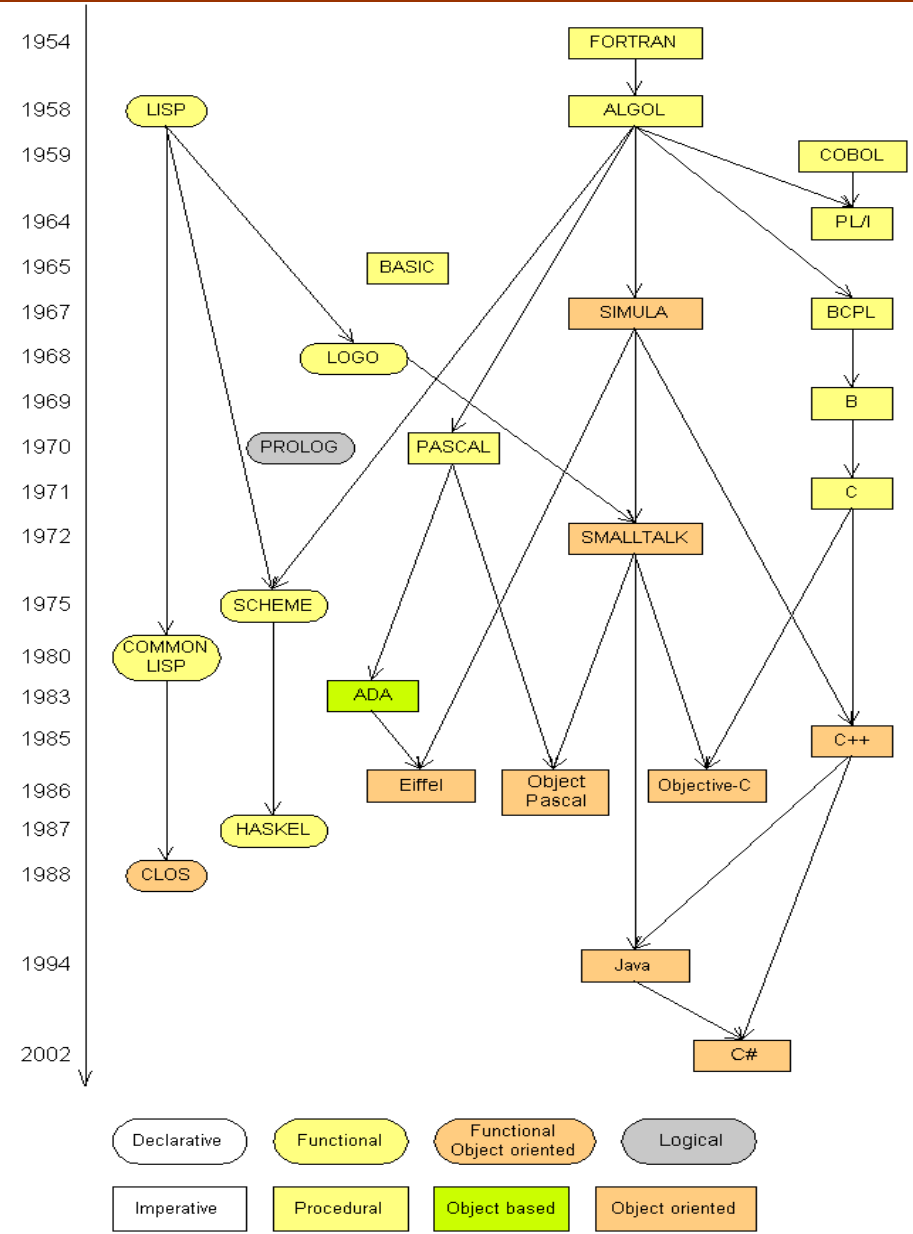


Introduction to Python Programming

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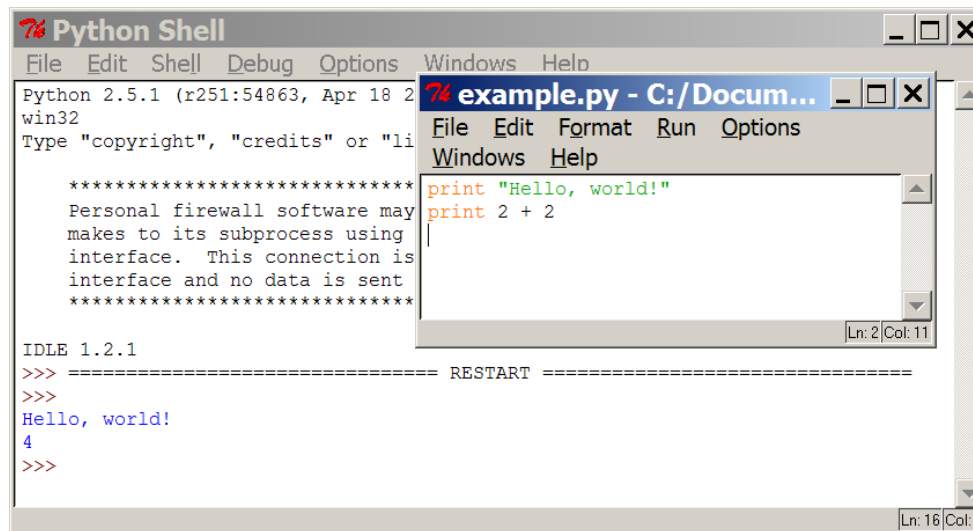
Languages

- Some influential ones:
 - FORTRAN
 - science / engineering
 - COBOL
 - business data
 - LISP
 - logic and AI
 - BASIC
 - a simple language

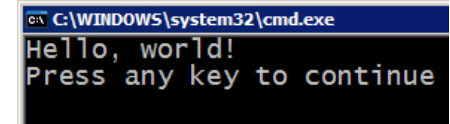


Programming basics

- **code** or **source code**: The sequence of instructions in a program.
- **syntax**: The set of legal structures and commands that can be used in a particular programming language.
- **output**: The messages printed to the user by a program.
- **console**: The text box onto which output is printed.
 - Some source code editors pop up the console as an external window, and others contain their own console window.



