

Beyond Blocks: Python Session #1

CS10 Spring 2013
Thursday, April 30, 2013
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Beyond Blocks : Python : Session #1 by Michael Ball adapted from [Glenn Sugden](#) is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License](#).

Goals

- Quick introduction to Python
 - Not a tutorial or “how to”
 - Hope is that you’ll want to learn (more)
- Advantages over higher level languages
- Challenges of programming syntax
 - It’s really like “writing BYOB on Paper”!

Beyond Blocks: Python #1

Installation: Mac Check

- Open Terminal
- Type `python3` and hit *return*
- Type `print("hello world")` and hit *return*
- The result should be:

```
>>> print("hello world")
hello world
>>> █
```

Beyond Blocks: Python #1

Installation: Windows Check

- Get Python to "print" something with these instructions:

<http://docs.python.org/faq/windows.html>

(You only have to get to the "Many people use the interactive mode as a convenient yet highly programmable calculator" paragraph)

Beyond Blocks: Python #1

Installation: More Information

- Computer Science Circles : Run Python at Home

[cemclinux1.math.uwaterloo.ca/~cscircles/
wordpress/run-at-home/](http://cemclinux1.math.uwaterloo.ca/~cscircles/wordpress/run-at-home/)

Beyond Blocks: Python #1

Installation: Version Check

```
Michael> python3 -V  
Python 3.3.4
```

We'll be talking about version 3.3.x here, although version 2.7.x (which is more common) works just as well!

If curious, there's more version info at:
<http://docs.python.org/whatsnew/index.html>

Beyond Blocks: Python #1

Why used “text based” programming?

<demo>

BYOB  Python

BYOB \longleftrightarrow Python

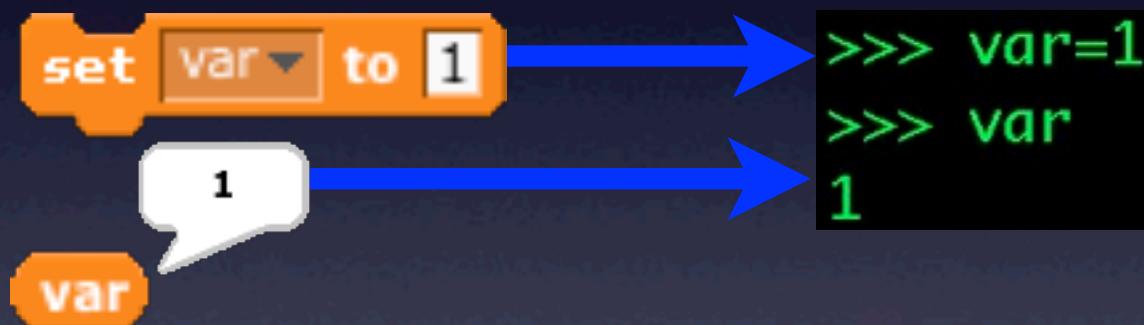
Variables

set var to 0

```
>>> var = 0  
>>>
```

BYOB \longleftrightarrow Python

Variables



BYOB \longleftrightarrow Python

Variables



NOTE:

Assignment doesn't
“evaluate” to anything,
so nothing is printed!

BYOB \longleftrightarrow Python

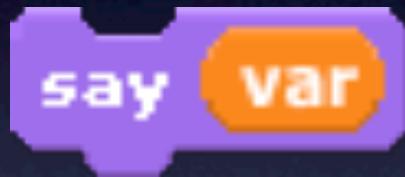
Variables

change var by 1

```
>>> var = var + 1
```

BYOB \longleftrightarrow Python

Variables



```
print(var)
```

NOTE:

Printing is one of the big differences between Python 2 and 3. Python 3 requires () with print!
For the sake of humanity, just use print()! :)

BYOB \longleftrightarrow Python

Operators



```
>>> 1+1
```

```
2
```



```
>>> 2-1
```

```
1
```



```
>>> 2*2
```

```
4
```



```
>>> 6/2
```

```
3
```

BYOB \longleftrightarrow Python Types

- Everything in Python has an internal “type”
- Types are determined *dynamically*
 - `x = 1`
 - `x` now has the type “int”:
 - (short for “integer”)

```
>>> x=1
>>> type(x)
<type 'int'>
>>>
```

We'll talk about this “script” (or function) later...

BYOB \longleftrightarrow Python

Types: bool

- 'bool' is short for boolean
- 'bool's can have two values:
 - True \rightarrow `true`
 - False \rightarrow `false`

```
>>> True  
True  
>>> False  
False
```

```
>>> type(True)  
<type 'bool'>
```

BYOB \longleftrightarrow Python

Types: bool

- 'bool' is short for boolean
- 'bool's can have two values:

- True
- False



```
>>> true  
True  
>>> false  
False
```

NOTE: Upper case is important!

