Chris Cornwell

Introduction to Python

Dec 17, 2024

Outline

Variables and Types

Operations on different types

Lists

Intro to Python functions

Outline

Variables and Types

Operations on different types

Lists

Intro to Python functions

Assigning variables

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

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

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

Assigning variables

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

```
1 | x = 5.11
2 | y = 5
3 | 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.

```
1 | # Make an ordered pair; output would be (10.11, 4) 2 | (x + y, y - 1)
```

Assigning variables

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

```
1 | x = 5.11
2 | y = 5
3 | 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.

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

Possible to assign more than one variable in one line.

```
1 | x, y = 5.11, 5
2 | # or, you could use
3 | 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.

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.

Outline

Variables and Types

Operations on different types

Lists

Intro to Python functions

The four main operations¹ +, -, *, and / work as you would expect on numerical types **int** and **float**. Unlike when writing math, you cannot leave out * when multiplying.

¹Representing addition, subtraction, multiplication, and division.

The four main operations¹ +, -, *, 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"?

¹Representing addition, subtraction, multiplication, and division.

The four main operations¹ +, -, *, 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.

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

¹Representing addition, subtraction, multiplication, and division.

The four main operations¹ +, -, *, 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
H A convenient shorthand for line above is
y += 1
```

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

¹Representing 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.

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 o.

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 o.

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

Outline

Variables and Types

Operations on different types

Lists

Intro to Python functions

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.

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.

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

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.

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

Referring to a list item by index:

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

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.

```
1 | my_list = [2, 3, 5, 'p']
2 | 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.

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

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

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.

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.

```
print( 2 in my_list )
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.

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.

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.

To produce an output string that uses values of some variables in memory: two methods (there are others I won't mention).

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.

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.

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

Works, but has some downsides.

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.

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

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

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.

```
1 | # the next line will print out 'The value of i is 2 .'
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 { }.

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

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 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'}
```

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.

Outline

Variables and Types

Operations on different types

Lists

Intro to Python functions

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

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().

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.

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.

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)) )
```



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

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.

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 o.

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 o.
- 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.

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

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:])
```

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

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]
```

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

- append(): the command my_list.append(x) puts x at the end of my_list.
 - Changes my_list "in place."

- 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].

- 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.

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.