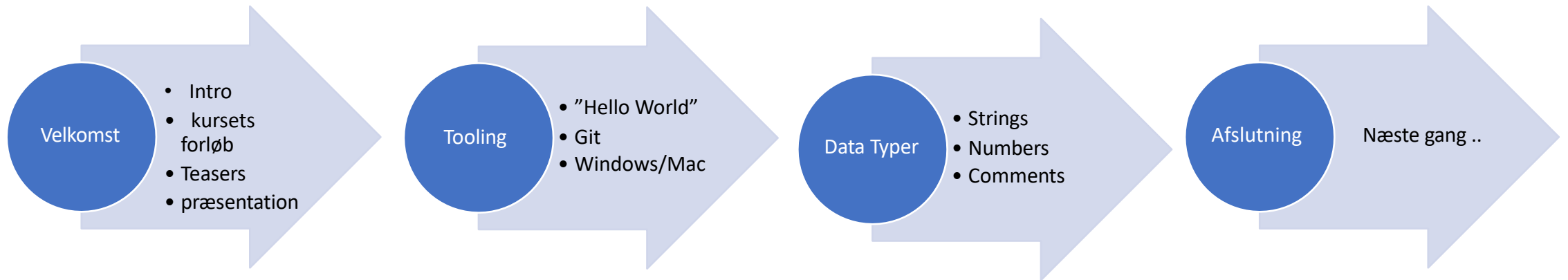


EVU Python

Program



Velkomst

kursets
forløb

PART I: BASICS

Chapter 1: Getting Started

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Chapter 2: Variables and Simple Data Types

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Chapter 3: Introducing Lists

Chapter 4: Working with Lists

Chapter 5: if Statements

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Chapter 6: Dictionaries

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Chapter 8: Functions

Chapter 9: Classes

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Chapter 10: Files and Exceptions

Chapter 11: Testing Your Code

PART II: PROJECTS

Project 1: Alien Invasion

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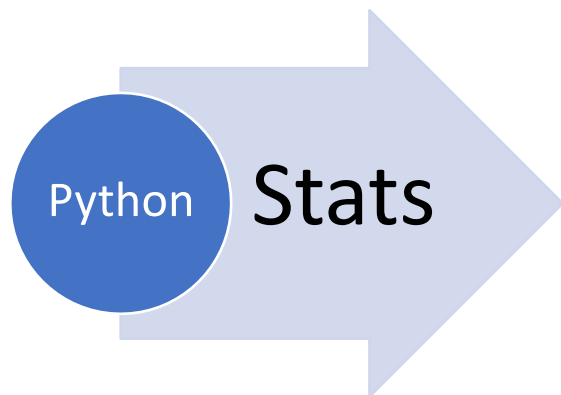
Chapter 12: A Ship That Fires Bullets