BYOB \longleftrightarrow Python

Types: function type()

This function
returns the type
that Python has
assigned the
identifier.

```
>>> type(True)
<class 'bool'>
>>> type(1)
<class 'int'>
>>> type(1.0)
<class 'float'>
>>> type("Hello, there!")
<class 'str'>
>>> type("1")
<class 'str'>
```

BYOB \longleftrightarrow Python

Operators

 **and** 

 **or** 

not 

```
>>> True and False  
False  
>>> True and True  
True  
>>> True or False  
True  
>>> not True  
False  
>>> not False  
True
```

BYOB \longleftrightarrow Python

Operators



```
>>> 1 < 2
```

```
True
```

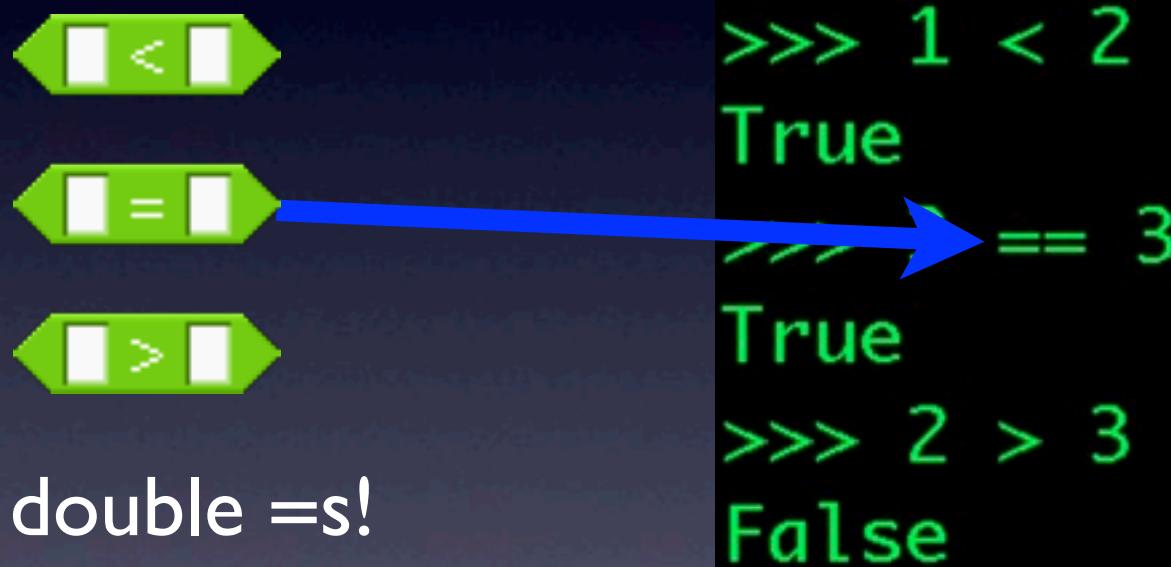
```
>>> 3 == 3
```

```
True
```

```
>>> 2 > 3
```

```
False
```

BYOB \longleftrightarrow Python Operators



- Note the double =s!
- $=$ means **assign**, $==$ means **compare**
- Very common source of bugs!

BYOB Python

Operators

= means *assign*,

== means *compare*

BYOB Python

Operators

= means *assign*,

== means *compare*

BYOB \longleftrightarrow Python

Operators



```
>>> 3 % 2  
1  
>>> 12345 % 678  
141
```

BYOB \longleftrightarrow Python

Sidebar: Division (integer vs. real/float)



Python 2

```
>>> 5/6  
0  
>>> 5.0/6.0  
0.8333333333333334  
>>> 5.0//6.0  
0.0
```

Python 3

```
>>> 5/6  
0.8333333333333334  
>>> 5.0/6.0  
0.8333333333333334  
>>> 5.0//6.0  
0.0
```

BYOB \longleftrightarrow Python

Sidebar: Division (integer vs. real/float)



```
>>> 5/6  
0.8333333333333334  
>>> 5.0/6.0  
0.8333333333333334  
>>> 5.0//6.0  
0.0
```

