

Python overview

Hello world

- First step is to make
- Makes sure your environment is working
- If you get a response, it means tool chain is functioning

Python Anatomy

- Simple scripting language
- Common layout for a script
 - **Comments** to explain the code (starts with #)
 - Import **modules**
 - Then the script as combination of **statements** and **functions**

Expression and Statements

- Generally speaking statement: unit of execution. and expression is unit of evaluation
- In Python:
 - **Expression** is any combination of literals, identifiers, and operators. Anything that returns a value

$a = b$ (assignment expression)

(a, b) (aggregate value expression)

$a + b$ (operator expression)

a (simple value expression)

$True$ (built-in constant val. expression)

$f()$ (function expression)

- **Statement** is a line of code that may be an expression or not (eg. import, break, continue statements are not expressions)

Whitespace and Comments

- Lateral white space is significant
 - A block is delimited by indentation (instead of parenthesis or curly brackets)
 - Indentation signify a function, conditional statements or loops
- Horizontal white space is insignificant

In [48]:

```
1  for a_letter in 'yegin':
2      print(a_letter)      ## inside the loop
3  print('All DONE!')      ## outside of the loop
4  |
```

```
y
e
g
i
n
All DONE!
```

In []:

```
1
```

Blocks and Scope

- More on indentation
- Executions of a statement (a line) depends whether the block it is in executed
- Part-way indentations will cause errors

In [53]:

```
1 x=10
2 y=11
```

In [57]:

```
1 if x> y :
2     print('x>y')
3     print('x is greater ')
4 else:
5     print('y>x')
6     print('y is greater')
```

```
y>x
y is greater
```

In [59]:

```
1 if x> y :
2     print('x>y')
3     print('x is greater ')
4 else:
5     print('y>x')
6     print('y is greater')
```

```
File "<ipython-input-59-1ecb5bdc1171>",
line 3
```

```
    print('x is greater ')
                                ^
```

```
IndentationError: unindent does not match
any outer indentation level
```

Conditionals

- Dictates whatever statement or block comes next is executed
- Use ":" to end
- No *switch* or *case statement*, it has "elif"

In [60]:

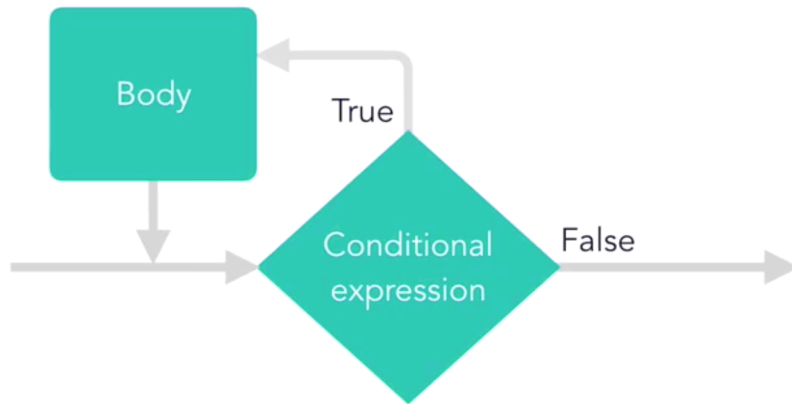
```
1  if x>y :  ## column indicates end of condition
2      print('x>y')
3      print('x is greater ')
4  elif x== y: ## will check only if the previous
5               ## condition is false
6      print('x equals to y ')
7  else:
8      print('y>x')
9      print('y is greater')
```

```
y>x
y is greater
```

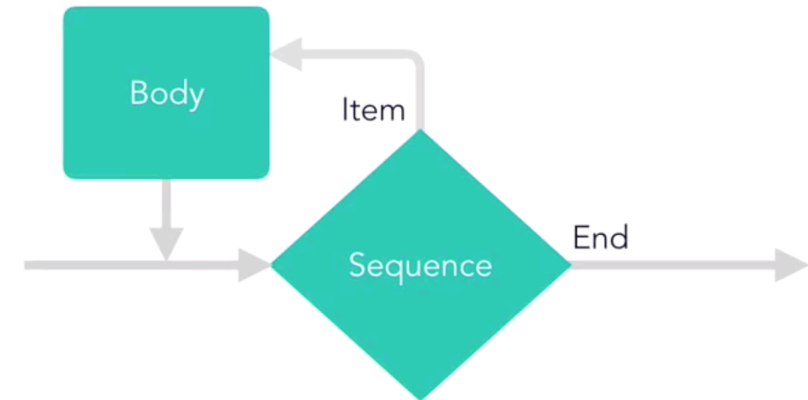
In []:

```
1
```

Loops



while loop



for loop

Functions

- Like functions and subroutines in other languages
- We will use them for reusability
- A function typically has inputs (variables), and returns an output, but it doesn't have to.

```
1 def print_name():    ## no input
2     print('yegin ')  ## doesn't return an output
3                     ## just prints
```

```
1 print_name()
```

yegin

```
1 def get_fullname(first_name, last_name):  ## inputs first name
2                                           ## and last name
3     full_name= first_name + " " + last_name
4     return full_name                     ## returns full name
```

```
1 get_fullname('yegin', 'genc')
```