Project 2: Kill the birds

Repetition

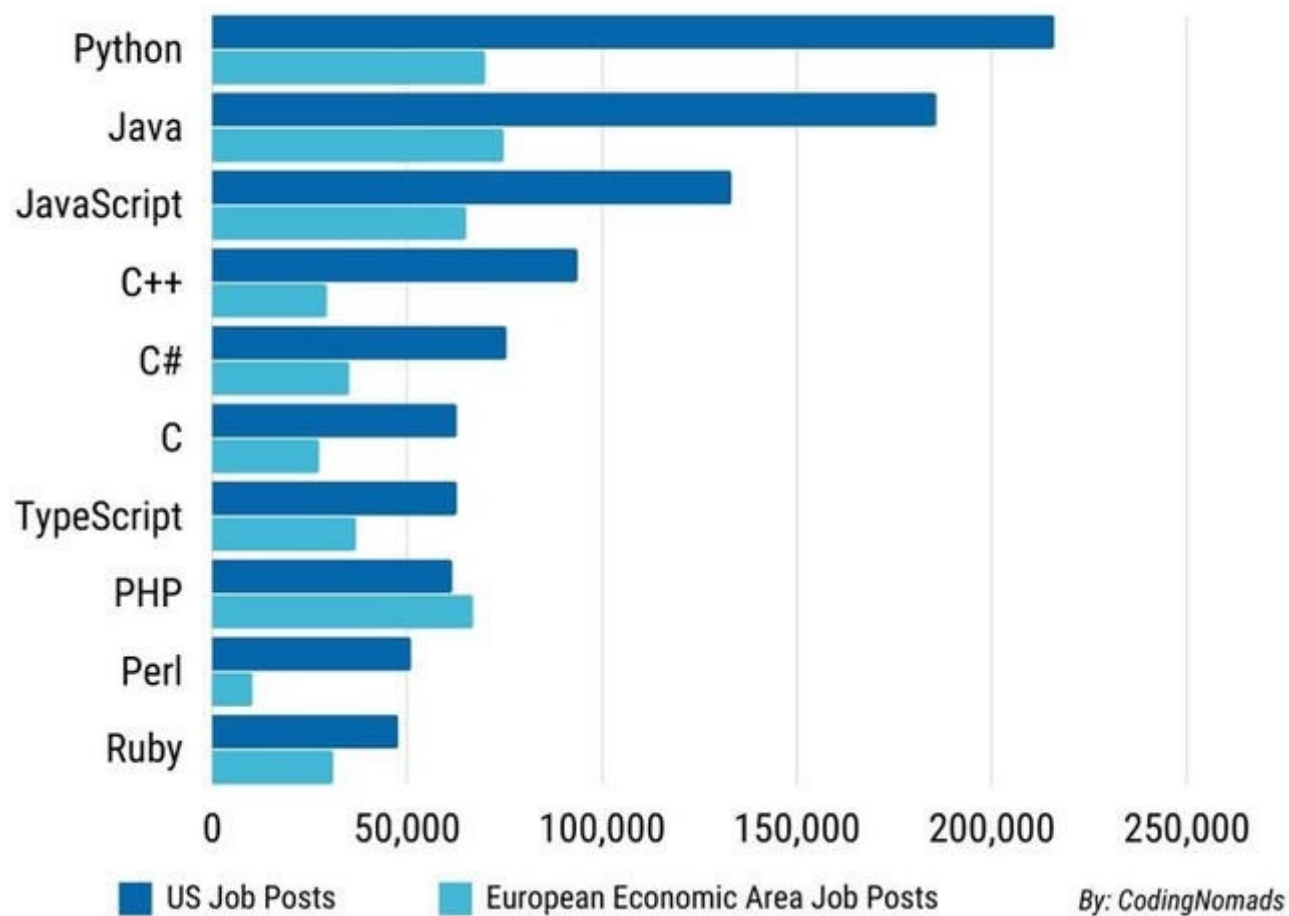
5/10

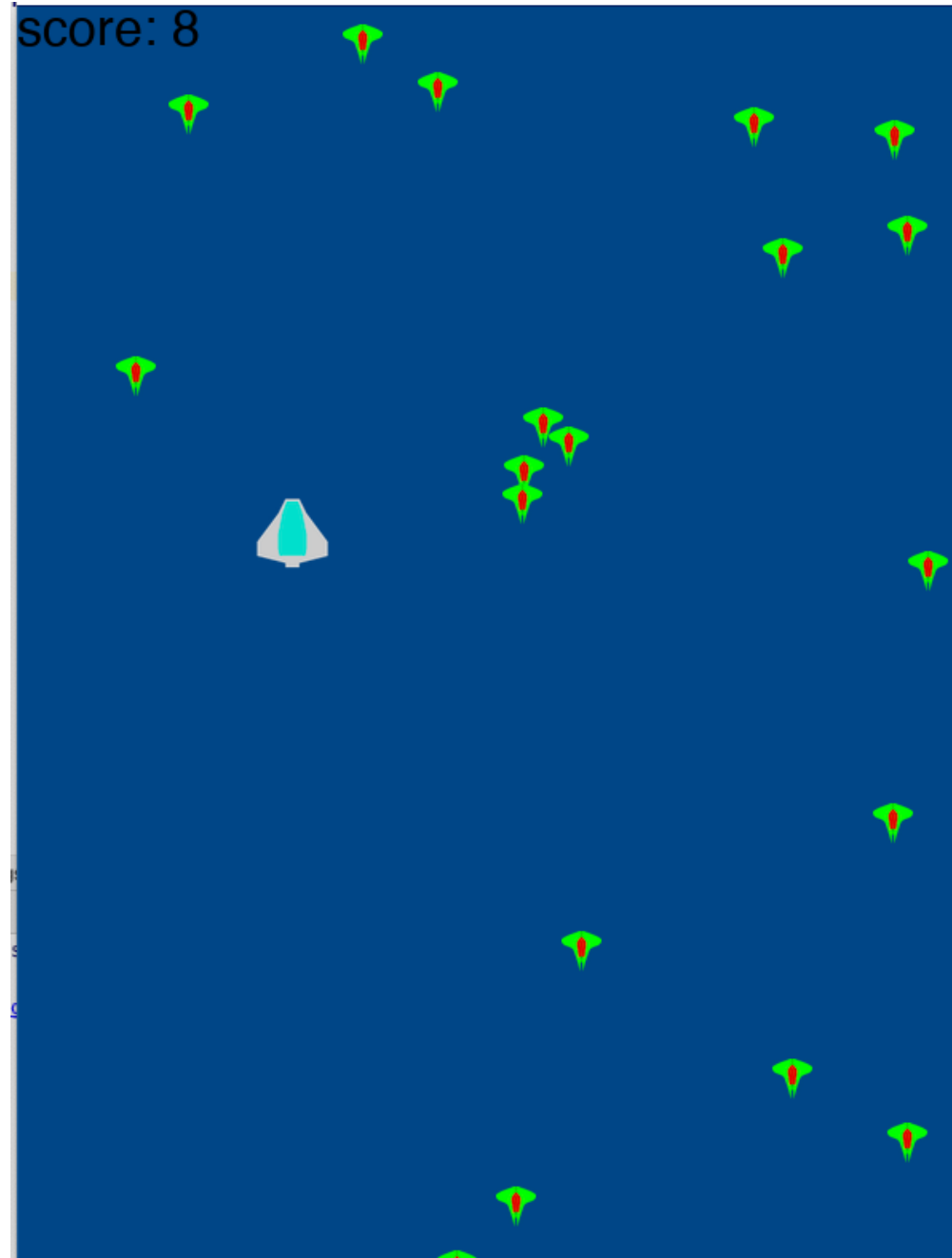
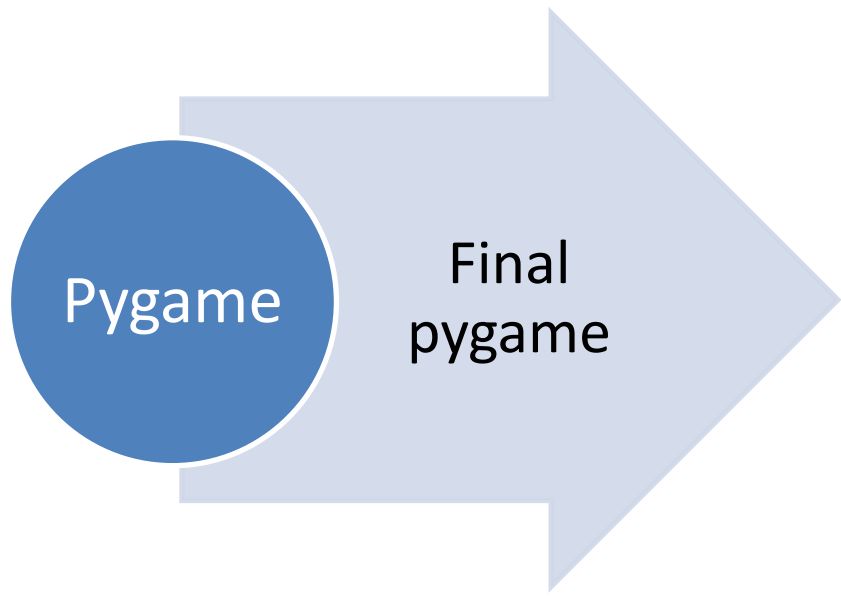
Her forlader
vi bogen



Most in-demand programming languages of 2022

Based on LinkedIn job postings in the USA & Europe





The
way

Skovlen ..



I/O

Loops

Operators

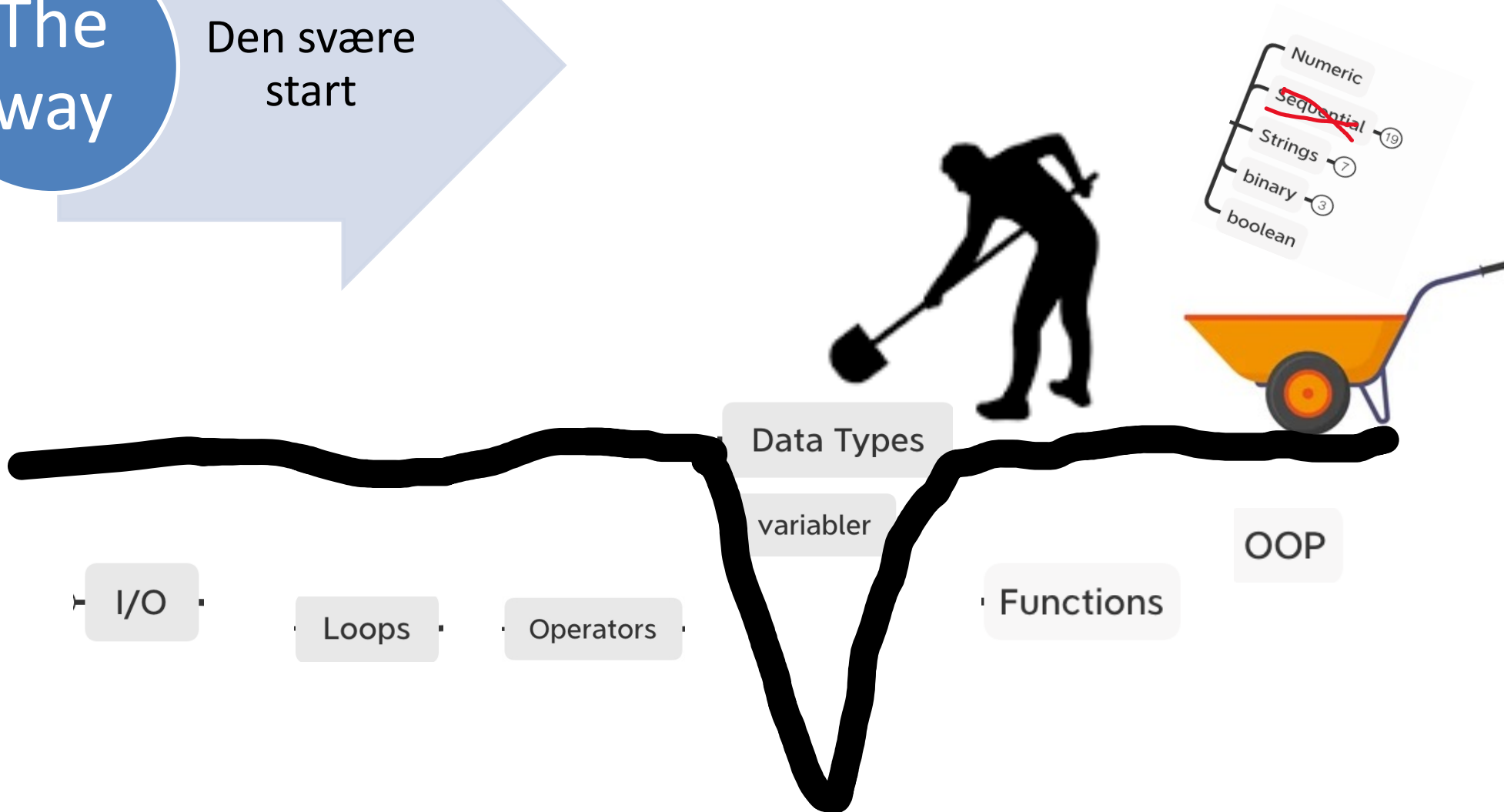
Data Types

Functions

OOP

The
way

Den svære
start



The
way

Så sker der
noget ..



```
{  
  "id" : "0d7ccdee-0627-4a11-b8d7-7e39b65dcd58",  
  "index" : 19,  
  "period" : 1,  
  "timestamp" : "00:00:11.488",  
  "minute" : 0,  
  "second" : 11,  
  "type" : {  
    "id" : 30,  
    "name" : "Pass"  
  },  
  "possession" : 3,  
  "possession_team" : {  
    "id" : 776,  
    "name" : "Denmark"  
  },  
  ..  
}
```