“Force” integer division



BYOB \longleftrightarrow Python

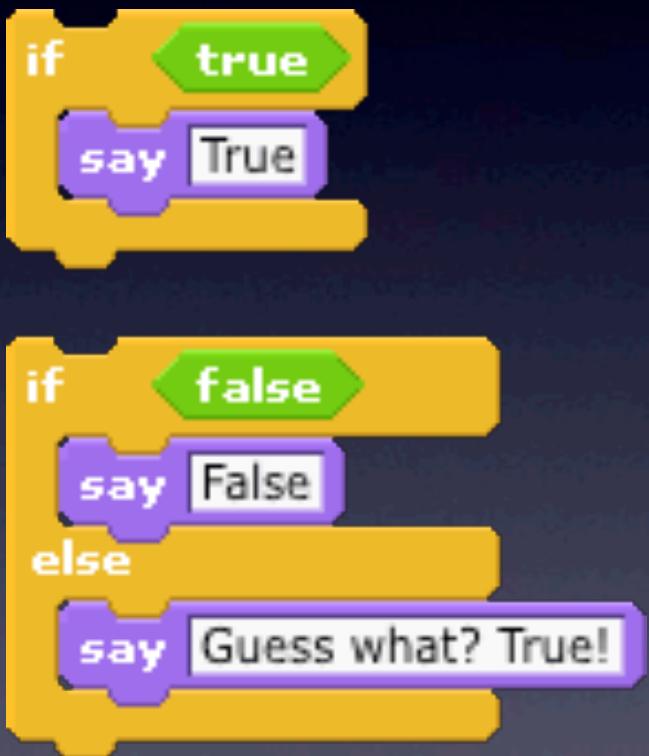
Sidebar: Exponent

BYOB has e^x and 10^x ,
but Python can do any base & exponent!

```
>>> 2**8  
256  
>>> 2**10  
1024  
>>> 2**100  
1267650600228229401496703205376
```

BYOB \longleftrightarrow Python

Conditionals



```
>>> if (True):
...     print "True"
...
True
>>> if (False):
...     print "False"
... else:
...     print "Guess what? True!"
...
Guess what? True!
```

BYOB \longleftrightarrow Python

Conditionals

The image shows a Scratch script with two conditional blocks on the stage. The top conditional has a green arrow pointing to the word "True" and a purple "say" block with the text "True". The bottom conditional has a green arrow pointing to the word "False", followed by an "else" block, and then a purple "say" block with the text "Guess what? True!". Blue arrows point from each conditional to its corresponding Python code on the right.

```
if (True):
    ...
    ...
    True
else:
    ...
    ...
    Guess what? True!
```

BYOB \longleftrightarrow Python

Conditionals

```
>>> if (True):
...     print "True"
...
...
True
>>> if (False):
...     print "False"
... else:
...     print "Guess what? True!"
...
...
Guess what? True!
```

Notice the colon and
indentation syntax!

BYOB \longleftrightarrow Python

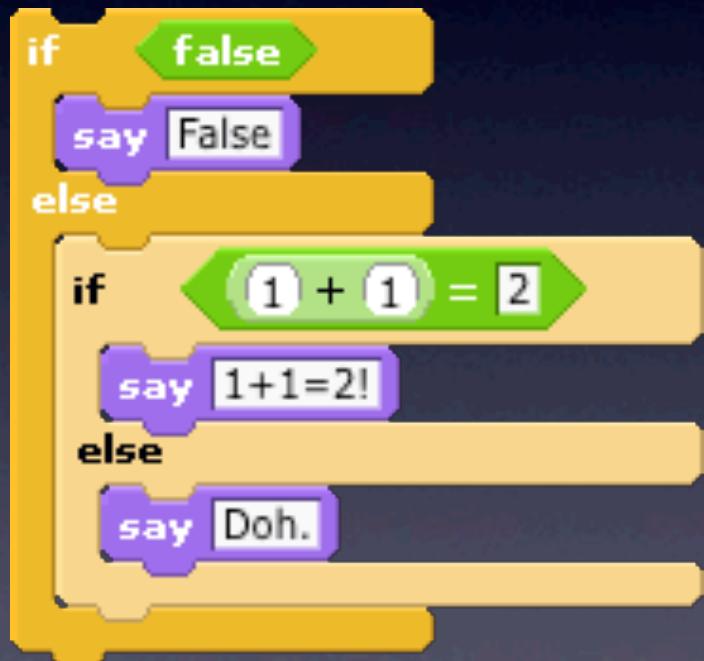
Conditionals

```
>>> if (True):
...     print "True"
...
...
True
>>> if (False):
...     print "False"
... else:
...     print "Guess what? True!"
...
...
Guess what? True!
```

Notice the colon and
indentation syntax!

BYOB \longleftrightarrow Python

Conditionals



```
>>> if (False):
...     print "False"
... elif (1+1==2):
...     print "1+1==2!"
... else:
...     print "Doh."
...
1+1==2!
```

BYOB \longleftrightarrow Python

Conditionals

The image shows a Scratch script on the left and its corresponding Python code on the right. A blue arrow points from the Scratch script to the Python code, indicating the mapping between the two.

