between 0 and 100
- ▶ Exercice 5: Write code that computes the factorial of an integer (no function, no recursion, just a loop)