



TECHNISCHE
UNIVERSITÄT
DRESDEN

PYTHON BASICS: SYNTAX AND DATA-TYPES

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DRESDEN
concept
Erarbeitet aus
Mikroarchitektur
und Kultur

Numerical Datatypes

- Integer

```
>>> type(1)
<type 'int'>
```

- floating point number

```
>>> type(1.0)
<type 'float'>
```

- complex number

```
>>> type(1 + 2j)
<type 'complex'>
```

- Operations

Addition	+
Subtraction	-
Division	/
Integer division	//
Multiplication	*
Taking powers	**
Modulo	%

- Built-in functions

- `round`, `pow`, etc.
- see `dir(__builtins__)`

- Module `math`

- see `help(math)`

NoneType and boolean values

- None
 - universal value for “undefined”

```
>>> type(None)
<type 'NoneType'>
```

- Boolean values
 - True and False

```
>>> type(True)
<type 'bool'>
```

Datentyp	False-Wert
NoneType	None
int	0
float	0.0
complex	0 + 0j
str	""
list	[]
tuple	()
dict	{}
set	set()

Operations

Operation	Shortcut
<code>x = x + y</code>	<code>x += y</code>
<code>x = x - y</code>	<code>x -= y</code>
<code>x = x * y</code>	<code>x *= y</code>
<code>x = x / y</code>	<code>x /= y</code>
<code>x = x % y</code>	<code>x %= y</code>
<code>x = x ** y</code>	<code>x **= y</code>
<code>x = x // y</code>	<code>x //= y</code>

Comparison operations
<code>x == y</code>
<code>x != y</code>
<code>x < y</code>
<code>x <= y</code>
<code>x > y</code>
<code>x >= y</code>

Strings (objects of type str)

```
str1 = "abc"
str2 = 'xyzabcefg'hi'
str3 = """
    multi
    line
    string
    """
```

```
>>> str2[0] # 0 is first index
'x'
>>> str2[1:4]
'yzab'
>>> str2[-3:]
'ghi'
```

escape sequence	meaning
\n	newline
\r	Carriage Return
\"	Escaping "
\'	Escaping '
\\	Escaping \

String Formating

- General Syntax

```
"value of x={x} and y={y}".format(x, y)
```

- Examples

```
>>> a = 'H'
>>> b = 'ello World'
>>> "{}{}{} {}".format(a, b, 5)
>>> "{}{}{} {}".format(a, b, 5)
'Hello World'
```

- Extension (see also: [reference](#))

```
>>> "a={:06.2f} and b={:05.2f}".format(3.007, 42.1)
'a=003.01 and b=42.10'
```

- important methods of class `str`:

```
index, replace, split, join,
format, startswith, endswith, ...
```

Lists

- Syntax
`[value_1, ..., value_n]`
- Can contain values of any type
- Can be changed
- Can be sorted
- Important methods
`append, count, index, insert, pop, remove, reverse, sort`

⚠ `sort` and `reverse` work „in place“
(return-value: `None`)

- Examples

```
>>> m = [7, 8, 9]
>>> n = ['a', 'z', 1, False]
>>> m.append('x')
>>> m[0]
7
>>> m[-1]
'x'

>>> m[:] # start to end
[7, 8, 9, 'x']
>>> m.pop(0)
7
>>> m.reverse()
>>> print(m)
['x', 9, 8]
```

Tuple

- Syntax
(value_1, ..., value_n)
- Can **not** be changed
- → Access much faster than to list
- Can contain elements of any type
- important methods
index

- Examples

```
>>> t = (7,8,9)
>>> t[0]
7
>>> t[-1]
9
>>> t[:] # start to end
(7,8,9)
>>> z = ('a', 'z', 1, False)
>>> t.index(8)
1
>>> z.index('a')
0
```