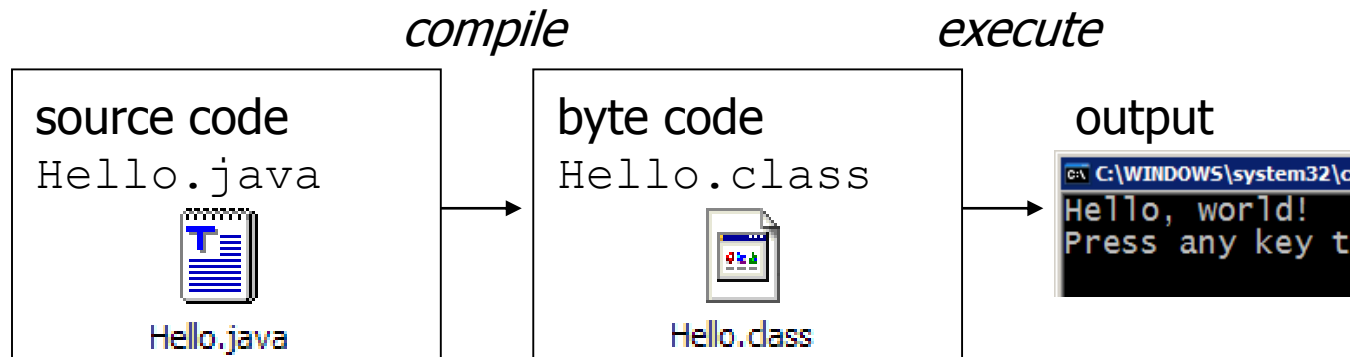
The image shows two overlapping windows. The background window is the 'Python Shell' (IDLE 1.2.1). It has a menu bar with 'File', 'Edit', 'Shell', 'Debug', 'Options', 'Windows', and 'Help'. The main text area displays the Python 2.5.1 startup screen, including a copyright notice and a firewall warning. Below this, it shows the prompt '>>>' followed by the output 'Hello, world!' and the number '4'. The foreground window is a code editor titled 'example.py - C:/Docum...'. It has a menu bar with 'File', 'Edit', 'Format', 'Run', 'Options', 'Windows', and 'Help'. The code editor contains two lines of Python code: `print "Hello, world!"` and `print 2 + 2`. The status bar at the bottom of the code editor shows 'Ln: 2 | Col: 11'.