Scratch Script:

- An orange **if** block with a **false** condition.
- Inside the **if** block:
 - A purple **say [False]** block.
 - An orange **else** block.
 - Inside the **else** block:
 - An orange **if** block with a condition $(1 + 1 = 2)$.
 - Inside the nested **if** block:
 - A purple **say [1+1=2!]** block.
 - An orange **else** block.
 - Inside the nested **else** block:
 - A purple **say [Doh.]** block.

```
>>> if (False):
...     print "False"
... elif (1+1==2):
...     print "1+1==2!"
... else:
...     print "Doh."
...
1+1==2!
```

BYOB \longleftrightarrow Python

Loops



```
>>> var = 0
>>> while(True):
...     print var
...     var = var + 1
...
0
1
2
3
4
5
6
7
8
9
```

BYOB \longleftrightarrow Python

Loops

The image shows a Scratch script on the left and its corresponding Python code on the right. Three blue arrows point from the Scratch blocks to the Python code, indicating the mapping between them.

Scratch Script:

- set var to 0
- forever

 - say var
 - change var by 1

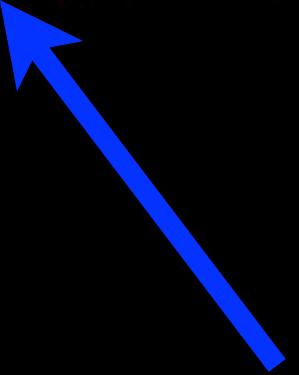
Python Code:

```
>>> var = 0
>>> while(True):
...     print var
...     var = var + 1
...
0
1
2
3
4
5
6
7
8
9
```

BYOB \longleftrightarrow Python

Loops

```
>>> var = 0
>>> while(True):
...     print var
...     var = var + 1
...
0
1
2
3
4
5
6
7
8
9
```



Note the indentation (again)!