+

//

/

*

%

Numeric

list

dict

Sequential

tuple

set

Strings

binary

boolean

if .. else

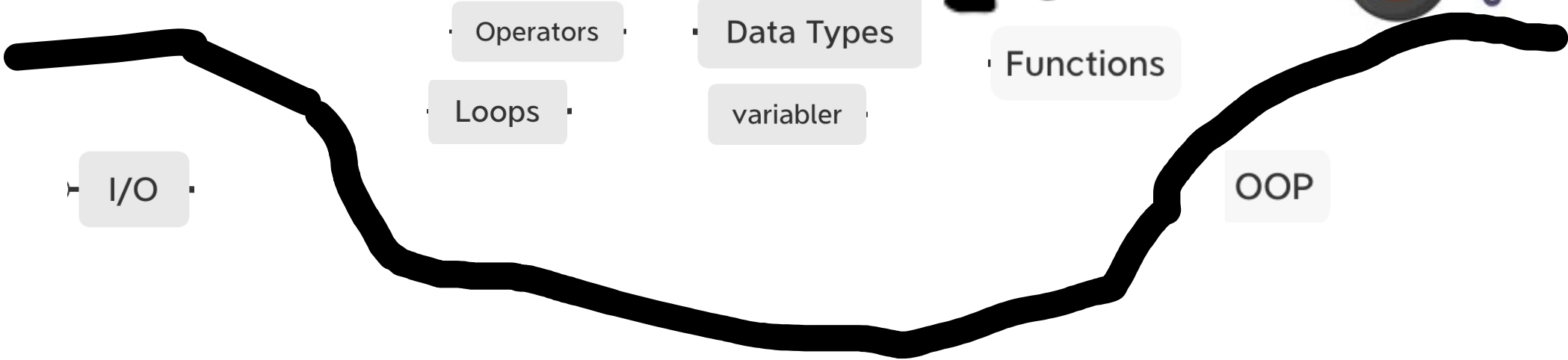
if .. elif .. else

For

While

The way

Orden i kaos ...



```
{
  "id" : "0d7ccdee-0627-4a11-b8d7-7e39b65dcd58",
  "index" : 19,
  "period" : 1,
  "timestamp" : "00:00:11.488",
  "minute" : 0,
  "second" : 11,
  "type" : {
    "id" : 30,
    "name" : "Pass"
  },
  "possession" : 3,
  "possession_team" : {
    "id" : 776,
    "name" : "Denmark"
  },
  ...
}
```

+

//

/

*

%

arithmetic

PC

For

Whi

16

17

18

```
def init_targets():
    aliens = []
    for tal in range(s.num_of_aliens):
```

The
way

Klar til
Game Dev

OOP

Operators

Data Types

Functions

Loops

variables

I/O



```
main.py x settings.py x ship.py x
1 import pygame
2 from settings import Settings
3 from ship import Ship
4 import game_functions as gf
```

```
{
  "id": "0d7ccdee-0627-4a11-b8d7-7e39b65dcd58",
  "index": 19,
  "period": 1,
  "timestamp": "00:00:11.488",
  "minute": 0,
  "second": 11,
  "type": {
    "id": 30,
    "name": "Pass"
  },
  "possession": 3,
  "possession_team": {
    "id": 776,
    "name": "Denmark"
  }
}
```

Numeric
Sequential
dict
tuple
set
Strings
binary
boolean

if
if .. else
if .. elif .. else

For
While

+
//
/
*
%
arithmetic



```
def init_targets():
    aliens = []
    for tal in range(s.num_of_aliens):
```



Next
up

Videre
gående



main.py settings.py ship.py

```
1 import pygame
2 from settings import Settings
3 from ship import Ship
4 import game_funtions as gf
```

```
{
  "id": "0d7ccdee-0627-4a11-b8d7-7e39b65dcd58",
  "index": 19,
  "period": 1,
  "timestamp": "00:00:11.488",
  "minute": 0,
  "second": 11,
  "type": {
    "id": 30,
    "name": "Pass"
  },
  "possession": 3,
  "possession_team": {
    "id": 776,
    "name": "Denmark"
  }
}
```

Numeric
Sequential
dict
tuple
set
Strings
binary
boolean

if
if .. else
if .. elif .. else

For

Whi.

16
17
18

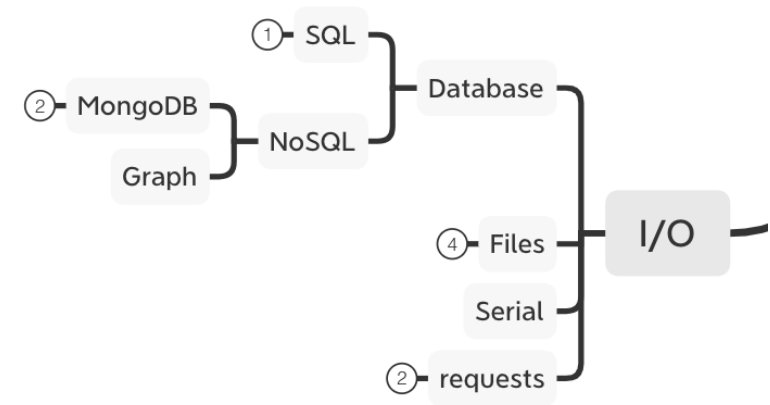
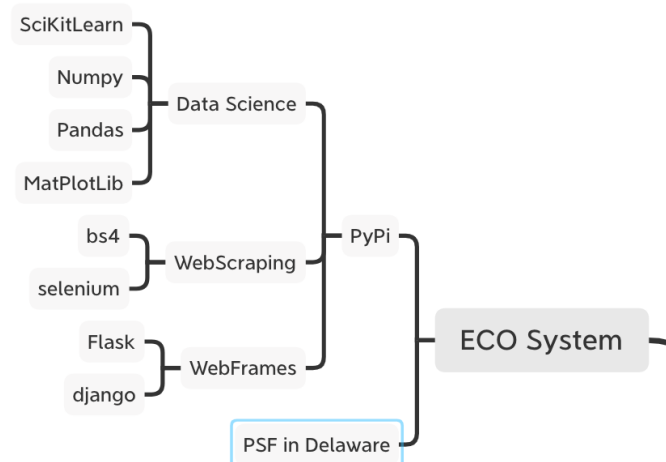


+
//
/
*
%

arithmetic

```
def init_targets():
    aliens = []
    for tal in range(s.num_of_aliens):
```