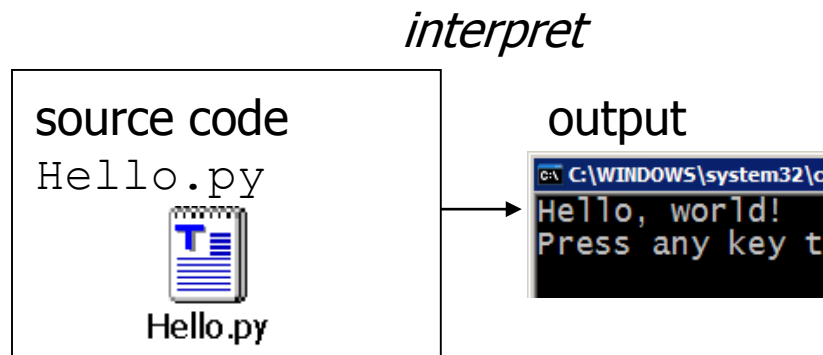
The image shows a Windows command prompt window titled 'C:\WINDOWS\system32\cmd.exe'. The window has a black background with white text. It displays the output 'Hello, world!' followed by the prompt 'Press any key to continue'.

Compiling and interpreting

- Many languages require you to *compile* (translate) your program into a form that the machine understands.



- Python is instead directly *interpreted* into machine instructions.



What is Python?

- Python is a high-level, interpreted, interactive and object-oriented scripting language.
- Python is designed to be highly readable. It uses English keywords frequently where as other languages use punctuation, and it has fewer syntactical constructions than other languages.
- Python was developed by Guido van Rossum in the late eighties and early nineties at the National Research Institute for Mathematics and Computer Science in the Netherlands.

History of Python

- Python is derived from many other languages, including ABC, Modula-3, C, C++, Algol-68, SmallTalk, Unix shell, and other scripting languages.
- Python is copyrighted. Like Perl, Python source code is now available under the GNU General Public License (GPL).
- Python is now maintained by a core development team at the institute, although Guido van Rossum still holds a vital role in directing its progress.

- **Python is Interpreted:** Python is processed at runtime by the interpreter. You do not need to compile your program before executing it. This is similar to PERL and PHP.
- **Python is Interactive:** You can actually sit at a Python prompt and interact with the interpreter directly to write your programs.
- **Python is Object-Oriented:** Python supports Object-Oriented style or technique of programming that encapsulates code within objects.
- **Python is a Beginner's Language:** Python is a great language for the beginner-level programmers and supports the development of a wide range of applications from simple text processing to WWW browsers to games.

Python Features

- **Easy-to-learn:** Python has few keywords, simple structure, and a clearly defined syntax. This allows the student to pick up the language quickly.
- **Easy-to-read:** Python code is more clearly defined and visible to the eyes.
- **Easy-to-maintain:** Python's source code is fairly easy-to-maintain.
- **A broad standard library:** Python's bulk of the library is very portable and cross-platform compatible on UNIX, Windows, and Macintosh.
- **Interactive Mode:** Python has support for an interactive mode which allows interactive testing and debugging of snippets of code.
- **Portable:** Python can run on a wide variety of hardware platforms and has the same interface on all platforms.

Python Features

- **Extendable:** You can add low-level modules to the Python interpreter. These modules enable programmers to add to or customize their tools to be more efficient.
- **Databases:** Python provides interfaces to all major commercial databases.
- **GUI Programming:** Python supports GUI applications that can be created and ported to many system calls, libraries, and windows systems, such as Windows MFC, Macintosh, and the X Window system of Unix.
- **Scalable:** Python provides a better structure and support for large programs than shell scripting.

Python Features

- Apart from the above-mentioned features, Python has a big list of good features, few are listed below:
- It supports functional and structured programming methods as well as OOP.
- It can be used as a scripting language or can be compiled to byte-code for building large applications.
- It provides very high-level dynamic data types and supports dynamic type checking.
- It supports automatic garbage collection.
- It can be easily integrated with C, C++, COM, ActiveX, CORBA, and Java.

Where Python is used?

- Testing microchips
- To powering Instagram
- To building video games
- Network Management
- Scientific Application
- As Scripting language
- Web Applications
- Network Servers
- Media tools
- Bittorrent written in Python

Getting Python

- The most up-to-date and current source code, binaries, documentation, news, etc., is available on the official website of Python: <http://www.python.org/>.
- You can download Python documentation from www.python.org/doc/. The documentation is available in HTML, PDF, and PostScript formats.

