Introduction to Python

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Outline

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Assigning variables

- A variable is assigned by placing, on one line, `<variable name> = <assigned value>`.

```
x = 5.11
y = 5
name_full = 'Chris Cornwell'
```

↑ this code assigns three variables, `x`, `y`, and `name_full`

- To “comment out” a line, begin line with #. Good for notes to yourself, or others reading the code.

```
# Make an ordered pair; output would be (10.11, 4)
(x + y, y - 1)
```

- Possible to assign more than one variable in one line.

```
x, y = 5.11, 5
# or, you could use
x = 5.11; y = 5
```

Data type

Each variable has a *data type* (or, simply *type*).

```
1 x = 5.11
2 y = 5
3 name_full = 'Chris Cornwell'
```

↑ the types of the assigned vars are **`float`**, **`int`**, and **`str`** respectively.

Unlike in other programming languages, don't need to declare the types of the variables. Python *interprets* it. (The type might even *change* at a later point.)

- type **`int`**: like an integer.
- type **`float`**: like a real number in decimal form ...*kind of*.
- type **`str`**: a "string," or sequence of *characters* (that can be typed from keyboard). Will return to this again.

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Numerical types

The four main operations[1] `+`, `-`, `*`, and `/` work as you would expect on numerical types **`int`** and **`float`**. Unlike when writing math, you cannot leave out `*` when multiplying.

Question

Why would it be a *bad* idea to have Python interpret something like `ab` as being "`a` times `b`"?

Assigning after an operation. **Very** often want to change a variable by some amount (e.g., increase it by `1`); to keep new value, *reassign* after the operation.

```
y = y + 1
# A convenient shorthand for line above is
y += 1
```

This is *not* a mathematical equation, but an assignment. The shorthand works for other operations.

[1] Representing addition, subtraction, multiplication, and division.

Logical types and `None`

We have some logical types, as every language needs – `True` and `False`. Usually, no need to directly assign or work with these. They are "under the hood" when making comparisons.

- Technically, `True` and `False` are like `1` and `0` in Python. Use this fact only with *extreme care*! (Maybe just avoid it.)

```
True*False
```

↑ the line above will return `0`.

The *null* type in Python is `None`. We'll talk about using it in later lectures.

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Basics of lists

`list` is a *sequential* data type in Python – it holds a sequence of "items."

Each item could be an **`int`**, each could be a **`list`**, or possibly some with one type, some with another.

Example below: a list with **`int`** and **`str`** type items.

```
my_list = [2, 3, 5, 'p']
empty_list = []
```

Referring to a list item by index:

`my_list[0]` is 2 above, `my_list[1]` is 3, and so on.

The + operation is defined on lists. It results in the *concatenation* of the lists – putting them together, end to end.

```
# the code below outputs [2, 3, 5, 'p', 11, 13]
my_list + [11, 13]
```

Other operations on lists

- Multiplication by an integer: adds that many copies of the list together. For example, `[1,2]*3` will result in `[1,2,1,2,1,2]`, since

  `[1,2] + [1,2] + [1,2] = [1,2,1,2,1,2]`.

- Length of a list: use the function `len()`, with your list as input, to get the number of items in your list.
- Checking if an item is in a list: use the *keyword* `in` to check this. For example, if `my_list` is `[2, 3, 5, 'p']` then the first line below would result in `True`, the second would be `False`.

```
1 print( 2 in my_list )
2 print( 4 in my_list )
```

Strings and other sequential types

- Some other sequential types: **`tuple`**, **`range`**.
- The operations we discussed (on lists) will work in same way on these.
- Final important sequential type: **`str`**, "strings."
  - a sequence of *characters*, from your keyboard
- Above, the variable that was assigned `'Chris Cornwell'`, and the item `'p'` in `my_list`, each is a string.
- *Thinking* of a string as a list of single characters, operations on strings work like they do on lists (e.g., + will concatenate and `len()` gives the number of characters, etc.

f-strings

To produce an output string that uses values of some variables in memory: two methods (*there are others I won't mention*).
Say a variable `i` is in memory, with `i = 2`.

```
# the next line will print out 'The value of i is 2 .'
print('The value of i is', i, '.')
```

- Works, but has some downsides.
- Better: use so-called `f`-strings, allowing variable(s) directly inside the string, surrounded by braces `{ }`.

```
# the next line will print out 'The value of i is 2.'
print(f'The value of i is {i}.')
```

Escape characters can be handled inside strings also: e.g., `'\t'` will produce a tab; `'\n'` produces a newline.

Two more container types

Two important types that contain items, but are not sequential are sets (**`set`** type) and dictionaries (**`dict`** type).

- **`set`**: roughly matches the mathematical notion of a set. Items are not ordered; there are no repeated items.
- **`dict`**: has *dictionary keys*; for each key there is an item (the "entry" for that key).
- Two example dictionaries with same keys:

```
my_pet = {'name':'Spot', 'age':4, 'type':'dog'}
neighbor_pet = {'name':'Checkers', 'age':2, 'type':'dog'}
```

Good idea to work with dictionaries for certain kinds of data. Later in the semester, will work with something very similar to a dictionary – a DataFrame.

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Basic functions

Similar to most programming languages, Python uses *functions*, each of which takes some number of *arguments* (sometimes an argument is optional).

- Common function, already encountered: `print()`.
- Absolute value: `abs()`. Takes a numeric argument – either **`int`** or **`float`** type.
- Round to nearest integer: `round()`. Takes argument that is **`float`** (if an **`int`**, will return the same thing).
  - Optional 2nd argument, the number of decimal digits.

In Python, run the following to see how `round()` works.

```
1 a = -3**2/8
2 print( a+8 )
3 print( (round(a+8), round(a+8, 2)) )
```

Changing one type to another

Some functions change the type of the input, when possible.

Some examples:

- `str()` changes to a string; works on nearly anything.
- `int()` will convert a float to an int; always rounds toward 0.
- `set()` will convert a list or tuple into a set; “forgets” order, drops repeats.

Slicing lists

Recall: if `my_list` is a list, the item at index `i` is found with `my_list[i]`.

To get shorter list with consecutive items from `my_list`.

```
my_list = ['a','b', 'c', 'd', 'e', 'f', 'g', 'h', 'i']
# Return letters at index 1 to 4 (excluding 4)
print(my_list[1:4])

# Leave off number either left of colon, or right of it;
# will go from the start, or until the end
print(my_list[:5])

# Negative numbers to step back from end of the list
print(my_list[-1])
print(my_list[-2:])
```

There is an easy way to reverse the order of a list.[2]

```
my_list[::-1]
```

[2] Only as an output. This does not change the list variable unless you reassign it.

Basic list methods

Methods are functions that you call on an instance of a class. There are several methods for lists. Here are two.

- `append()`: the command `my_list.append(x)` puts `x` at the end of `my_list`.
  - Changes `my_list` "in place."
  - Is equivalent to `my_list += [x]`.
- `remove()`: the command `my_list.remove(x)` takes out the *first* item in `my_list` that is equal to `x`.
  - Changes `my_list` in place, making it shorter.
  - `my_list.pop(i)` does something similar with item at index `i`, but also returns (has as output) that item.

More information on working with lists, tuples, sets, and dictionaries: Tutorial from the Python documentation.