s.num_of_aliens



PAUSE

Teaser

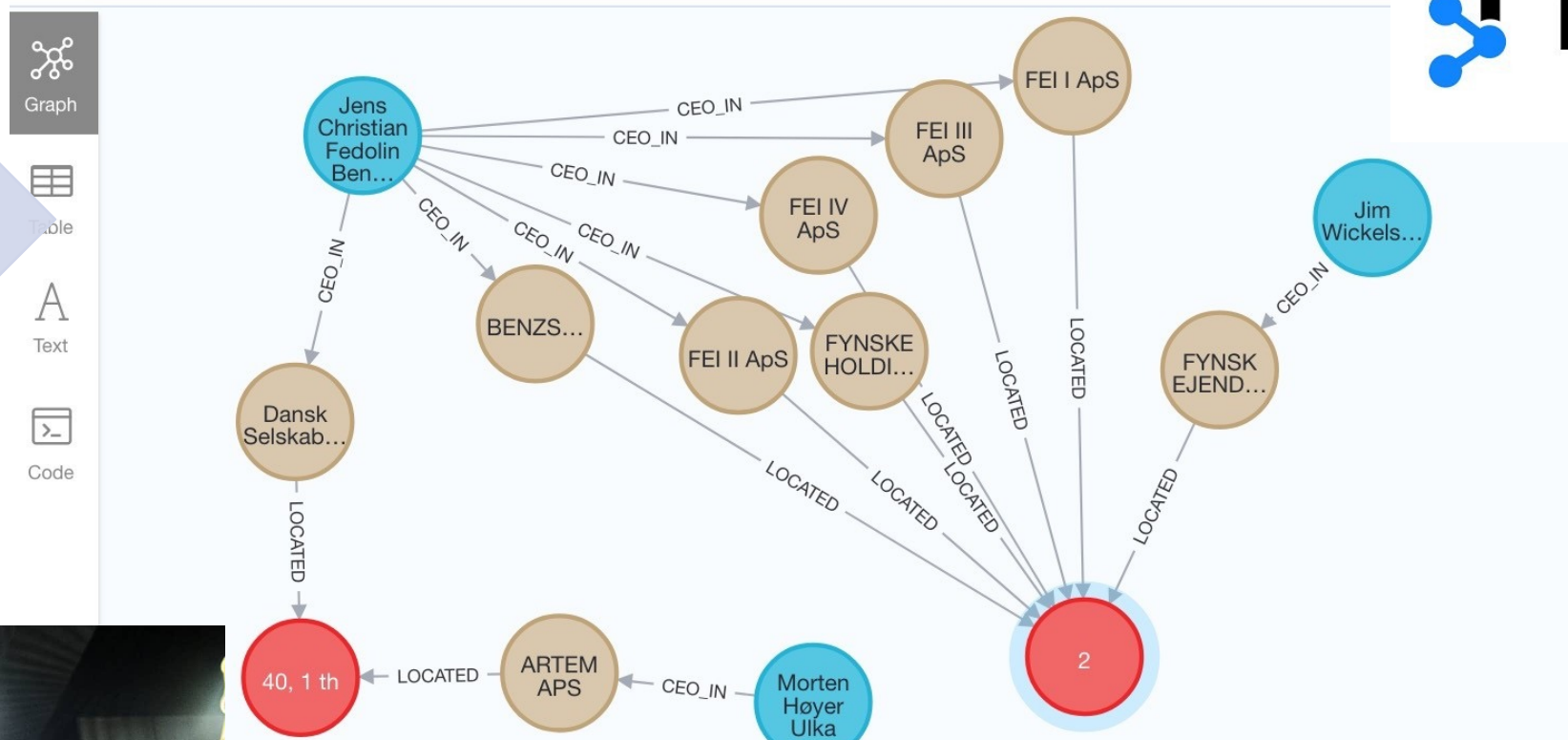
Web
Scraping

Alle (21.552)		Forhandler (20.099)	Privat (1.453)	Vælg kolonne	Km/l (nedc) ▼	Gem søgning			
Dato				Afstand (km)	Km/l (nedc)	Kilometer	Modelår	Pris (kr)	
	<div><div>div.listing-description.expandable-box</div><div>309.98 x 34</div><div>Color #333333</div><div>Font 12px "Walsheim Regular", Arial, sans-serif</div><div>Margin 0px 0px 10px</div><div>ACCESSIBILITY</div><div>Name</div><div>Role generic</div><div>Keyboard-focusable</div></div>			-	23,4 km/l	8.000	2020	319.900 kr.	
	<div>Alarm, Fjernb. C.Lås, Ratgearskifte, Kørecomputer, Infocenter, Udv. Temp. Måler, El-Ruder, N ... Læs mere</div> <div></div>			-	7,9 km/l	17.000	2016	1.250.000 kr.	

Teaser

Fraud
Detection

```
neo4j$ match (n:Location) where id(n)=55 return n
```

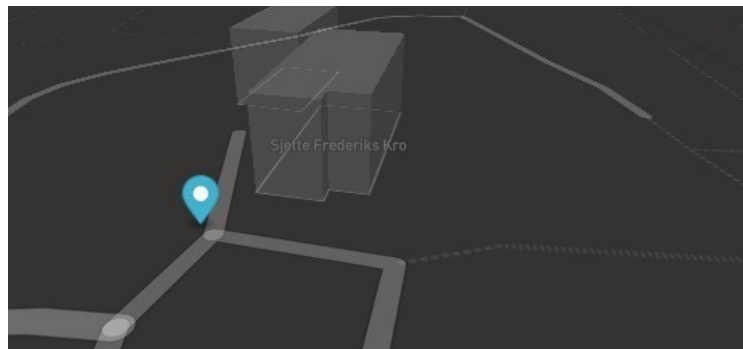
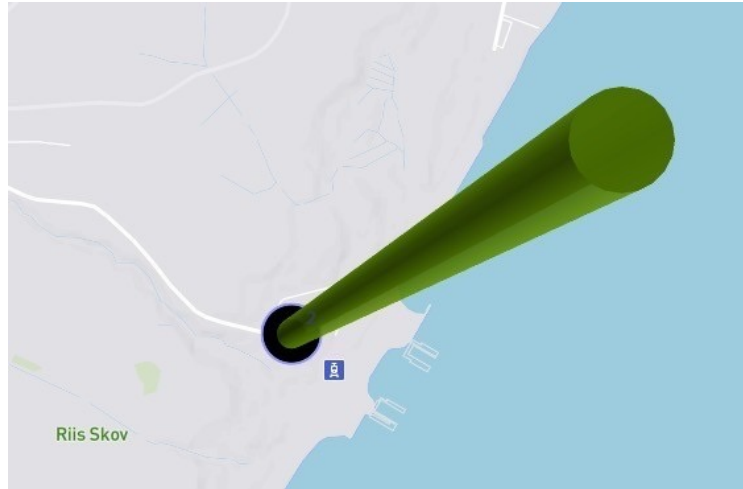


```
<f:SignatureOfAuditorsPlace contextRef="c174">Brønderslev</f:SignatureOfAuditorsPlace>
```

```
<174">9700</c:AddressOfAuditorPostCodeIdentifier>
Brønderslev</c:AddressOfAuditorDistrictName>
rdjyske Bank</c:NameOfFinancialInstitution>
Vodskovvej</c:AddressOfFinancialStreetName>
extRef="c174">43</c:AddressOfFinancialStreetBuildingIdentifier>
="c174">9310</c:AddressOfFinancialPostCodeIdentifier>
">Vodskov</c:AddressOfFinancialDistrictName>
ester Hassing</e:PlaceOfSignatureOfStatement>
2017-11-07</e:DateOfApprovalOfAnnualReport>
ef="c637">Poul Erik Madsen</d:NameAndSurnameOfMemberOfExecutiveBoard>
tRef="c646">Poul Erik Madsen</d:NameAndSurnameOfMemberOfSupervisoryBoard>
tRef="c647">Martin Nørgaard</d:NameAndSurnameOfMemberOfSupervisoryBoard>
```


Teaser

REST API



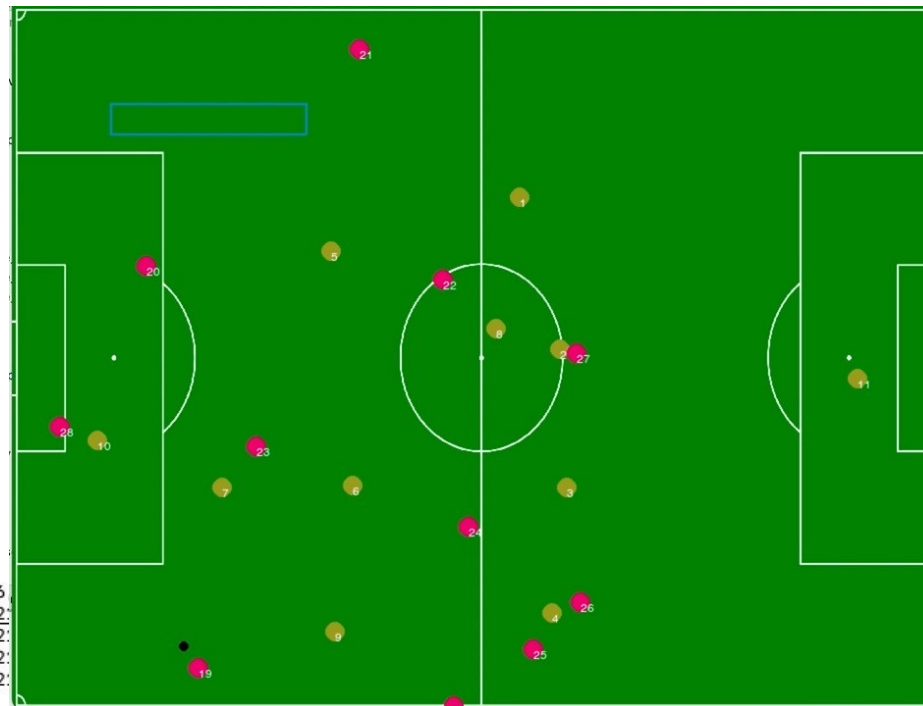
http shell javascript

```
GET /devices HTTP/1.1
Authorization: Bearer {BEARER_TOKEN}
Host: api.cityflow.live
```

```
{
  id: e00fce689f02a96799f34fc2,
  type: 150,
  location: 190,
  latitude: 56.1770897,
  longitude: 10.2296247,
  location_name: Salonvejen,
  city: Risskov,
  country: Denmark,
  roles: [
    4
  ],
  permissions: [],
  tags: [
    Risskov
  ]
},
```

