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The Beauty and Joy of Computing

Lecture #18 Besides Blocks I: Intro to Python





How do you feel about learning Python?



- a) Very Excited. I am ready for something new.
- b) Sort of Excited.
- c) I don't feel strongly either way.
- d) Sort of dreading it.
- e) Dread. I just got used to Snap!



Why Learn
Python?

The Goals of Beauty and Joy of Computing (BJC)

- BJC's goal is not to teach you about a specific programming language, but to teach you about:
 - critical thinking about **social implications** of computing
 - how to program and help you succeed in the future
 - how to think like a computer scientist also known as **computational thinking**



What is Computational Thinking?

- Using **abstraction**
 - removing detail
 - generalization
- Understanding the value of a “**specification**” that defines a contract
- The **iterative design cycle**: design, proof-of-concept, prototype, test, repeat
- Thinking about how solutions **scale** and trying to foresee the **unintended consequences**!





Why Learn Python?

- Python runs everywhere
 - Operating Systems (OS X, Windows, Linux, iOS, Android)
 - Websites
- Large user community and online support
- Plenty of advanced libraries
 - Everything from graphics processing to AI to games!
- Used in industry and academia





What You'll Learn

- New **syntax**
 - Different way to express algorithms
- A little bit about the **command line**
 - A text-based interface that exposes you to the internals of how a computer works
- (next time) A little more about **Object Oriented Programming**



Intro to Python



Getting Python 3

- We'll be using Python 3 for this class.
 - Python 3 is not backwards-compatible with Python 2.
 - For this class, you don't need to worry about the differences between Python 2 and 3.
- Download Python 3 from
 - <https://python.org/downloads>
 - Run the graphical installer
- All official Python documentation is at
 - <https://docs.python.org>



Intro to the Command Line

- Naming

- *Terminal* on OS X and Linux
- *Command Prompt* on Windows

OS X/Linux	Windows
Terminal	Command Line

- History

- Proceeded the graphical user interface (GUI)

- How to Open:

- OS X - Open: /Applications/Utilities/Terminal.app
- Windows - Use the search bar to look for "Command Prompt"





Python Programs

- Python programs are just a text file with Python syntax.
- To run a program you type:
 - `python3 file_name.py`
 - **(See table for variations)**
- Python has two modes – *normal* and *interactive*
 - Interactive mode happens if you don't provide a file to run.
 - After each command Python evaluates your code and returns the response.
 - Kind of like clicking a block in Snap!

	OS X/Linux	Windows
Python 2	<code>python</code>	<code>py -2</code>
Python 3	<code>python3</code>	<code>py -3</code>

```
Terminal
mack@fuzzball ~ $ python3
Python 3.4.0 (default, Jun 19 2015, 14:20:21)
[GCC 4.8.2] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> print("hello world")
hello world
>>>
```



SNAP! *to* Python



Text and Numbers

- Numbers in Python are called
 - ints (numbers w/o decimals)
 - floats (numbers with decimals)
- Strings:
 - Some text in between quotes “” or “”



```
>>> 2 + 2
4
```



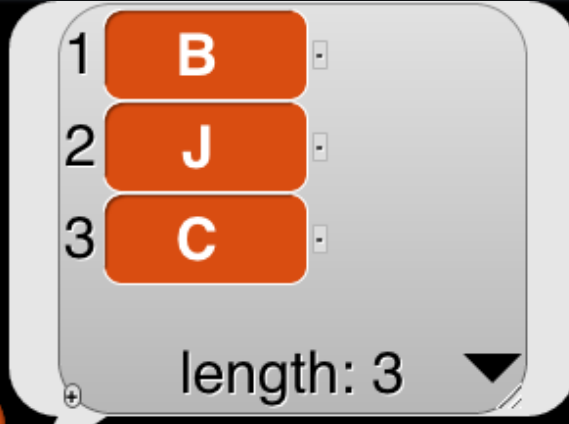
```
>>> "Hello, " + "world"
'Hello, world'
```



Lists

- Lists Work in much the same way:
 - **Syntax:** [item1, item2, item3]

list B J C ◀ ▶



A Scratch-style list widget. It is a light gray rounded rectangle containing three orange buttons labeled 'B', 'J', and 'C' stacked vertically. To the left of each button is a small square containing the numbers 1, 2, and 3 respectively. Below the buttons, it says 'length: 3' with a small downward arrow.

length of list B J C ◀ ▶ 3

```
>>> ['B', 'J', 'C']  
['B', 'J', 'C']  
>>> len(['B', 'J', 'C'])  
3
```



Variables

- No need to “declare” variable in Python,
 - Just use = for assignment
 - To access a variable, type its name



school  UC Berkeley

```
>>> course = ['B', 'J', 'C']
>>> school = 'UC Berkeley'
>>> course
['B', 'J', 'C']
>>> school
'UC Berkeley'
```





