



# Python 3 Beginner

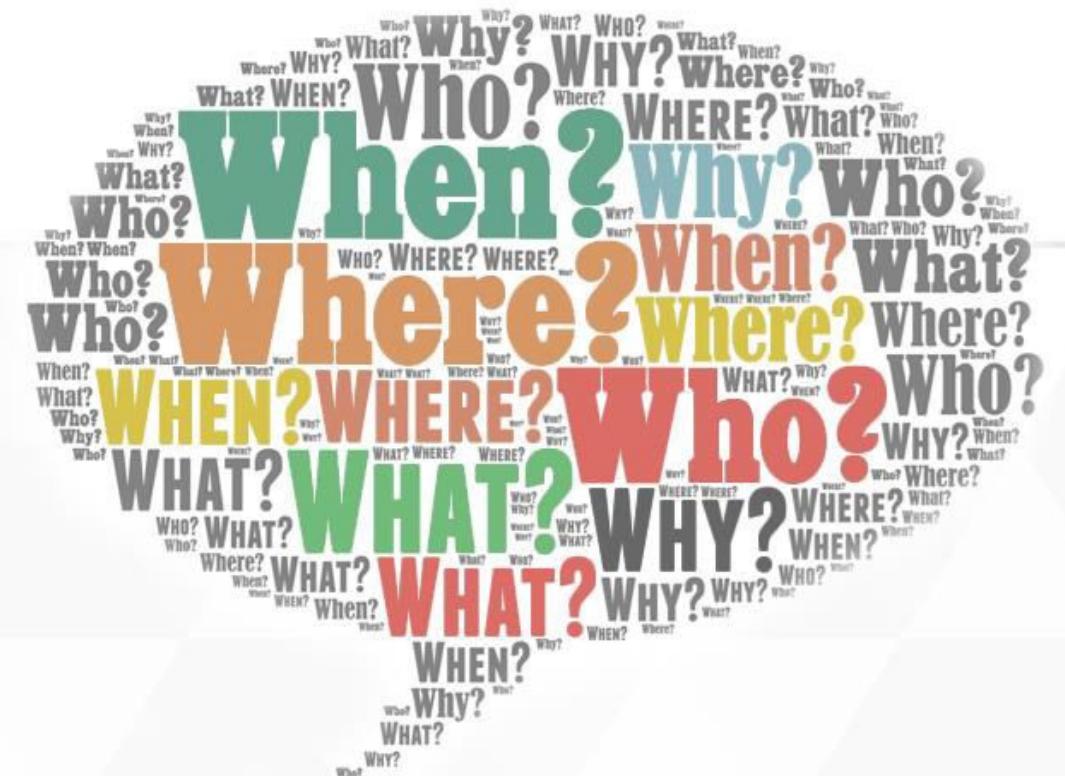
Chapter 00

Previously, on Python 3 Beginner...

release 1.0.0

## What we saw last time

- ➡ The Python interpreter and how to use it in Google Colab
- ➡ Displaying text with the `print` function
- ➡ Capturing text from the user using the `input` function
- ➡ Numeric types `int`, `float` and `complex` and mathematical operators.
- ➡ Text type `str`, indexing and ranges with `[ ]`, and format strings
- ➡ Converting from one type to another



# Q&A

# Where? Who?

## Class Material

► GitHub: <https://github.com/cstar-industries/python-3-beginner>

## Instructor

► Charles Francoise <[charles@cstar.io](mailto:charles@cstar.io)>



# Session Objectives

At the end of this session, you will be able to:

- ➡ Use the Python interpreter to perform simple mathematical operations.
- ➡ Output any text using Python.
- ➡ Capture text input from the user.
- ➡ Store and retrieve information from variables.
- ➡ Use numeric types `int`, `float` and `complex` and perform deeper math.
- ➡ Manipulate text data using the `str` type.
- ➡ Start using the Python interpreter on your own.





# Session Syllabus

Chapter	Subject	Start	End	Total Time (in hours)
00	Previously on Python 3 Beginner...	14:00	14:30	00:30
01	Boolean type and comparison operators	14:30	15:15	00:45
02	Conditionals: if – else	15:15	15:45	00:30
	<i>Coffee Break</i>	15:45	16:00	00:15
03	Loops Part I: Iteration / list – for – range	16:00	16:30	00:30
04	Loops Part II: Conditional / while	16:30	16:40	00:10
05	Mastering loops and control flow	16:40	17:00	00:20
	<i>Coffee Break</i>	17:00	17:15	00:15
	Workshop: mastering control flow	17:15	18:00	01:00
	<b>Total</b>			<b>04:00</b>



# Python 3 Beginner

Chapter **01**

Boolean type and comparison operators

release 1.0.0



# Representing “nothing” in Python

- ➡ Special datatype `NoneType`
- ➡ Only one value: `None`
- ➡ Used to represent the absence of a value (e.g. when a function returns nothing)
- ➡ Similar to `null` or `void` in other languages

```
a = None  
print(a)
```

None

## Boolean type

- ➡ `bool` is a type to contain the Boolean notion of truth
- ➡ Two possible values: `True/False` (watch out for the capitals!)
- ➡ Use the `not` operator to negate the value

	False	True
not	True	False

# Boolean operators

→ Boolean values can be combined using Boolean arithmetic operators: and / or

and	False	True
False	False	False
True	False	True

or	False	True
False	False	True
True	True	True

## Boolean operators

- ➡ Just like mathematical and string operators, Boolean operators can be prioritized by parentheses
- ➡ Watch out for unexpected operator precedence effects! When in doubt, always make your intent explicit with parentheses.



```
print(True or True and False)  
print(True or (True and False))
```