Teaser

Sports
Analytics

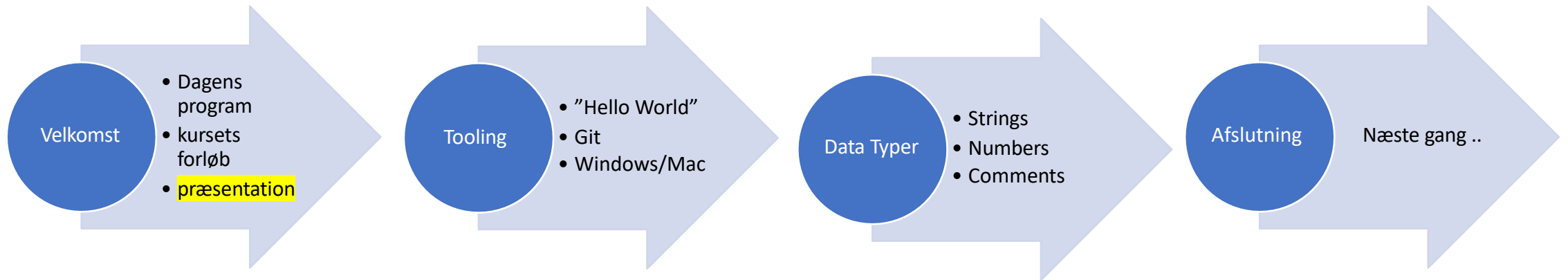


```
3 Period,Frame,Time [s],Player11,,Player1,,Player2,,Player3,,Player4,,Player5,,Player6
4 1,1,0.04,0.00082,0.48238,0.32648,0.65322,0.33701,0.48863,0.30927,0.35529,0.32137,0.2
5 1,2,0.08,0.00096,0.48238,0.32648,0.65322,0.33701,0.48863,0.30927,0.35529,0.32137,0.2
6 1,3,0.12,0.00114,0.48238,0.32648,0.65322,0.33701,0.48863,0.30927,0.35529,0.32137,0.2
7 1,4,0.16,0.00121,0.48238,0.32622,0.65317,0.33687,0.48988,0.30944,0.35554,0.32142,0.2
```

```
5243,0.43269,NaN,NaN,NaN,NaN,NaN,NaN,0.45472,0.38709
5243,0.43269,NaN,NaN,NaN,NaN,NaN,NaN,0.49645,0.40656
5243,0.43269,NaN,NaN,NaN,NaN,NaN,NaN,0.53716,0.42556
55236,0.43313,NaN,NaN,NaN,NaN,NaN,NaN,0.55346,0.42231
```



Program



Øvelse: Dan grupper ud fra ...

	1	2+5	3	4+6
gruppe 1				
gruppe 2				
gruppe 3				
gruppe 4				
gruppe 5				
gruppe 6				

Øvelse

Opgave 2-5: Bliv enige i gruppen om hvem der har fundet det bedste citat og præsenter løsningen

Opgave 2-3: Hvert medlem præsenteres i en notebook-celle:

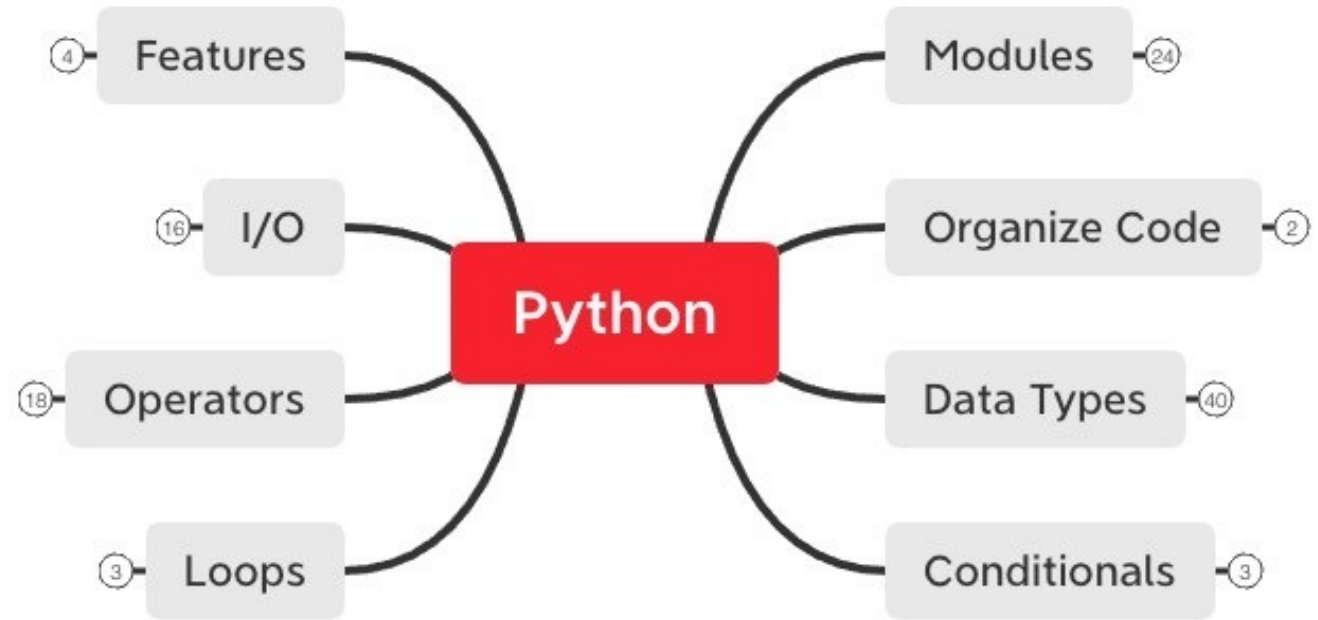
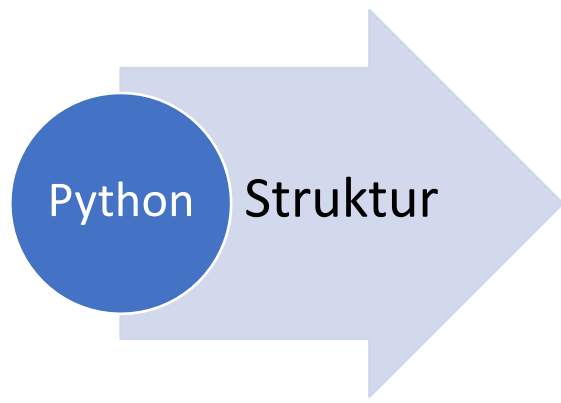
```
print(navn+" arbejder på "+arbplads+ " som "+rolle.lower()+ "der ligger i "+location.title())
```

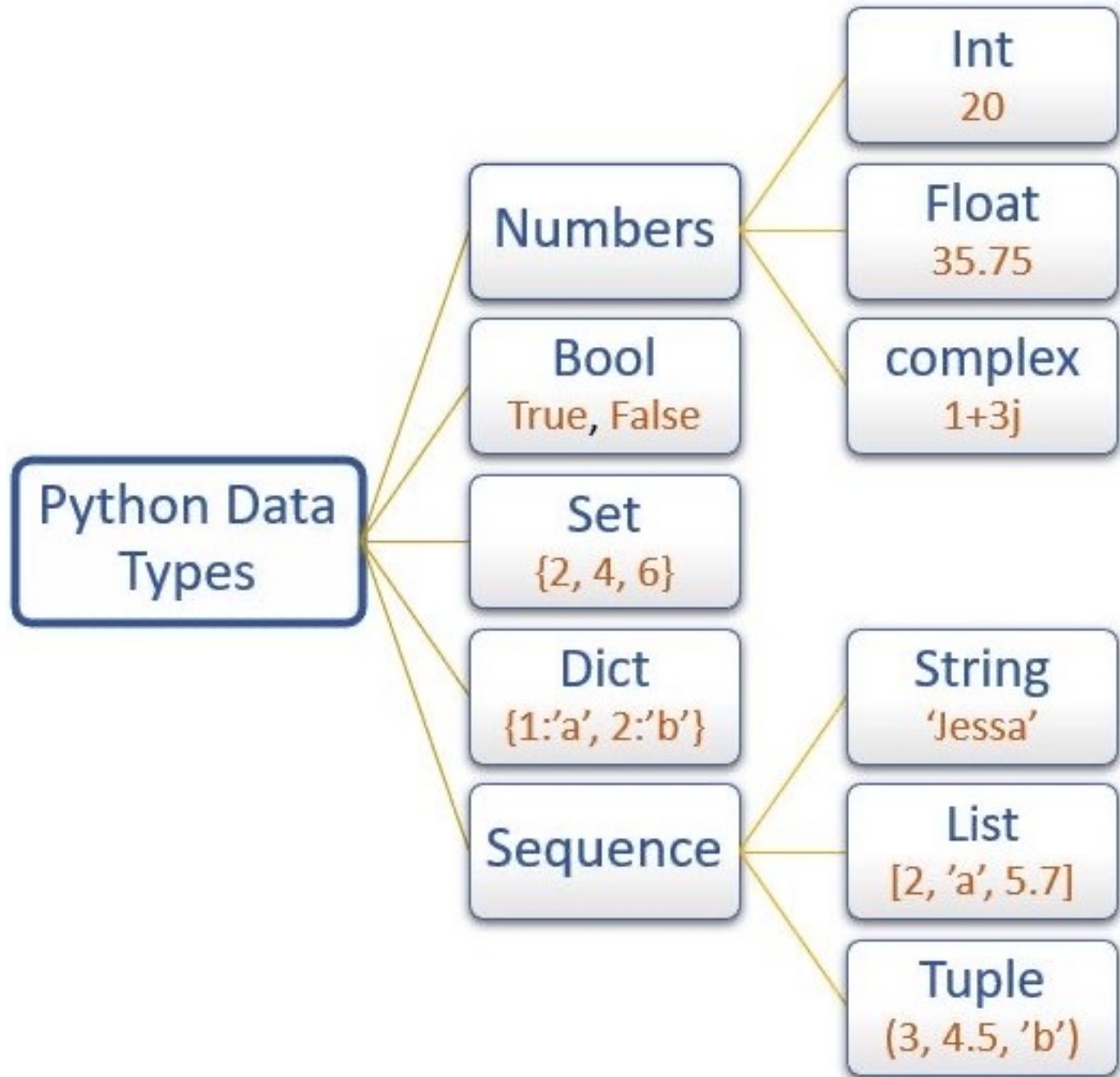
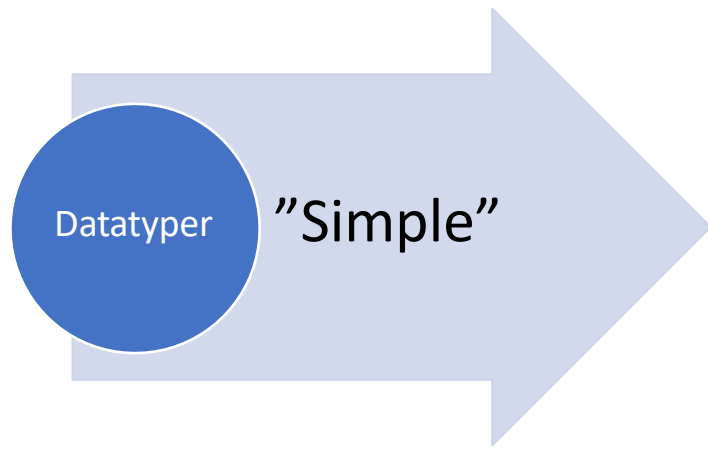
Thorbjørn Wulf arbejder på CPH Business som underviserder ligger i Lyngby