Zero-based Versus One-based Indexing

- Python is **zero-based**
 - when indexing, the first index is 0.
- Snap! Is **one-based**.
 - when indexing, the first index is 1.
- Access items using [#]

item 1 of list B J C

letter 8 of Hello, World!

```
>>> letters = ['B', 'J', 'C']
>>> letters[0]
'B'
>>> 'Hello, World'[7]
'W'
```





What is the output?



```
Terminal
mack@fuzzball ~ $ python3
Python 3.4.0 (default, Jun 19 2015, 14:20:21)
[GCC 4.8.2] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> cs10_staff = ['Jon', 'Michael', 'Lauren', 'Arany', 'Erik', 'Jobel', 'Lara', 'Katherine']
>>> cs10_staff[3]
```

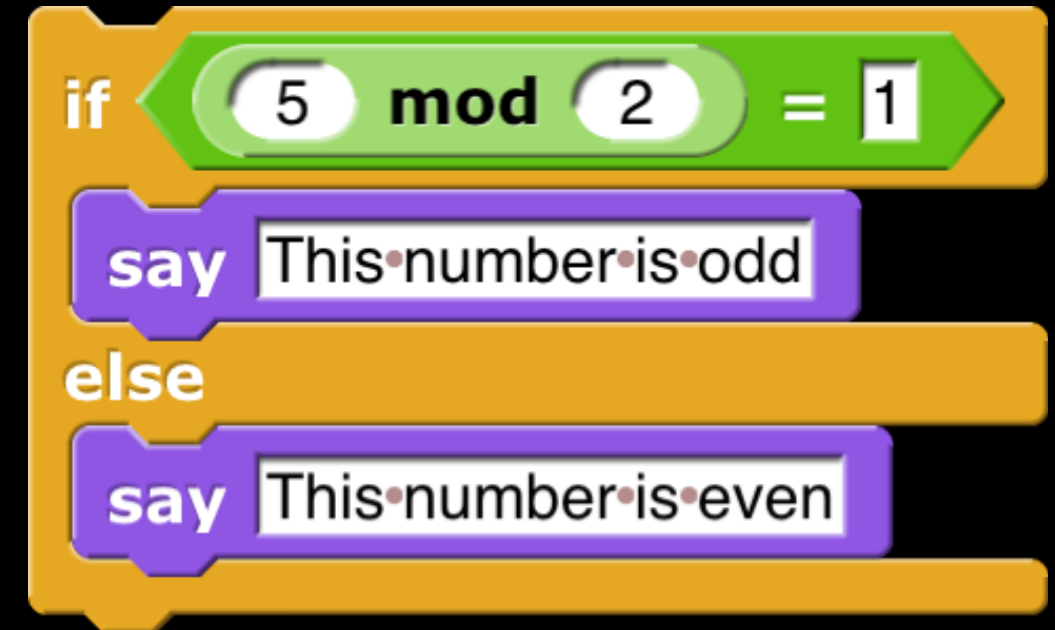
- a) Michael
- b) Lauren
- c) Arany
- d) Erik
- e) Jobel





Conditionals

- **Syntax:**
 - **End the condition with :**
 - Parentheses are optional around the condition.
 - **Indent the body one “level” (usually 4 spaces)**
 - Indentation matters in Python!
 - **To end a condition, just un-indent your code**
- **mod in Python is a %**
- **equivalence check is ==**
- **Python also supports an if (without the else) just like Snap!**



```
>>> if (5 % 2) == 1:
...     print('This number is odd')
... else:
...     print('This number is even')
...
This number is odd
```



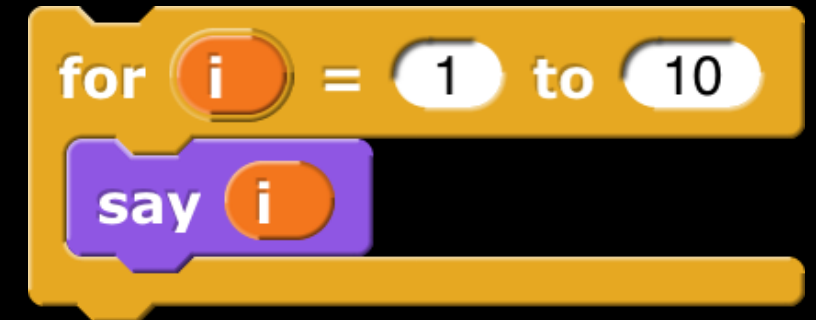


Loops

- Instead of a repeat until loop, Python has a while loop.
- Python is missing the repeat loop and the forever loop, but you can make these with while and for loops.
- **Note:** `range()` is a built-in function which includes the first item, but not the last!
 - `range(1, 11)` counts from 1 to 10!



```
>>> while(True):  
...     print('that goes on and on...')  
...  
that goes on and on...  
that goes on and on...  
that goes on and on...  
that goes on and on...
```