'yegin genc'

```
1 myfullname=get_fullname('yegin', 'genc')
2 print(myfullname)
```

yegin genc

Types and Values

String Type

- String is wrapped in single quote or double quote marks.
- Can apply text functions such as:
 - .upper()
 - .lower()
 -
- .format()

```
1 name='yegin'  
2 print(name)
```

yegin

```
1 first_name='yegin'.upper()  
2 print(first_name)
```

YEGIN

```
1 last_name='genc'.title()  
2 print(last_name)
```

Genc

```
1 'My name is {} {}'.format(first_name, last_name)
```

'My name is YEGIN Genc'

```
1 'My name is ' + first_name + ' ' + last_name
```

'My name is YEGIN Genc'

Numeric Types

- Two basic types are **integers** and **floats**
- Integer whole numbers
- floats have decimals
- It can be transferred from one another

```
1 y=2.0
2 print(y, type(y))
3 x=10
4 print( x,      type(x))
5 print( x+1,    type(x+1))
6 print( x/2,    type(x/2))
7
8 print(x//3, type(x//3))
9 print(x%3, type(x%3))
```

```
2.0 <class 'float'>
10 <class 'int'>
11 <class 'int'>
5.0 <class 'float'>
3 <class 'int'>
1 <class 'int'>
```

Boolean Type

- Used for logical expressions
- **True** or **False**
- Comparisons return a Boolean.
 - $9 > 7$ (True)
 - $5 > 10$ (False)
- Special attention to **None** which is a special type of its own

```
1 x= False
2 print(x)
```

False

```
1 y=7>5
2 print(y, type(y))
```

True <class 'bool'>

```
1 if x:
2     print('statement is true')
3 else:
4     print('statement is false')
```

statement is false

Sequence Type

- Lists
 - []
 - mutable (can update its elements)
- Tuples
 - ()
 - Immutable
- Dictionaries
 - {key: value}
 - List of key value pairs

List

```
1 a=[1,2,7, 10 ]    # list
2 print(a)
3 print(a[0] , a[2])
```

```
[1, 2, 7, 10]
1 7
```

```
1 a[0]=--1
2 print(a)
```

Tuple

```
1 t= (10,20 ,30)
2 print(t[0])
```

```
10
```

```
1 t[0]=5
```

```
-----
TypeError                                Traceback (most recent call last)
<ipython-input-159-1c25f0002d07> in <module>()
----> 1 t[0]=5
```

```
TypeError: 'tuple' object does not support item assignment
```

```
1 prices={'orange':2, 'apple':1.5, 'banana':.5 }
2 prices['orange']
```

Conditions

Conditional Syntax

Conditional Operators

Conditional Operators

<code>==</code>	<code>a == b</code>	Equal
<code>!=</code>	<code>a != b</code>	Not equal
<code><</code>	<code>a < b</code>	Less than
<code>></code>	<code>a > b</code>	Greater than
<code><=</code>	<code>a <= b</code>	Less than or equal
<code>>=</code>	<code>a >= b</code>	Greater than or equal

Logical Operators

<code>and</code>	<code>x and y</code>	True if both x and y
<code>or</code>	<code>x or y</code>	True if x or y
<code>not</code>	<code>not x</code>	Invert state

Membership Operators

`x in y`

True if x member of collection y

`x not in y`

True if x not member of collection y

Operators

Arithmetic operators

+	Addition
-	Subtraction
*	Multiplication
/	Division
//	Integer Division
%	Remainder (Modulo)
**	Exponent
-	Unary negative
+	Unary positive

Comparison operators

<	Less than
>	Greater than
<=	Less than or equal
>=	Greater than or equal
==	Equal
!=	Not equal

Boolean operators

<code>and</code>	And
<code>or</code>	Or
<code>not</code>	Not
<code>in</code>	Value in set
<code>not in</code>	Value not in set
<code>is</code>	Same object identity
<code>is not</code>	Not same object identity

Operator precedence

$$10 + 3 * 2 = ?$$

If in doubt use parenthesis...