(og hvis man er i karriere-skift udfylder man med drømme - job, -rolle og -location)

ekstraopgave: Find de 5 forskellige måder man kan *concatenate strings* på i python og illustrer med et simpelt eksempel

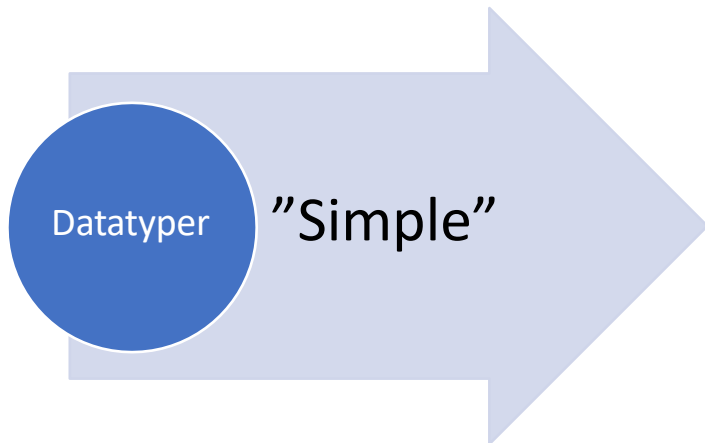
Pause





A Python variable is a reserved memory location to store values.

Every value in Python has a datatype.



A Python variable is a reserved memory location to store values. Every value in Python has a datatype.

Text Type: `str`

Numeric Types: `int`, `float`, `complex`

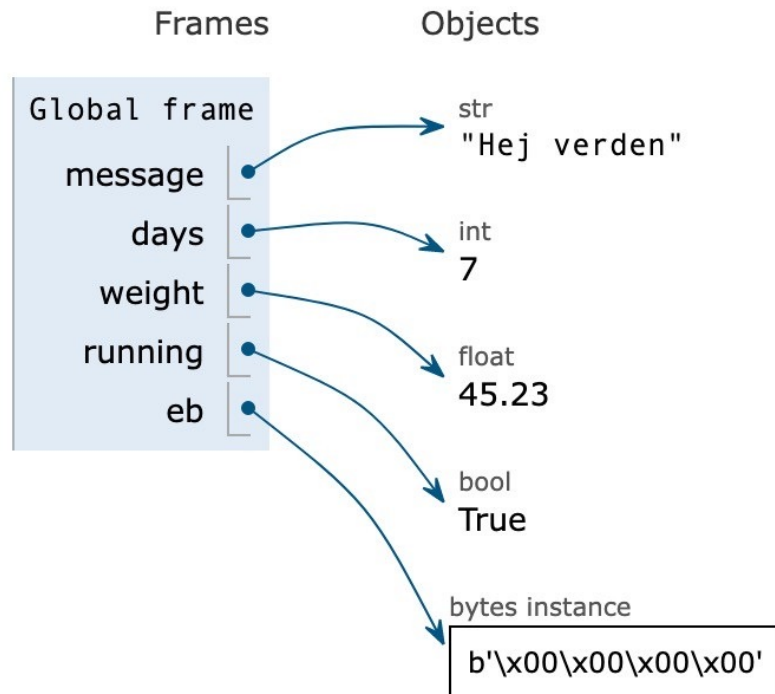
Sequence Types: `list`, `tuple`, `range`

Mapping Type: `dict`

Set Types: `set`, `frozenset`

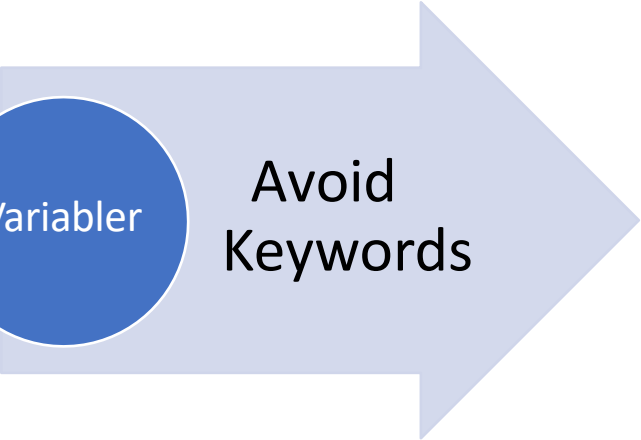
Boolean Type: `bool`

Binary Types: `bytes`, `bytearray`, `memoryview`



When you're using variables in Python, you need to adhere to a few rules and guidelines. Breaking some of these rules will cause errors -> case CVR:

```
2talRevision
2talRevision Reg
3 H Revision
3 H Revision
```

VariableAvoid
Keywords

Python Keywords

Each of the following keywords has a specific meaning, and you'll see an error if you try to use them as a variable name.

False	class	finally	is	return
None	continue	for	lambda	try
True	def	from	nonlocal	while
and	del	global	not	with
as	elif	if	or	yield
assert	else	import	pass	
break	except	in	raise	

Datatyper

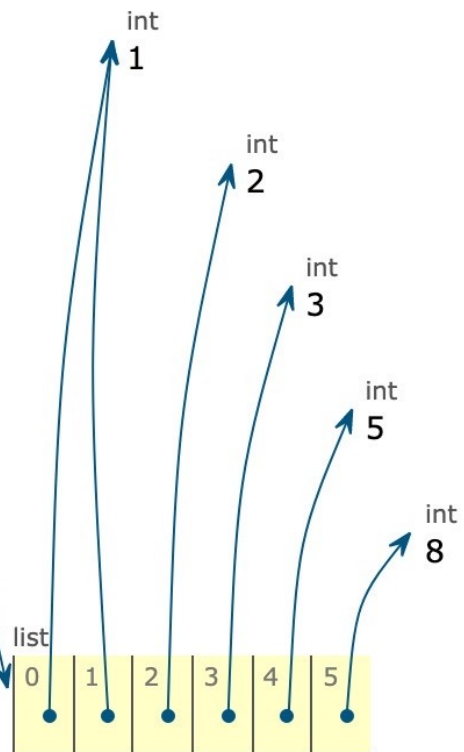
"Komplekse"

Frames

Objects

Global frame

days



Text Type: `str`

Numeric Types: `int`, `float`, `complex`

Sequence Types: `list`, `tuple`, `range`

Mapping Type: `dict`

Set Types: `set`, `frozenset`

Boolean Type: `bool`

Binary Types: `bytes`, `bytearray`, `memoryview`

Variable

How to?

