

# Python

Lez go

# In the “Interpreter”

```
>>> print(“My code goes next to the carrots”)
```

My code goes next to the carrots

```
>>> print(“The output goes in a new line”)
```

The output goes in a new line

# Elementary, my dear Python

```
>>> 5 + 4 - 1
```

```
8
```

```
>>> 6 / 4
```

```
1.5
```

```
>>> 5 * 4
```

```
20
```

```
>>> 14 % 5
```

```
4
```

```
>>> 6 // 4
```

```
1
```

```
>>> 3 ** 3
```

```
27
```

\*In Python 2.7, both / and // are floor divide. (ew)

# Assigning a variable

```
>>> my_variable = 14
```

```
>>> my_variable
```

```
14
```

```
>>> foo = 1
```

```
>>> my_variable + foo
```

```
15
```

Setting the value of  
my\_variable to 14,  
setting the value of  
foo to 1.

```
>>> bar = 5
```

```
>>> bar = 6
```

```
>>> bar / 2
```

```
3
```

```
>>> bar
```

```
6
```

Performing an elementary operation on a variable assigned to a number does not change the value of the variable

# A useful operation

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

```
>>> counter += 1
```

```
>>> counter
```

```
4
```

```
>>> counter -= 1
```

```
counter
```

```
3
```

`+=` or `-=` do two things:

They perform an addition/subtraction on the variable, then set the variable to that new value!

How could this be useful?

# Strings

```
>>> name = "Steven"
```

```
>>> name + " is a pretty cool guy"  
'Steven is a pretty cool guy'
```

```
>>> print(name)  
Steven
```

Variables can be assigned to words as well! They are called 'strings', and are surrounded by " or '

# Some Utilities (Strings)

<code>s[1:]</code>	<code>"All but first"</code>
--------------------	------------------------------

---

<code>s[:-1]</code>	<code>"All but last"</code>
---------------------	-----------------------------

---

<code>s + x</code>	<code>"Add x to the end of s"</code>
--------------------	--------------------------------------

---

<code>x in s</code>	<code>True if chars of x appear in order in s</code>
---------------------	--

---

<code>x not in s</code>	<code>False if chars of x appear in order in s</code>
-------------------------	---

---

<code>s[n:k]</code>	<code>char n to char k not including char k from s</code>
---------------------	---



# Booleans and Logic

```
>>> 5 == 5
```

```
True
```

```
>>> 5 != 5
```

```
False
```

```
>>> 5 < 4
```

```
False
```

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

```
False
```

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

```
True
```

```
>>> not True
```

```
False
```

# If / Elif / Else

```
>>> if 9 == 5:
...     print("if case")
... elif 47 <= 47:
...     print("else if case")
... else:
...     print("else case")
...
else if case
```

# Your friend, the while loop

```
>>> while <this is true>:  
...     <do some stuff>  
...     <get closer to stopping loop>
```

The 'while loop' will repeat until the <this is true> condition becomes false.

# A quickie

```
>>> count = 1
>>> python = 'revolutionary'
>>> while count < 4:
...     python += '!'
...     count += 1
...
>>> python
'revolutionary!!!'
```

# Defining Functions

```
>>> def my_func(x, y):  
...     return x * y  
...  
>>> my_func(5, 6)  
30
```

It's easy to write functions in Python! "def" followed by your function's name, followed by (your variables): will get you started!

# A note on Indentation

Indents (4 spaces) are important in Python when they are preceding statements.

```
>>> def exclaimer(word):  
...     for i in range(1, 3):  
...         k = 1  
...         while k < 4: Think of it like  
...             word = word + '!' nesting in Snap!  
...             k = k + 1  
...     return word
```

# If / Else and Indentation

```
>>> cookie = "delicious"
>>> if len(cookie) == 9:
...     print(exclamer(cookie))
... else:
...     print('not 9 characters')
...
delicious!!!!!!
```

# To the Prompts!

>>>



# Greetings!

```
def greet(name):  
    """Give a greeting.  
    >>> greet("Johnny")  
    Hello Johnny  
    """
```

# Greetings!

```
def greet(name):  
    print("Hello " + name)
```

# Factorial (again...):

```
def factorial(x):  
    """Return the factorial of x."""
```

# Factorial (again...):

```
def factorial(x):  
    if x == 1:  
        return 1  
    else:  
        return x * factorial(x - 1)  
  
>>> factorial(5)  
120
```

# Factorial (Snap!):



# Has seven?

```
def has_seven(n):  
    """Given a number n, return whether any of its digits  
    is a 7.  
    (hint: floor division and modulo might be helpful)  
    """
```

```
>>> has_seven(45)
```

```
False
```

```
>>> has_seven(20178)
```

```
True
```

# Has seven?

```
def has_seven(n):  
    if n % 10 == 7:  
        return True  
    elif n == 0:  
        return False  
    else:  
        return has_seven(n // 10)
```

```
>>> has_seven(453)
```

```
False
```

```
>>> has_seven(979)
```

```
True
```

# Has seven (Snap!)?





# Every other character in string

```
def every_other(string):  
    """Given a string, return a new string with  
    only every other character of the original."""
```

# Every other character in string

```
def every_other(string):  
    output_string = ""  
    for i in range(len(string)):  
        if i % 2 == 0:  
            output_string = output_string + string[i]  
    return output_string
```

Notice that “i”  
here represents  
the *index* in  
the string

# Factorion

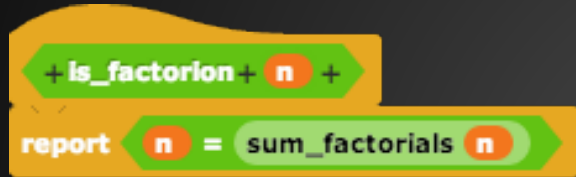
```
def is_factorion(n):  
    """Return whether the sum of the factorials of  
    n's digits add up to n.  
    (hint: floor division and modulo might be  
    helpful) """  
    # The '#' is used to create one-line comments.  
    # You can assume factorial(n) is already written.
```

# Factorion - Recursive

```
def is_factorion(n):  
    return n == calc_factorion(n)
```

```
def calc_factorion(n):  
    if n == 0:  
        return 0  
    return calc_factorion(n//10) + factorial(n%10)
```

# Factorion - Recursive



```
function is_factorion(n) {  
  report n = sum_factorials(n);  
}
```

A Scratch-style code block with a yellow header and a green body. The body contains two lines: a green addition block with the text "+ is\_factorion + n +" and a green report block with the text "report n = sum\_factorials n".



```
function sum_factorials(n) {  
  if (n = 0) {  
    report 0;  
  } else {  
    report sum_factorials(floor of n / 10) + factorial(n mod 10);  
  }  
}
```

A Scratch-style code block with a yellow header and a green body. The body contains a green addition block with the text "+ sum\_factorials + n +", followed by an if block. The if block has a green condition block with the text "if n = 0", a report block with the text "report 0", and an else block. The else block has a report block with the text "report sum\_factorials floor of n / 10 + factorial n mod 10".

# Factorion - Iterative

```
def iter_factorion(n):  
    result = 0  
    x = n // 10  
    y = n % 10  
    while not(x==0 and y==0):  
        result += factorial(y)  
        y = x % 10  
        x = x // 10  
    return n == result
```

# Factorion - Iterative