Sequential data types

`str, tuple, list, (numpy.array)`

Operation	Meaning
<code>s in x</code>	tests, whether s is element of x
<code>s not in x</code>	tests, whether s is not element of x
<code>x + y</code>	concatenation of x and y
<code>x * n</code>	concatenation, such that n copies of x exist
<code>x[n]</code>	return the n-th element of x
<code>x[n:m]</code>	return the sub-sequence from index n til m (excluding m)
<code>x[n:m:k]</code>	same with step-size k
<code>len(x)</code>	number of elements
<code>min(x)</code>	minimum
<code>max(x)</code>	maximum

Dictionaries (Associative Arrays)

- Keys must be immutable objects
- Syntax

```
{ Key_1: Value_1,  
  Key_2: Value_2,  
  ... }
```

- Key-value-pairs
- Access via
 - `d.get(key, default)`
or
 - `d[key]`
- Important methods
 - `keys`, `values`, `items`

Examples

```
>>> d = { "Germany": "Berlin", "Peru": "Lima"}
```

```
>>> type(d)  
<type 'dict'>
```

```
>>> e = {1: "a", 2: "b", 400: "c", 1.3: d}  
>>> e[1]  
'a'
```

```
>>> d.get("Germany")  
'Berlin'
```

```
# no entry -> None (no output)  
>>> d.get("Bavarya") # -> None
```

```
# with default value  
>>> d.get("Bavarya", "unknown capital")  
'unknown capital'
```

```
>>> d["Bavaria"]  
KeyError: 'Bavaria'
```

Sets

- Syntax
`set([element_1, ..., element_n])`
- Every element is contained only once
- Has no specified order
- Can be changed
(`frozenset` is immutable)
- Important methods:
`add`, `remove`, `union`, `difference`,
`issubset`, `issuperset`

Examples

```
>>> engineers = set(['Jane', 'John',  
... 'Jack', 'Janice'])  
>>> programmers = set(['Jack', 'Sam',  
... 'Susan', 'Janice'])  
>>> managers = set(['Jane', 'Jack',  
... 'Susan', 'Zack'])  
>>> s1 = engineers.union(programmers)  
>>> s2 = engineers.intersection(managers)  
>>> s3 = managers.difference(engineers)  
>>> engineers.add('Marvin')  
>>> print(engineers)  
set(['Jane', 'Marvin',  
'Janice', 'John', 'Jack'])
```

Data Types - Final Remarks

- Everything in Python is an object (even functions, classes, modules)
→ Everything has a type: `type(object)`
- Type checking (→ `True` or `False`):
 - Exact matching: `type("abc") == type("xyz")`
 - Better: respecting inheritance `isinstance(x, str)`
 - Allow multiple types: `isinstance(x, (int, float, complex))`
- Useful construction: `assert isinstance(x, int) and x > 0`

Distinction of Cases: if, elif, else

- Syntax

```
# note the indention
if <condition1>:
    ...
elif <condition2>:
    ...
else:
    ...
```

- Examples

```
>>> x = 1
>>> if x == 1:
...     print("x is 1")
...
x is 1
>>> x = 4
>>> if x == 1:
...     print("x is 1")
... elif x == 3:
...     print("x is 3")
... else:
...
print("x is neither 1 nor 3")
x is neither 1 nor 3
```

Iterate over a Sequence: for-loop

- Syntax:

```
for <variable> in <sequence>:  
    ...
```

- easily construct sequences:
- `range`-function → iterator

```
range(stop)  
range(start, stop)  
range(start, stop, step)
```

```
>>> list(range(4))  
[0, 1, 2, 3]
```

```
>>> list(range(1, 10, 2))  
[1, 3, 5, 7, 9]
```

conversion to list only for printing

- Beispiele:

```
>>> seq = ['a', 'b', 42]  
>>> count = 0  
>>> for elt in seq:  
...     print(elt*2)  
aa  
bb  
84
```

```
>>> for i in range(3):  
...     print(2**i)  
1  
2  
4
```

Loop while condition is true

- Syntax

```
while <condition>:  
    ...
```

- **break**

terminates the loop

```
while <condition1>:  
    if <condition2>:  
        break
```

- **continue**

immediately starts next cycle

```
while <condition1>:  
    if <condition2>:  
        continue
```