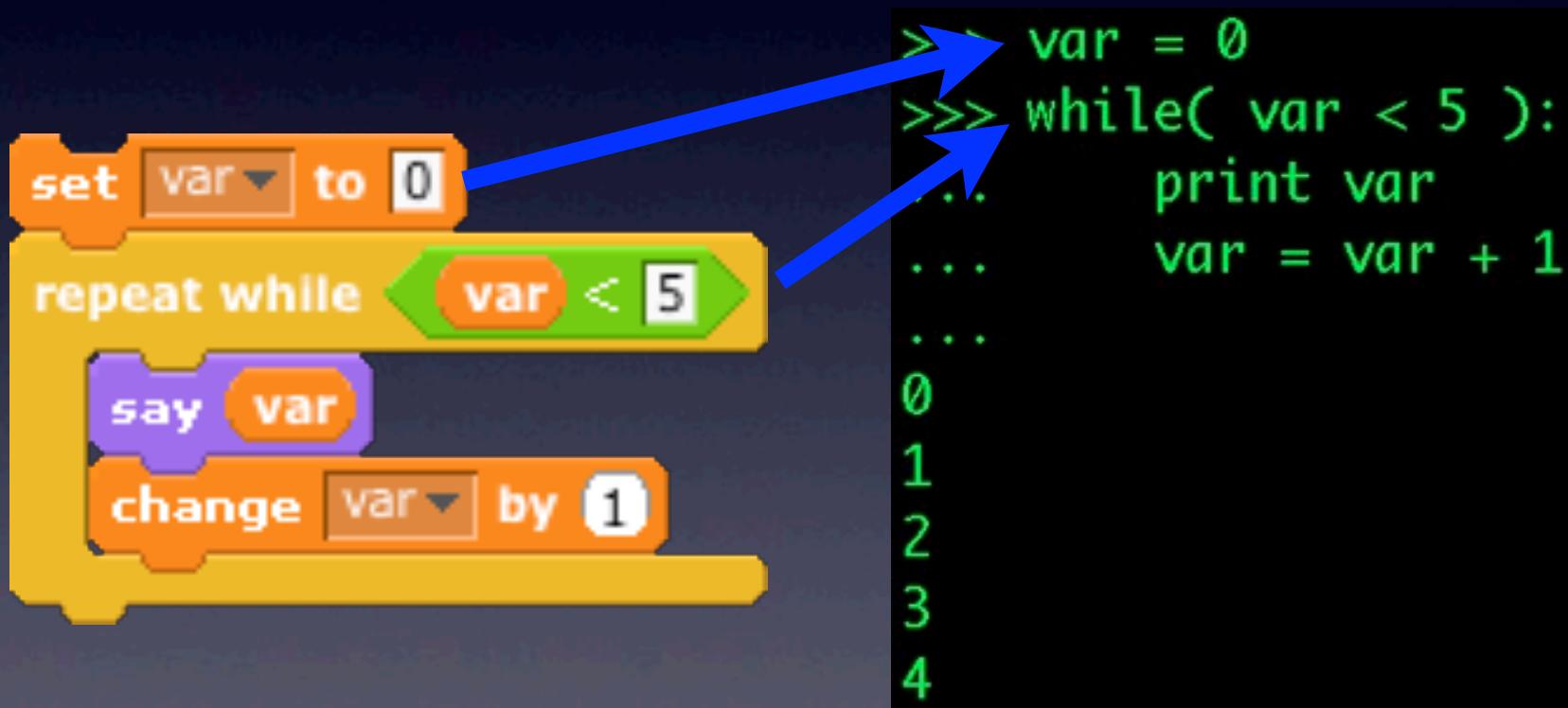
BYOB \longleftrightarrow Python

Loops



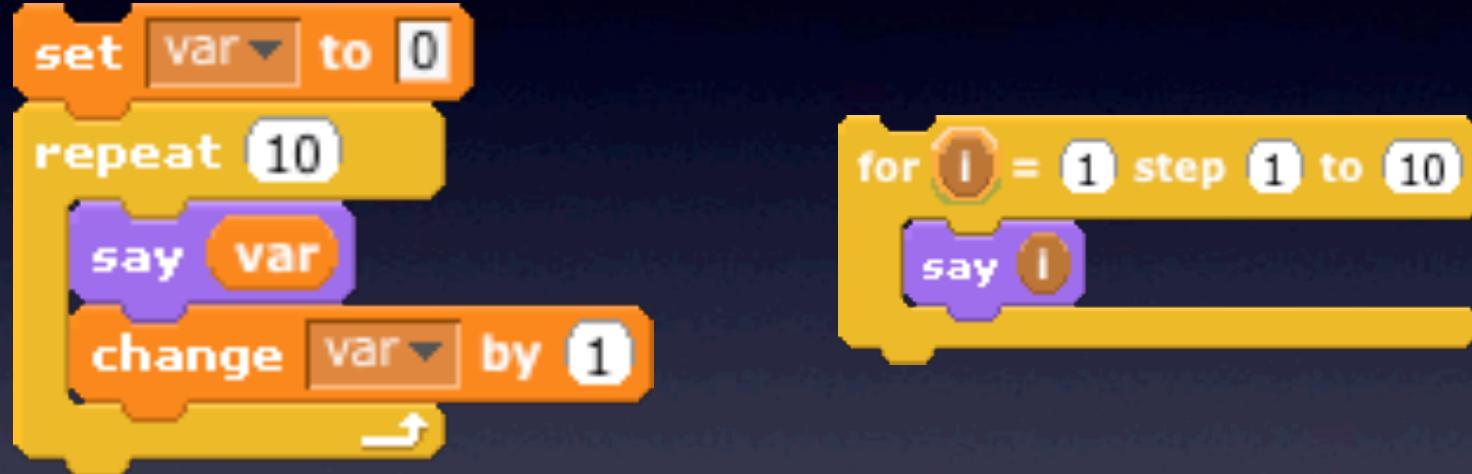
```
>>> var = 0
>>> while( var < 5 ):
...     print var
...     var = var + 1
...
0
1
2
3
4
```

BYOB \longleftrightarrow Python Loops



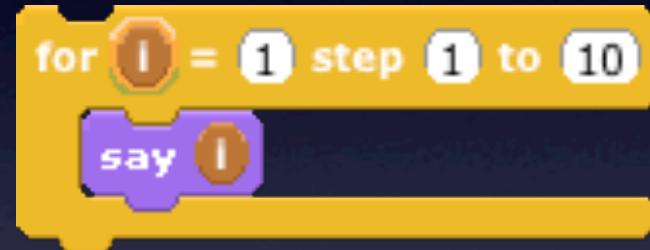
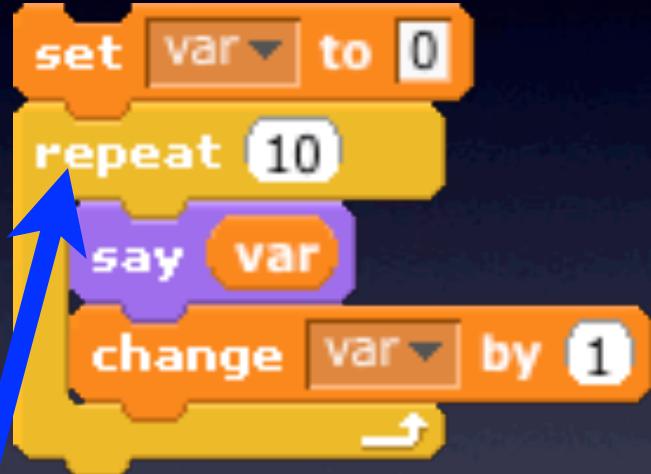
BYOB \longleftrightarrow Python

More Loops



BYOB \longleftrightarrow Python

Moar [sic] Loops



There isn't really an exact equivalent of this in Python...