Running Python

- There are different ways to start Python:

(1) Interactive Interpreter

- You can start Python from Unix, DOS, or any other system that provides you a command-line interpreter or shell window.
- Enter **python** the command line.
- Start coding right away in the interactive interpreter.
 - `$python # Unix/Linux`
or
 - `python% # Unix/Linux`
or
 - `C:>python # Windows/DOS`

(2) Script from the Command-line

- A Python script can be executed at command line by invoking the interpreter on your application, as in the following:
- `$python script.py # Unix/Linuxor`
- `python% script.py # Unix/Linuxor`
- `C:>python script.py # Windows/DOS`

First Python Program

- Let us execute programs in different modes of programming.
- **Interactive Mode Programming:**
- Invoking the interpreter without passing a script file as a parameter brings up the following prompt:
- `$ python`
- `>>> print "Hello, Python!";`
- If you are running new version of Python, then you need to use print statement with parenthesis as in **`print ("Hello, Python!");`**. However in Python version 2.4.3, this produces the following result:
- Hello, Python!

- **Script Mode Programming:**
- Let us write a simple Python program in a script. Python files have extension **.py**.
- Type the following source code in a test.py file:

```
print "Hello, Python!";
```
- Now, try to run this program as follows:
- `$ python test.py`
- This produces the following result:
- Hello, Python!

Multi-Line Statements

- Statements in Python typically end with a new line. Python does, however, allow the
- use of the line continuation character (`\`) to denote that the line should continue. For example:

```
total = item_one + \
        item_two + \
        item_three
```
- Statements contained within the `[]`, `{}`, or `()` brackets do not need to use the line continuation character. For example:

```
days = ['Monday', 'Tuesday', 'Wednesday',
        'Thursday', 'Friday']
```

Quotation in Python

- Python accepts single ('), double (") and triple (''' or """) quotes to denote string literals, as long as the same type of quote starts and ends the string.
- The triple quotes are used to span the string across multiple lines. For example, all the following are legal:
- ```
word = 'word'
```

```
sentence = "This is a sentence."
```

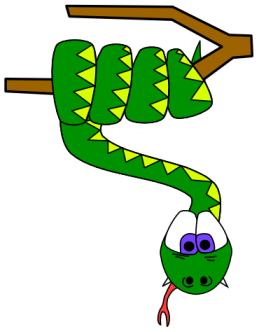
```
paragraph = """This is a paragraph. It is
made up of multiple lines and sentences."""
```

# Comments in Python

- A hash sign (#) that is not inside a string literal begins a comment. All characters after the # and up to the end of the physical line are part of the comment and the Python interpreter ignores them.
- `#!/usr/bin/python`
- `# First comment`
- `print "Hello, Python!"; # second comment`
- You can type a comment on the same line after a statement or expression:
- `name = "Madisetti" # This is again comment`

# continue

- You can comment multiple lines as follows:
- # This is a comment.
- # This is a comment, too.
- # This is a comment, too.
- # I said that already.



# Repetition (loops) and Selection (if/else)

# The for loop

- **for loop**: Repeats a set of statements over a group of values.

- Syntax:

```
for variableName in groupOfValues:
 statements
```

- We indent the statements to be repeated with tabs or spaces.
- **variableName** gives a name to each value, so you can refer to it in the **statements**.
- **groupOfValues** can be a range of integers, specified with the `range` function.

- Example:

```
for x in range(1, 6):
 print x, "squared is", x * x
```

Output:

```
1 squared is 1
2 squared is 4
3 squared is 9
4 squared is 16
5 squared is 25
```

# range

- The `range` function specifies a range of integers:
  - `range(start, stop)` - the integers between **start** (inclusive) and **stop** (exclusive)
  - It can also accept a third value specifying the change between values.
    - `range(start, stop, step)` - the integers between **start** (inclusive) and **stop** (exclusive) by **step**

- Example:

```
for x in range(5, 0, -1):
 print x
print "Blastoff!"
```

Output:

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

# Cumulative loops

- Some loops incrementally compute a value that is initialized outside the loop. This is sometimes called a *cumulative sum*.

```
sum = 0
for i in range(1, 11):
 sum = sum + (i * i)
print "sum of first 10 squares is", sum
```

Output:

```
sum of first 10 squares is 385
```

- **Exercise:** Write a Python program that computes the factorial of an integer.