Dynamic Typing

Python uses *dynamic typing*, meaning you can reassign variables to different data types. This makes Python very flexible in assigning data types; it differs from other languages that are *statically typed*.

```
In [7]: type("Jessa")
```

```
Out[7]: str
```

```
In [8]: type( )
```

```
Out[8]: int
```

Python Data
Types

Numbers

Int

20

Float

35.75

complex

1+3j

Bool

True, False

Set

{2, 4, 6}

Dict

{1:'a', 2:'b'}

Sequence

String

'Jessa'

List

[2, 'a', 5.7]

Tuple

(3, 4.5, 'b')

notebook

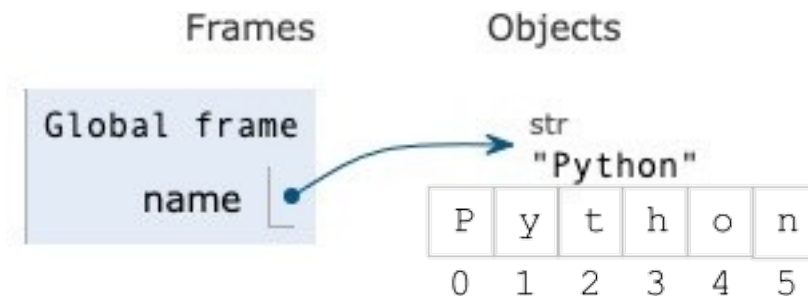
Variable

Strings

Definition

A string is simply a series of characters (” ” or ‘ ‘)
”sequence of bytes representing unicode characters”

Memory



Standard

```
print("kurt verner")
```

Special

```
print("Kurt \t Verner")
```

Speciel special

```
In [87]: navn="BMW \x99"
```

```
In [88]: print(navn)
```

BMW ™

Strings

Øvelser

```
In [104]: print(navn)
```

```
McDonalds ©
```

```
In [106]: print(pris)
```

```
200 £
```

```
In [115]: print(t)
```

```
 $\frac{1}{2} + \frac{1}{4} = \frac{3}{4}$ 
```

<https://kb.digital-detective.net/display/BF/Extended+ASCII+Table>

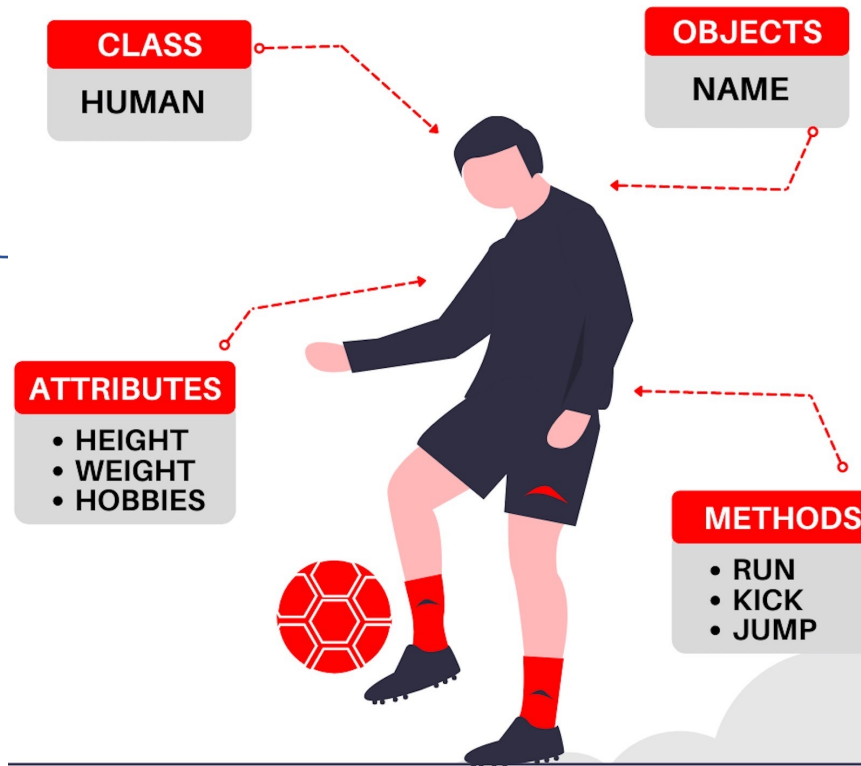
Variables

Strings

```
messi.run(12)  
messi.jump()  
....
```

```
"messi".toupper()  
"messi".strip()
```

The Dot-notation



Variables

Strings

Common built-in functions

```
print("kurt Verner")  
len("kurt Verner")
```

Common methods

Function	Description
<code>format()</code>	It's used to create a formatted string from the template string and the supplied values.
<code>split()</code>	Python string <code>split()</code> function is used to split a string into the list of strings based on a delimiter.
<code>join()</code>	This function returns a new string that is the concatenation of the strings in iterable with string object as a delimiter.
<code>strip()</code>	Used to trim whitespaces from the string object.
<code>format_map()</code>	Python string <code>format_map()</code> function returns a formatted version of the string using substitutions from the mapping provided.
<code>upper()</code>	We can convert a string to uppercase in Python using <code>str.upper()</code> function.
<code>lower()</code>	This function creates a new string in lowercase.
<code>replace()</code>	Python string <code>replace()</code> function is used to create a new string by replacing some parts of another string.
<code>find()</code>	Python String <code>find()</code> method is used to find the index of a substring in a string.
<code>translate()</code>	Python String <code>translate()</code> function returns a new string with each character in the string replaced using the given translation table.

Strings

Øvelser

```
In [127]: vej="Kurfürstendam"
          nr = "12"
          zip = 8000
          city = "Århus"
          print()
```

```
Kurfürstendam 12
8000 Århus
```

```
In [131]: firma="Hvidkilde A/S "
          # gem den rensede værdi i en ny variabel
          print(f"Firmanavn: {firma}.")
```

```
Firmanavn: Hvidkilde A/S .
```

```
In [133]: firma="Hvidkilde A/S"
          # gem den rensede værdi i en ny variabel af samme navn
          print(f"Firmanavn: {firma}.")
```