We'll talk more about this in Session #2...

BYOB \longleftrightarrow Python

Functions: Calling

- Calling functions (the *syntax*) looks like this:
`>>> func(1,2,3)`
- Equivalent to creating & running a BYOB block:



BYOB \longleftrightarrow Python

Functions: Calling

- Calling functions (the *syntax*) looks like this:

```
>>> func(1,2,3)
```

- Equivalent to creating & running a BYOB block:



BYOB \longleftrightarrow Python

Functions: Calling

- Calling functions (the *syntax*) looks like this:
`>>> func(1,2,3)`
- Equivalent to creating & running a BYOB block:



BYOB \longleftrightarrow Python

Functions: Calling

- Calling functions (the syntax) looks like this:

```
>>> func(1,2,3)
```

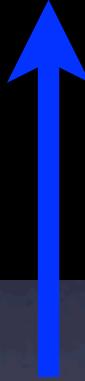
- Equivalent to creating & running a BYOB block:



BYOB \longleftrightarrow Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
>>>
```



Keyword: DEF

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Functions : Defining

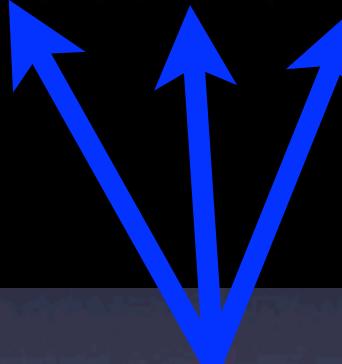
```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...>>>
```

Name of the function

BYOB \longleftrightarrow Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...  
>>>
```



“Arguments,” or inputs to the function

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Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...>>>
```

Indentation: the key to Python and “scope.”!
In Python: **Indentation matters!!**

We'll talk about “scope” later...

BYOB \longleftrightarrow Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...     pass  
>>>
```



pass: Python’s “placeholder”
Skip this, and do nothing.

BYOB \longleftrightarrow Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...     pass  
>>>
```



pass: Python's “placeholder”
Skip this, and do nothing.

Functions must have a body!

BYOB \longleftrightarrow Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...  
>>>
```