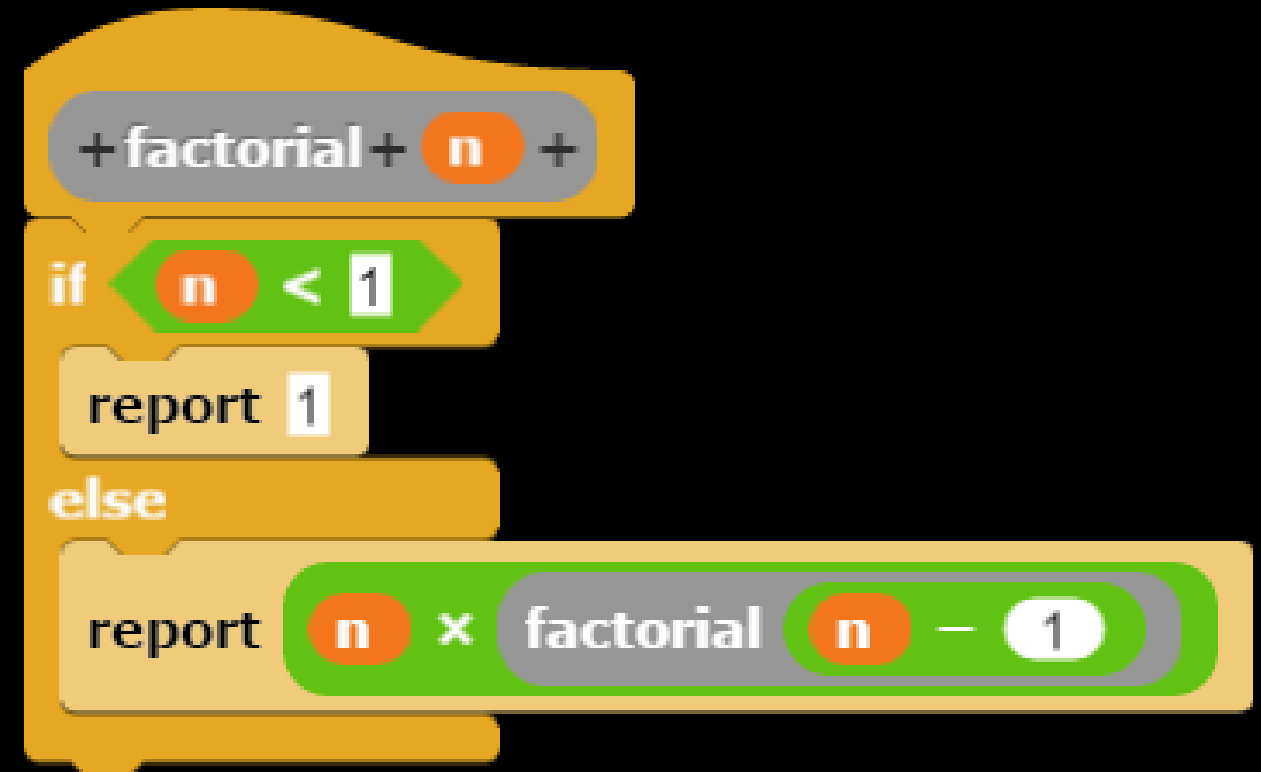
```
>>> for i in range(1, 11):  
...     print(i)  
...  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10
```





Functions

- There is no distinction between a command, reporter or predicate.
 - **You can simply use:** `return None` or just `return`
- Python uses the word `def`
- The **body** of function is indented
- All **arguments** are specified in `()` and must come at the end of the function name
- `report = return`
- Recursion works exactly the same as in Snap!
- Call a function like this:
`name(arg1, arg2..)`



```
>>> def factorial(n):  
...     if n < 1:  
...         return 1  
...     else:  
...         return n * factorial(n - 1)  
...  
>>> factorial(4)  
24
```





Summary

- Lots of little syntax differences!
 - The Python documentation is your friend
- Don't get too hung up on the differences and don't get discouraged when you get an error!
- There's so much more to Python in the coming weeks:
 - Python has thousands of additional, useful built in tools
 - Python supports HOFs and lambdas
 - Lots of cool libraries to explore (including turtle graphics)



Preview

```
1 import turtle
2
3 def tree(branchLen, t):
4     if branchLen > 5:
5         t.forward(branchLen)
6         t.right(20)
7         tree(branchLen-15, t)
8         t.left(40)
9         tree(branchLen-15, t)
10        t.right(20)
11        t.backward(branchLen)
12
13 def main():
14     t = turtle.Turtle()
15     myWin = turtle.Screen()
16     t.left(90)
17     t.up()
18     t.backward(100)
19     t.down()
20     t.color("green")
21     tree(75, t)
22     myWin.exitonclick()
23
24 main()
25
```

