

Python Basics + A few new concepts

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Welcome to ACM E-Python Workshop!

- Even though we may not meet physically for the rest of the semester the Sessions will still continue!
- How this will happen
 - a. The slides will be posted on Github along with an interactive workout(tentatively)
 - b. The workbook will have some sort of program at the end that will produce output, which you will paste into the attendance form for the extra credit
 - c. There may or may not be a live kahoot depending on participation

To Make Things Simpler...

- Go this link
 - Click the Session2 Folder
 - Click `SESSION2.md`
 - Click "[Click here to access Session\[2\]'s interactive lesson file.](#)"
- All future slides will be posted on GitHub, uploaded to the discord, and sent via email.

<https://github.com/coreyFuller/ACM-Python.git>

"Why is my
function not
outputting
anything"?

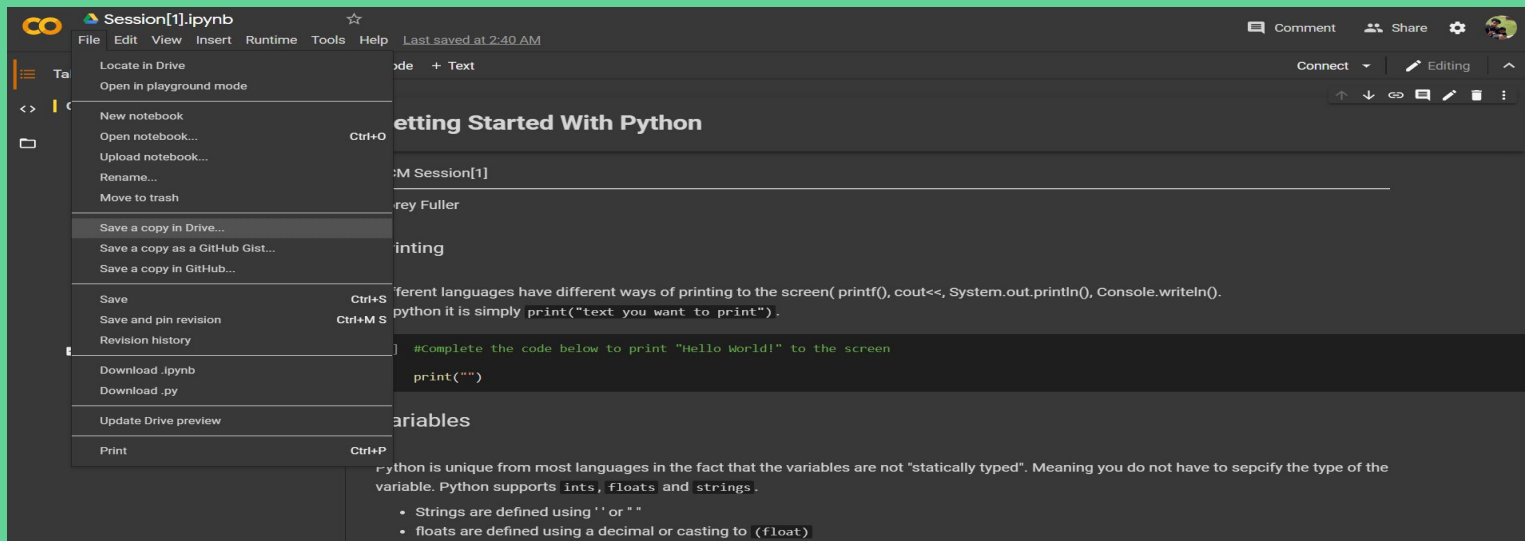


"Oh I never called
the function"



Working with Google Colaboratory

- Google Colab allows us to make these sessions more interactive
- Once the notebook is open (you've clicked the link), save a copy of the notebook to your Drive
 - This will allow you to edit your own personal copy and follow along



Let's Get Started!!!



Review

- This session will be relatively short compared to the ones we've had before
- This might be the standard as far as how E-Workshops will continue
- Try to fill out the review section of the google collab as much as you can
- Feel free to reference the previous session slides, Google, or use whatever resources necessary

New Material



Dictionaries

- Last Session we looked at a few ways data was stored in Python (variables, list...)
- **Dictionaries** are another way to store data in python
- Dictionaries work like maps in other languages and are built to support key/value pairs, removal, insertion, and searching
- Dictionaries are kind of like lists and arrays except the elements are stored in pairs
- Elements are stored with a Key(K) and a Value(V). The Key is used to as the index of the Value in the Dictionary
- A dictionary is statically declared like: `dict_name = { K : V, K : V, K : V }`

Dictionaries cont.

- Dictionaries do not have to be declared in one instance
- You can give your dictionary a name and add elements to it dynamically

```
Directory = {}
```

```
Directory["Corey"] = "cfulle3"
```

```
Directory["Jack"] = "jgwentworth"
```

```
Directory["Joe"] = "mama"
```

```
print(Directory)
```

Dictionaries

- The Key and Values in a dictionary can be **Any data type** and do not have to be the same data type as each other
 - Ex. String : int, int : list
- Iterating over a dictionary is done using ranged-based for loops
- Deleting elements in a dictionary is as simple as using the del keyword or the .pop() function like with lists
- Checkout the worksheet for examples and practice with dictionaries

Functions

- Python allows for the use of functions just like many other functions
- Functions are declared using the “def” keyword
 - `Def my_func()`
- Instead of curly braces, we use “:” after the function definition and indentation to indicate what code belongs to the function
- Functions in python do not have a return type in the signature or the data type of the parameters
- To return data from the function you just use the “return” keyword

```
Def add(a, b):  
    return a + b
```

Main

- Defining a main function in python is a little strange
- Check out the worksheet for an example of how to define main and practice with functions.

Classes and Objects

- Without prior object oriented programming experience, objects and classes can be a little tricky to grasp
- Hopefully most of you have had some experience with an object-oriented language (C++, Java, C#, Python)
- Classes serve as a blueprint for objects, and objects are made through grouping of related data and functions in a single entity known as encapsulation

Classes

- Classes are declared using the “class” keyword

```
class Triangle:  
    Base = 12  
    Height = 13  
    def findArea(self)
```

- All class members in python default to public
- The “self” keyword is used so we can reference the data in the object itself

Objects

- Objects are just instances of a class
- They have their own copies of the data inside of the class
- Multiple objects can be created from the same class
- Objects are declared like:

```
myObject = myClass()
```

- The parentheses next to class name are just constructor calls
- If you've done OOP before great, if you haven't that's fine
- Hopefully the worksheet will provide enough practice



Paste the output from the worksheet into the last question to
receive extra credit