BYOB \longleftrightarrow Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...>>>
```

Hitting Return/Enter (on an empty line)
“closes” (finishes) the definition.

BYOB Python

Sidebar: Keywords

and	del	from	not	while
as	elif	global	or	with
assert	else	if	pass	yield
break	except	import		
class	exec	in	raise	
continue	finally	is	return	
def	for	lambda	try	

- Words reserved by Python
- List at: docs.python.org/reference/lexical_analysis.html

BYOB Python

Built In Functions

abs()	oct()	float()	zip()
dict()	staticmethod()	iter()	compile()
help()	bin()	print()	globals()
min()	eval()	tuple()	map()
setattr()	int()	callable()	reversed()
all()	open()	format()	__import__()
dir()	str()	len()	complex()
hex()	bool()	property()	hasattr()
next()	exec()	type()	max()
slice()	isinstance()	chr()	round()
any()	ord()	frozenset()	delattr()
divmod()	sum()	list()	hash()
id()	bytearray()	range()	memoryview()
object()	filter()	vars()	set()
sorted()	issubclass()	classmethod()	
ascii()	pow()	getattr()	
enumerate()	super()	locals()	
input()	bytes()	repr()	

- <http://docs.python.org/3.3/library/functions.html>

BYOB Python

USEFUL: Built In Functions

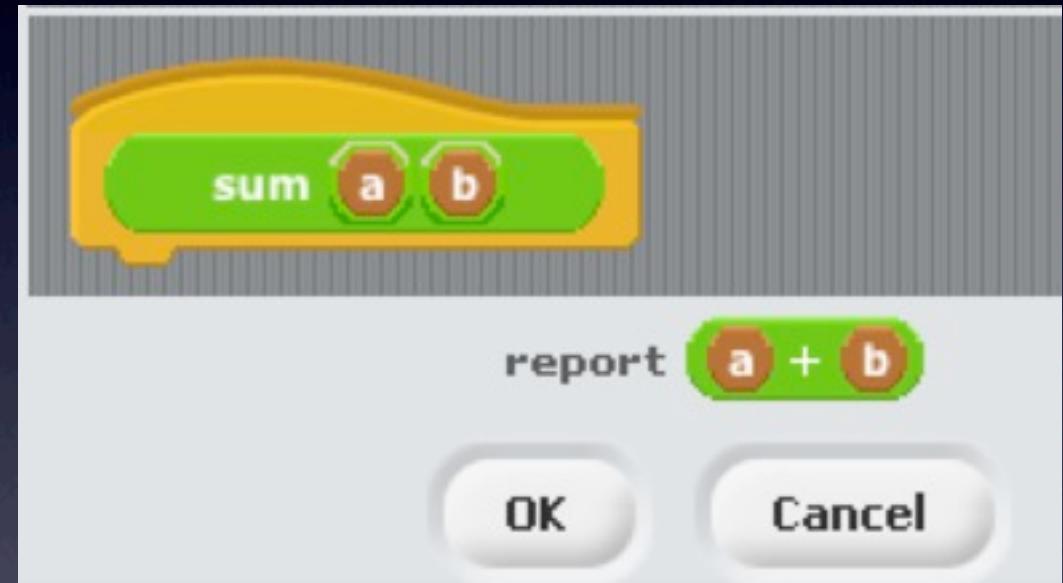
<code>abs()</code>	<code>type()</code>	<code>map()</code>	<code>tuple()</code>
<code>help()</code>	<code>str()</code>	<code>filter()</code>	<code>list()</code>
<code>min()</code>	<code>chr()</code>	<code>sum()</code>	<code>dict()</code>
<code>max()</code>	<code>ord()</code>		<code>set()</code>
<code>print()</code>	<code>bool()</code>	<code>open()</code>	
<code>range()</code>	<code>float()</code>		
	<code>int()</code>	<code>iter()</code>	
		<code>len()</code>	

- <http://docs.python.org/3.3/library/functions.html>

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Functions : Returning Values

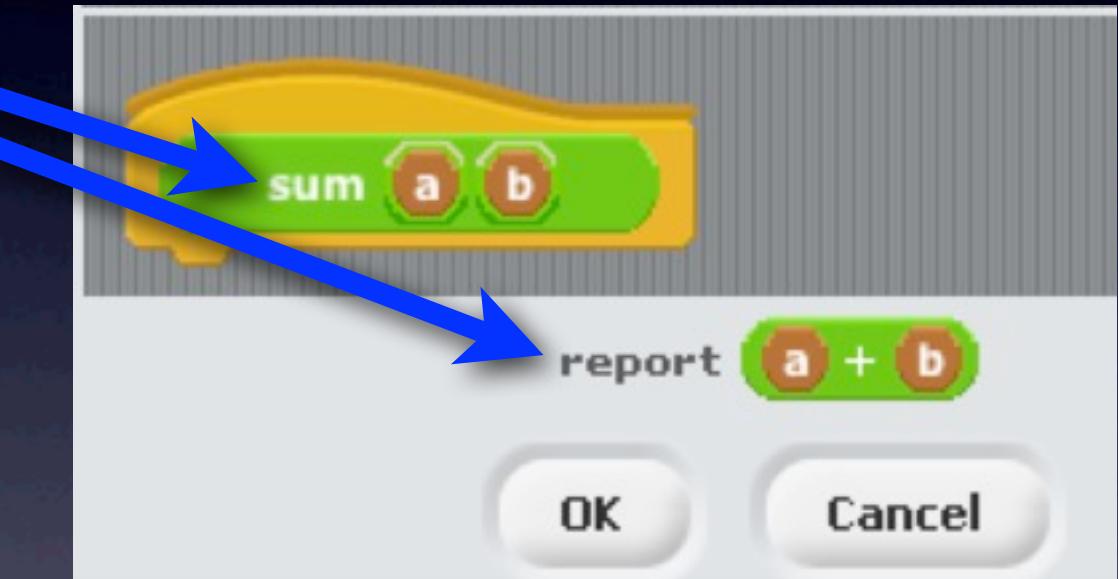