# if

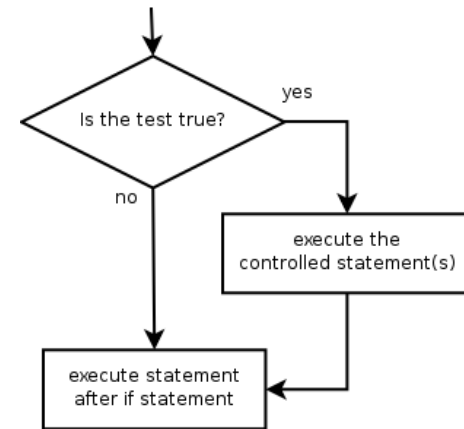
- **if statement:** Executes a group of statements only if a certain condition is true. Otherwise, the statements are skipped.

- Syntax:

```
if condition:
 statements
```

- Example:

```
gpa = 3.4
if gpa > 2.0:
 print "Your application is accepted."
```



# if/else

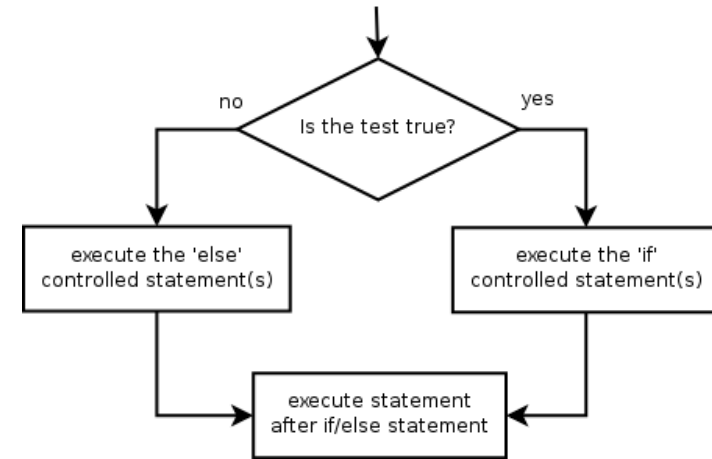
- **if/else statement:** Executes one block of statements if a certain condition is True, and a second block of statements if it is False.

- Syntax:

```
if condition:
 statements
else:
 statements
```

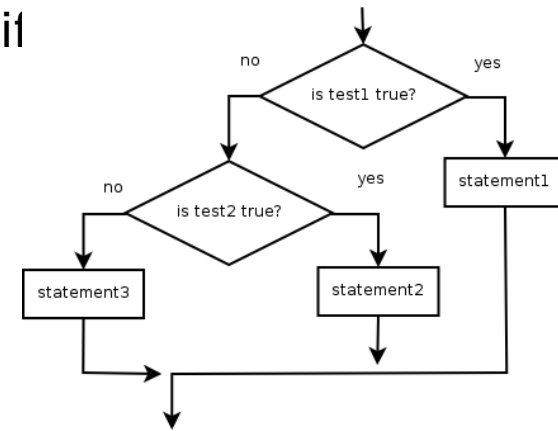
- Example:

```
gpa = 1.4
if gpa > 2.0:
 print "Welcome to Mars University!"
else:
 print "Your application is denied."
```



- Multiple conditions can be chained with `elif` ("else if")

```
if condition:
 statements
elif condition:
 statements
else:
 statements
```



# while

- **while loop:** Executes a group of statements as long as a condition is True.
  - good for *indefinite loops* (repeat an unknown number of times)

- **Syntax:**

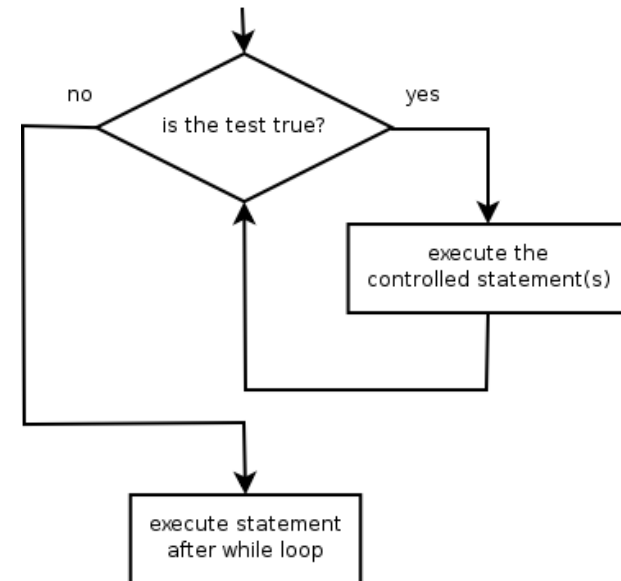
```
while condition:
 statements
```

- **Example:**

```
number = 1
while number < 200:
 print number,
 number = number * 2
```