- Examples

```
>>> x = 4  
>>> while x > 1:  
...     print(x)  
...     x -= 1  
...     print("finished")  
4  
3  
2  
finished
```

Functions

- Syntax

```
def func_name(Param_1, ..., Param_n):  
    ...  
    return <result>
```

- No explicit return-value → None
- Empty function with keyword `pass`:

```
def empty():  
    pass
```

- default values for optional parameters

```
def test(x=23):  
    print(param)
```

- Arbitrary number of arguments

```
def func(*args, **kwargs):  
    print(type(args)) # -> tuple  
    print(type(kwargs)) # -> dict
```

- Examples

```
>>> def print_sum(a, b):  
...     print(a + b)  
>>> print_sum(1, 2)  
3  
>>> def print_prod(a, b, c=0):  
...     print(a*b + c)  
>>> print_prod(2, 4)  
8  
  
# better readable  
>>> print_prod(a=2, b=4)  
8  
>>> print_prod(2, 4, 1)  
9  
>>> print_prod(c=2, a=4, b=1)  
6
```


Local Variables (Scopes)

Listing: local-variables.py

```
def square(z):  
    x = z**2 # x: local variable  
    print(x)  
    return x  
  
x, a = 5, 3 # "unpacking" a tuple  
  
square(a) # -> 9  
square(x) # -> 25  
print(x) # -> 5 (not changed)  
  
def square2(z):  
    print(x) # here: x is taken from global scope  
    return z**2  
  
def square3(z):  
    print(x) # Error (local variable not yet known)  
    x = z**2 # x is local variable due to write access  
    return x
```

General Syntax

- Semantic blocks are defined by indentation level (in place of, e.g., { ... })
 - defacto-standard: 4 spaces per level (do not use TABs)
 - every good text editor can be configured adequately (spyder: TAB indentation, SHIFT+TAB dedentation of highlighted lines)

- Comments and docstrings:

```
# single line comments begin with a hash
```

```
def my_function(x, y):  
    """This is a docstring.  
    It can span multiple lines  
    """  
  
    """unassigned multi-line strings can  
    be abused as multi-line comment  
    """
```

- Recommended maximum line length 80 (or 100) characters (readability)
- If you need more:
 - Check possibility to split up into two commands (readability)
 - Within braces newlines are ignored
 - Backslash (\) allows line continuation in expression

Keywords (Reserved words)

<code>False</code>	<code>class</code>	<code>finally</code>	<code>is</code>	<code>return</code>
<code>None</code>	<code>continue</code>	<code>for</code>	<code>lambda</code>	<code>try</code>
<code>True</code>	<code>def</code>	<code>from</code>	<code>nonlocal</code>	<code>while</code>
<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>	

They cannot be used as variable name or similar.

File Access

Listing: file-access.py

```
# write in text mode
content_lines = ['some\n', 'more', 'content']
with open('text.txt', 'w') as myfile:
    myfile.write('Hello World.')
    myfile.writelines(content_lines)
    # myfile.close() is called automatically
    # when leaving this block

# read in text mode
with open('text.txt', 'r') as myfile:
    header = myfile.read(10) # first 10 byte
    lines = myfile.readlines() # list of lines
    # (starting from file cursor)
```

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    # (starting from file cursor)
```

Read/write binary data: use 'rb' and 'wb'

Some “specialities” of Python

- Indexing starts with 0
- Unpacking of sequential data types:

```
>>> x, y, z = range(3)
>>> y
1
```

```
>>> mapping = [('green', 560), ('red', 700)]
>>> for color, wavelength in mapping:
...     pass
...     # do stuff
```

- \exists extensive standard library („batteries included“)
 - <http://docs.python.org/3/library/>
 - “Don’t reinvent the wheel!”
 - Important modules: `pickle`, `sys`, `os`, `itertools`, `unittest`, ...

Links

- Official tutorial: <http://docs.python.org/3/tutorial/>
- Interactive tutorial: <http://www.learnpython.org/>
- Extensive well structured course: <http://www.diveintopython3.net/>