```
>>> def sum(a,b):  
...     return (a+b)  
...  
>>> c=sum(5,7)  
>>> print c  
12
```



BYOB \longleftrightarrow Python

Functions : Returning Values

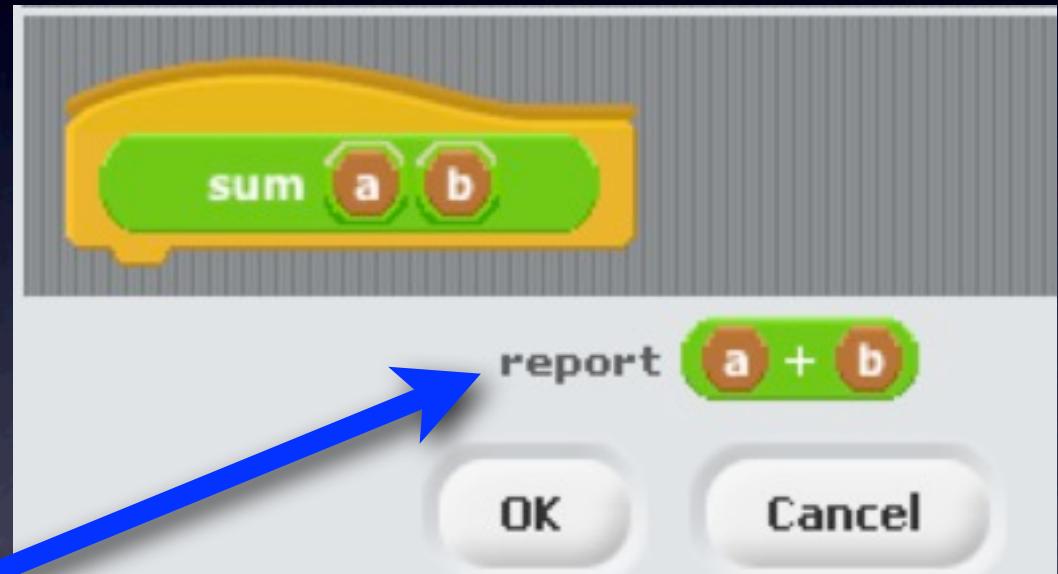
```
>>> def sum(a,b):  
...     return (a+b)  
...  
>>> c=sum(5,7)  
>>> print c  
12
```



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Functions : Returning Values

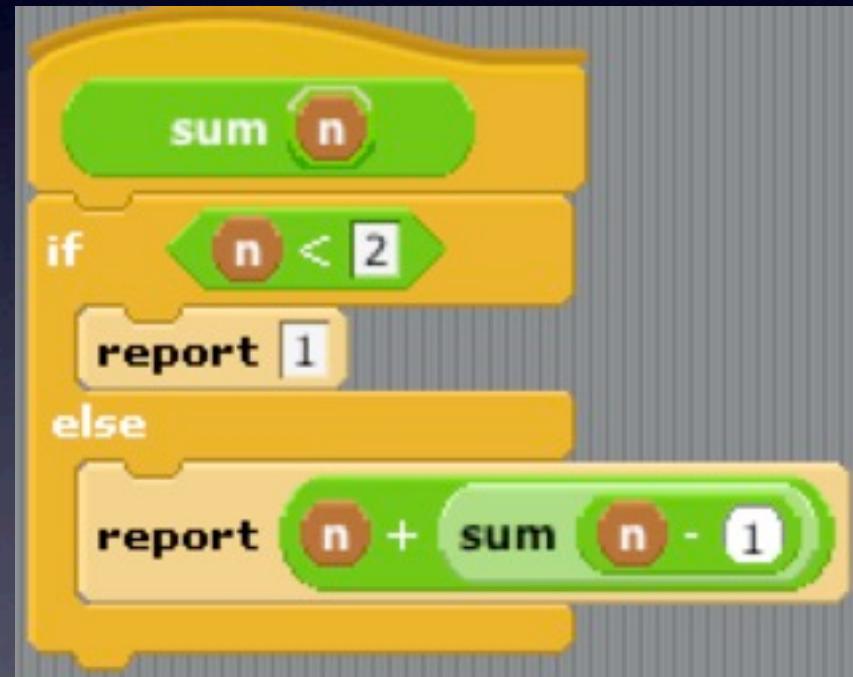
```
>>> def sum(a,b):  
...     return (a+b)  
...  
>>> c=sum(5,7)  
>>> print c  
12
```



“return” and “report” are equivalent!

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Functions : Recursion!



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Functions : Recursion!

```
>>> def sum( n ):  
...     if ( n == 0 ):  
...         return 0  
...     else:  
...         return n + sum( n - 1 )  
...  
>>> sum(5)  
15
```

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Functions : Recursion! Within Reason!

```
>>> sum(1234)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 5, in sum
  File "<stdin>", line 5, in sum
```

•
•
•

```
File "<stdin>", line 5, in sum
RuntimeError: maximum recursion depth
>>>
```

Beyond Blocks: Python #1

More Information

- **Python.org:** www.python.org
- **Python Docs:** www.python.org/doc/
- **Python Modules:** docs.python.org/modindex.html
- **CodeAcademy:** codeacademy.com
- **Online PythonTutor:** <http://www.pythontutor.com>

Beyond Blocks: Python #1

More Information

- **Computer Science Circles: Python**

cemclinux1.math.uwaterloo.ca/~cscircles/wordpress/using-this-website/

- **Dive Into Python:** diveintopython.org/toc/

- **Cal's Self-Paced Center:**

inst.eecs.berkeley.edu/~selfpace/class/cs9h/

How to Think Like a Computer Scientist (Python Version)

www.greenteapress.com/thinkpython/thinkCSpypy/html/