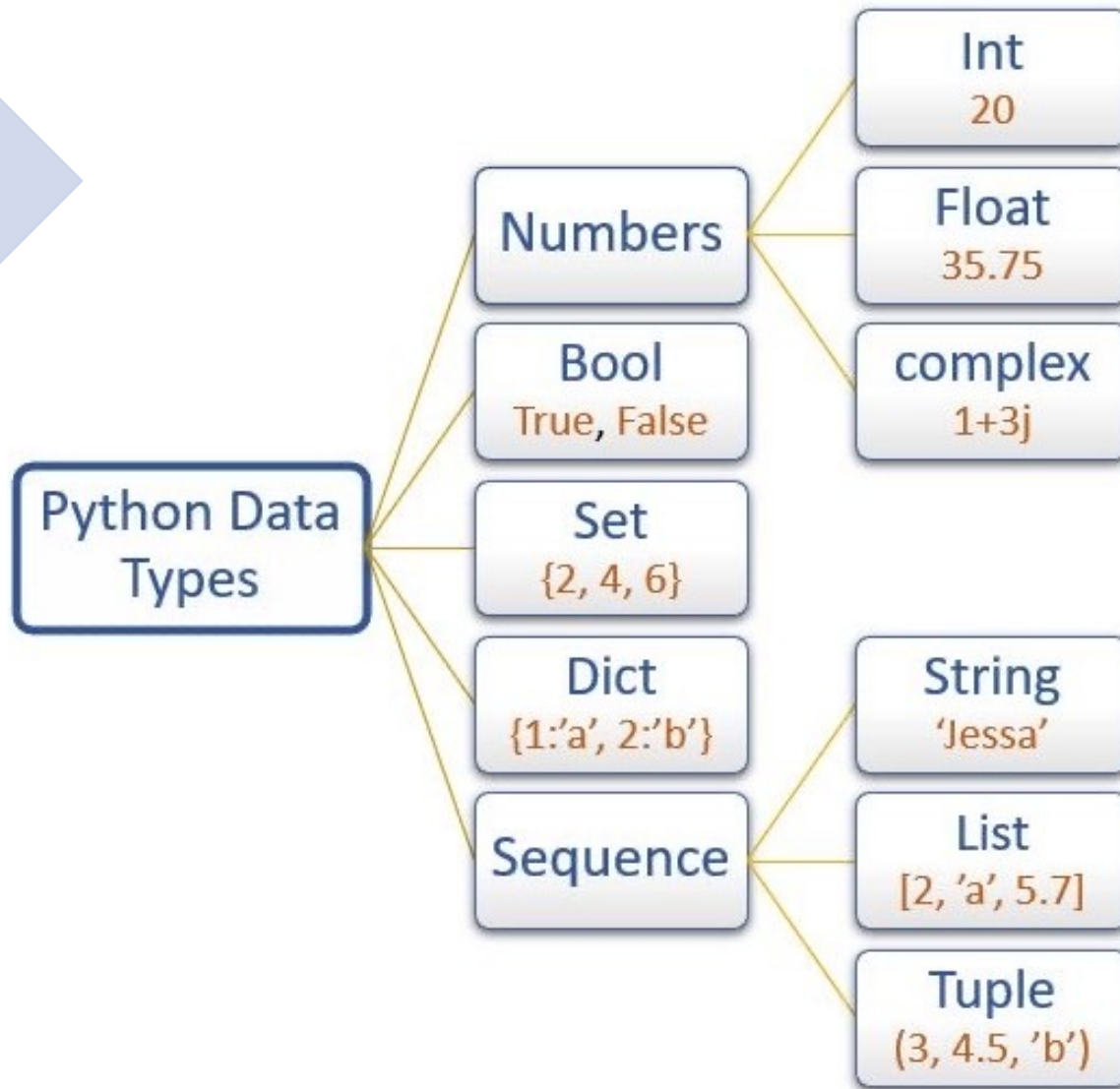
```
Firmanavn: Hvidkilde AS.
```

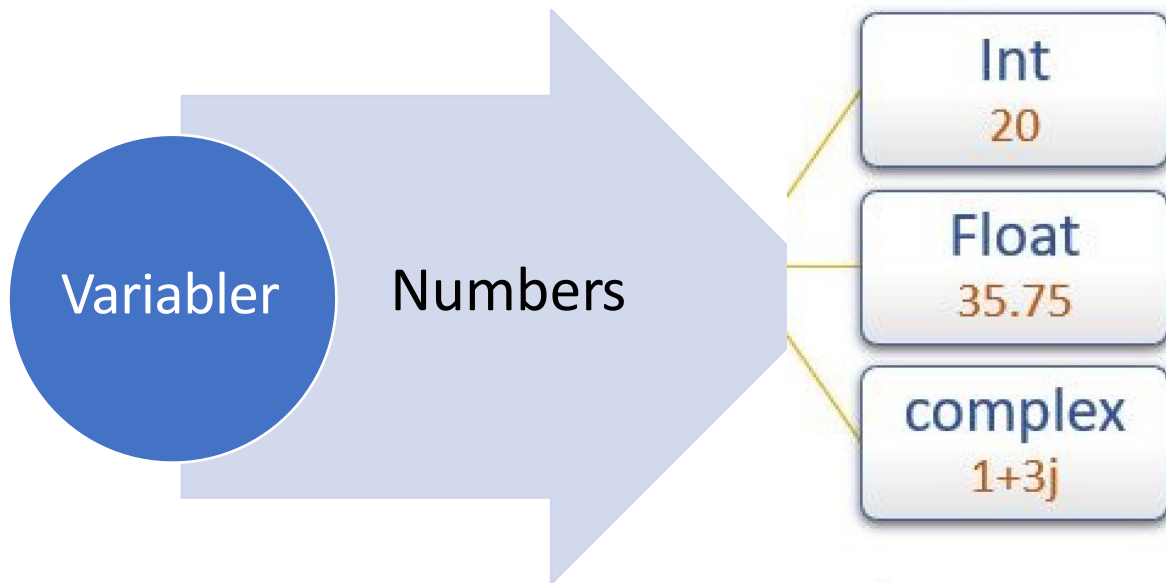
```
In [135]: full_navn="Kurt Verner Hansen"
          dele = full_navn.split()
```

Pause

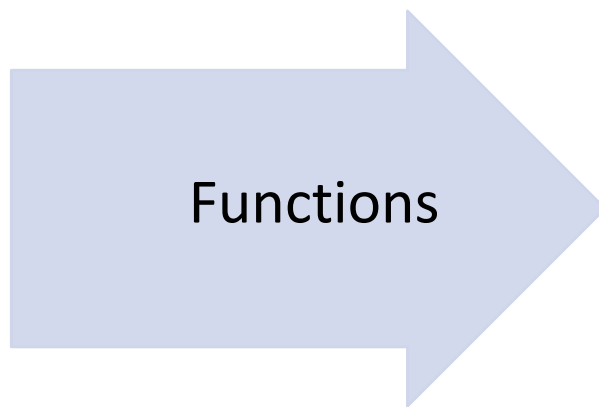
Variables

Numbers





11	Left-to-right	+	Multiplication
		/	Division
		%	Modulo
10	Left-to-right	+	Addition
		-	Subtraction



<code>abs()</code>	<code>divmod()</code>	<code>input()</code>	<code>open()</code>	<code>staticmethod()</code>
<code>all()</code>	<code>enumerate()</code>	<code>int()</code>	<code>ord()</code>	<code>str()</code>
<code>any()</code>	<code>eval()</code>	<code>isinstance()</code>	<code>pow()</code>	<code>sum()</code>
<code>basestring()</code>	<code>execfile()</code>	<code>issubclass()</code>	<code>print()</code>	<code>super()</code>
<code>bin()</code>	<code>file()</code>	<code>iter()</code>	<code>property()</code>	<code>tuple()</code>
<code>bool()</code>	<code>filter()</code>	<code>len()</code>	<code>range()</code>	<code>type()</code>
<code>bytearray()</code>	<code>float()</code>	<code>list()</code>	<code>raw_input()</code>	<code>unichr()</code>
<code>callable()</code>	<code>format()</code>	<code>locals()</code>	<code>reduce()</code>	<code>unicode()</code>
<code>chr()</code>	<code>frozenset()</code>	<code>long()</code>	<code>reload()</code>	<code>vars()</code>
<code>classmethod()</code>	<code>getattr()</code>	<code>map()</code>	<code>repr()</code>	<code>xrange()</code>
<code>cmp()</code>	<code>globals()</code>	<code>max()</code>	<code>reversed()</code>	<code>zip()</code>
<code>compile()</code>	<code>hasattr()</code>	<code>memoryview()</code>	<code>round()</code>	<code>__import__()</code>
<code>complex()</code>	<code>hash()</code>	<code>min()</code>	<code>set()</code>	<code>apply()</code>
<code>delattr()</code>	<code>help()</code>	<code>next()</code>	<code>setattr()</code>	<code>buffer()</code>
<code>dict()</code>	<code>hex()</code>	<code>object()</code>	<code>slice()</code>	<code>coerce()</code>
<code>dir()</code>	<code>id()</code>	<code>oct()</code>	<code>sorted()</code>	<code>intern()</code>

Data

Operators

Operator	Description
**	Exponentiation (raise to the power)
~, +, -	Complement, unary plus <u>and</u> minus (method names for the last two are +@ and -@)
*, /, %, //	Multiply, divide, modulo and floor division
+, -	Addition and subtraction
>>, <<	Right and left bitwise shift
&	Bitwise 'AND'
^	Bitwise exclusive 'OR'
 	Bitwise 'OR'
in, not in, is, is not, <, <=, >, >=, !=, ==	Comparison operators, equality operators, membership and identity operators
not	Boolean 'NOT'
and	Boolean 'AND'
or	Boolean 'OR'
=, %=, /=, //=, -=, +=, *=, **=	Assignment operators



Datatyper



Øvelser

- 2-8 – 8-tals stykker (add,sub,mult og div)

Tjek dagens github for filen L2-Numbers-exercises



PART I: BASICS

Chapter 1: Getting Started

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Chapter 2: Variables and Simple Data Types

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Chapter 3: Introducing Lists

Chapter 4: Working with Lists

Chapter 5: if Statements

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Chapter 6: Dictionaries

Chapter 7: User Input and while Loops

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Chapter 9: Classes

21/9

Chapter 10: Files and Exceptions

Chapter 11: Testing Your Code

PART II: PROJECTS

Project 1: Alien Invasion

28/9

Chapter 12: A Ship That Fires Bullets

Project 2: Kill the birds

Repetition

5/10



Python

Tools

- Install GitBash (windows) or Git
- Create Git-account



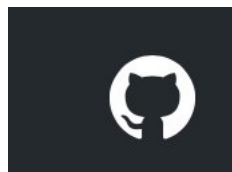
Download for macOS

There are several options for installing Git on macOS. Note that any non-source distributions are provided by third parties, and may not be up to date with the latest source release.

Homebrew

Install [homebrew](#) if you don't already have it, then:

```
$ brew install git
```



Join GitHub

Create your account

Username *

Email address *

Password *