- **Output:**

1 2 4 8 16 32 64 128



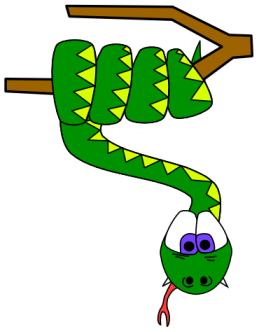
# Logic

- Many logical expressions use *relational operators*:

| Operator | Meaning                  | Example                    | Result |
|----------|--------------------------|----------------------------|--------|
| ==       | equals                   | <code>1 + 1 == 2</code>    | True   |
| !=       | does not equal           | <code>3.2 != 2.5</code>    | True   |
| <        | less than                | <code>10 &lt; 5</code>     | False  |
| >        | greater than             | <code>10 &gt; 5</code>     | True   |
| <=       | less than or equal to    | <code>126 &lt;= 100</code> | False  |
| >=       | greater than or equal to | <code>5.0 &gt;= 5.0</code> | True   |

- Logical expressions can be combined with *logical operators*:

| Operator | Example                          | Result |
|----------|----------------------------------|--------|
| and      | <code>9 != 6 and 2 &lt; 3</code> | True   |
| or       | <code>2 == 3 or -1 &lt; 5</code> | True   |
| not      | <code>not 7 &gt; 0</code>        | False  |



# Text and File Processing

# Strings

- **string**: A sequence of text characters in a program.
  - Strings start and end with quotation mark " or apostrophe ' characters.
  - Examples:

```
"hello"
"This is a string"
"This, too, is a string. It can be very long!"
```
- A string may not span across multiple lines or contain a " character.

```
"This is not
a legal String."
"This is not a "legal" String either."
```
- A string can represent characters by preceding them with a backslash.
  - \t tab character
  - \n new line character
  - \" quotation mark character
  - \\ backslash character
  - Example: "Hello\tthere\nHow are you?"

# Indexes

- Characters in a string are numbered with *indexes* starting at 0:

- Example:

```
name = "P. Diddy"
```

| index     | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-----------|---|---|---|---|---|---|---|---|
| character | P | . |   | D | i | d | d | y |

- Accessing an individual character of a string:

***variableName*** [ ***index*** ]

- Example:

```
print name, "starts with", name[0]
```

Output:

```
P. Diddy starts with P
```

# String properties

- `len(string)` - number of characters in a string (including spaces)
- `str.lower(string)` - lowercase version of a string
- `str.upper(string)` - uppercase version of a string

## ■ Example:

```
name = "Martin Douglas Stepp"
length = len(name)
big_name = str.upper(name)
print big_name, "has", length, "characters"
```

## Output:

```
MARTIN DOUGLAS STEPP has 20 characters
```



# raw\_input

- `raw_input` : Reads a string of text from user input.

- Example:

```
name = raw_input("Howdy, pardner. What's yer name? ")
print name, "... what a silly name!"
```

Output:

```
Howdy, pardner. What's yer name? Paris Hilton
Paris Hilton ... what a silly name!
```

# Text processing

- **text processing:** Examining, editing, formatting text.
  - often uses loops that examine the characters of a string one by one
- A `for` loop can examine each character in a string in sequence.
  - Example:

```
for c in "booyah":
 print c
```

Output:

```
b
o
o
y
a
h
```

# Strings and numbers

- `ord(text)` - converts a string into a number.
  - Example: `ord("a")` is 97, `ord("b")` is 98, ...
  - Characters map to numbers using standardized mappings such as *ASCII* and *Unicode*.
- `chr(number)` - converts a number into a string.
  - Example: `chr(99)` is "c"
- **Exercise:** Write a program that performs a rotation cypher.
  - e.g. "Attack" when rotated by 1 becomes "buubdl"

# File processing

- Many programs handle data, which often comes from files.
- Reading the entire contents of a file:

```
variableName = open ("filename") .read()
```

Example:

```
file_text = open("bankaccount.txt").read()
```

# Line-by-line processing

- Reading a file line-by-line:

```
for line in open("filename").readlines():
 statements
```

Example:

```
count = 0
for line in open("bankaccount.txt").readlines():
 count = count + 1
print "The file contains", count, "lines."
```

- **Exercise:** Write a program to process a file of DNA text, such as:  
 ATGCAATTGCTCGATTAG
  - Count the percent of C+G present in the DNA.