False  
True

## Let's write some code!

```
print(False or False)  
print(False or True)  
print(True or False)  
print(True or True)
```

False  
True  
True  
True

## Comparison operators

- ➡ Comparison operators generate a Boolean value by comparing two values
- ➡ Equality: == / Inequality !=
- ➡ Greater than: > / Lower than: <
- ➡ Greater than or equal: >= / Lower than or equal: <=

```
print(1 == 2)
print(1 < 2)
print('toto' == 'toto')
```

False  
True  
True

## More comparison operators

- ➡ Identity: `is / is not`
- ➡ Inclusion: `in / not in`

```
a = 'Hello World!'
print('x' in a)
print('W' in a)
```

```
b = 'Hello World!'
print(a == b)
print(a is b)
```

False  
True

True  
False



## Complex boolean expressions

- ➡ Combine comparison results with boolean operators

```
a = 13  
(a > 0) and ((a % 2) == 0)
```

False

- ➡ Chain comparison operators left to right

- ➡  $x \text{ op1 } y \text{ op2 } z \Leftrightarrow (x \text{ op1 } y) \text{ and } (x \text{ op2 } z)$

```
a = 13  
0 < a < 15
```

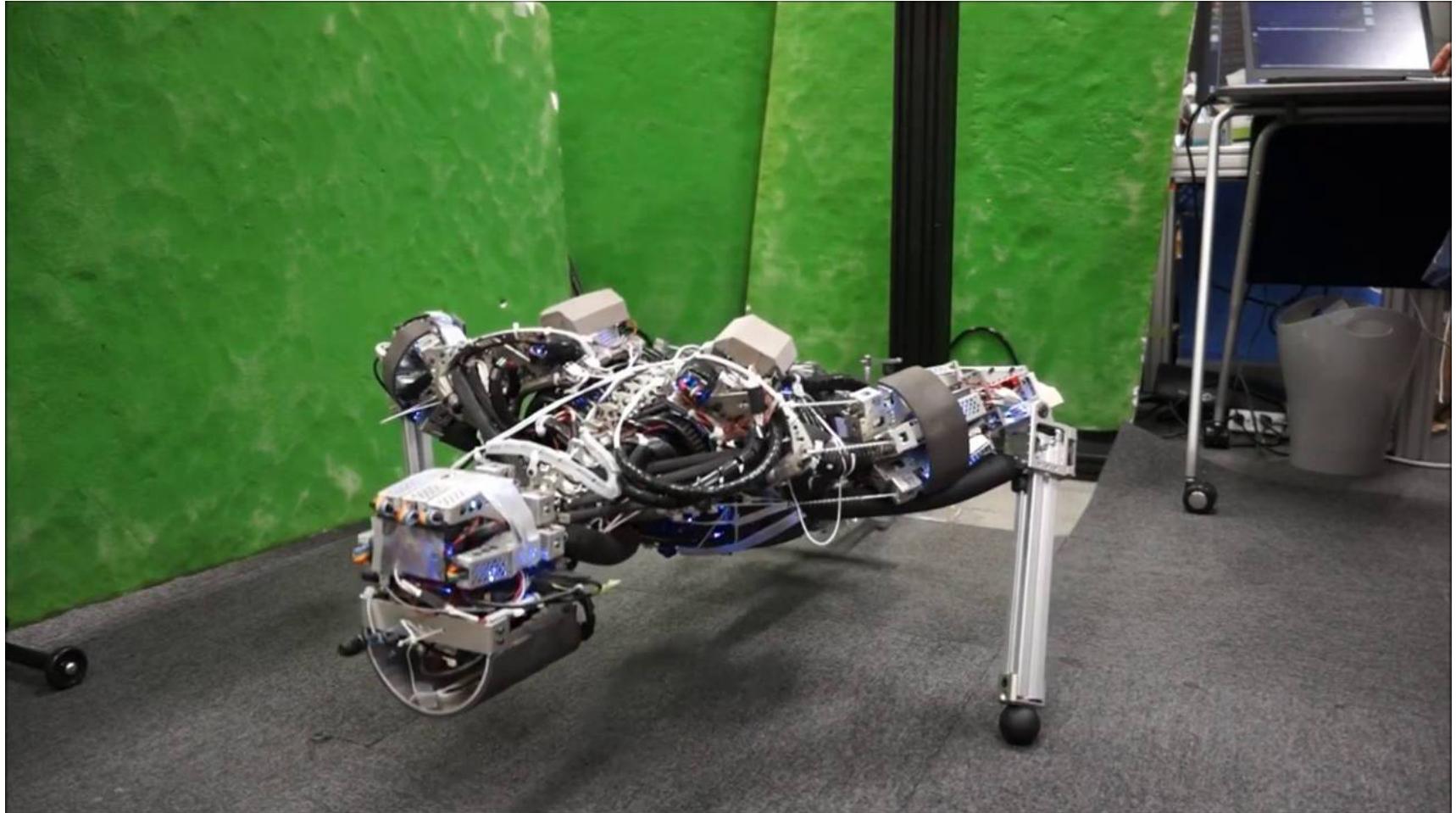
True

# Let's write some code!

```
a = 'Hello World!'  
b = 'Hello WorlD!'  
print(a == b)  
  
print('h' in a)  
print('H' in a)  
print('Hell' in a)
```

True  
False  
True  
True

# Workout Time!

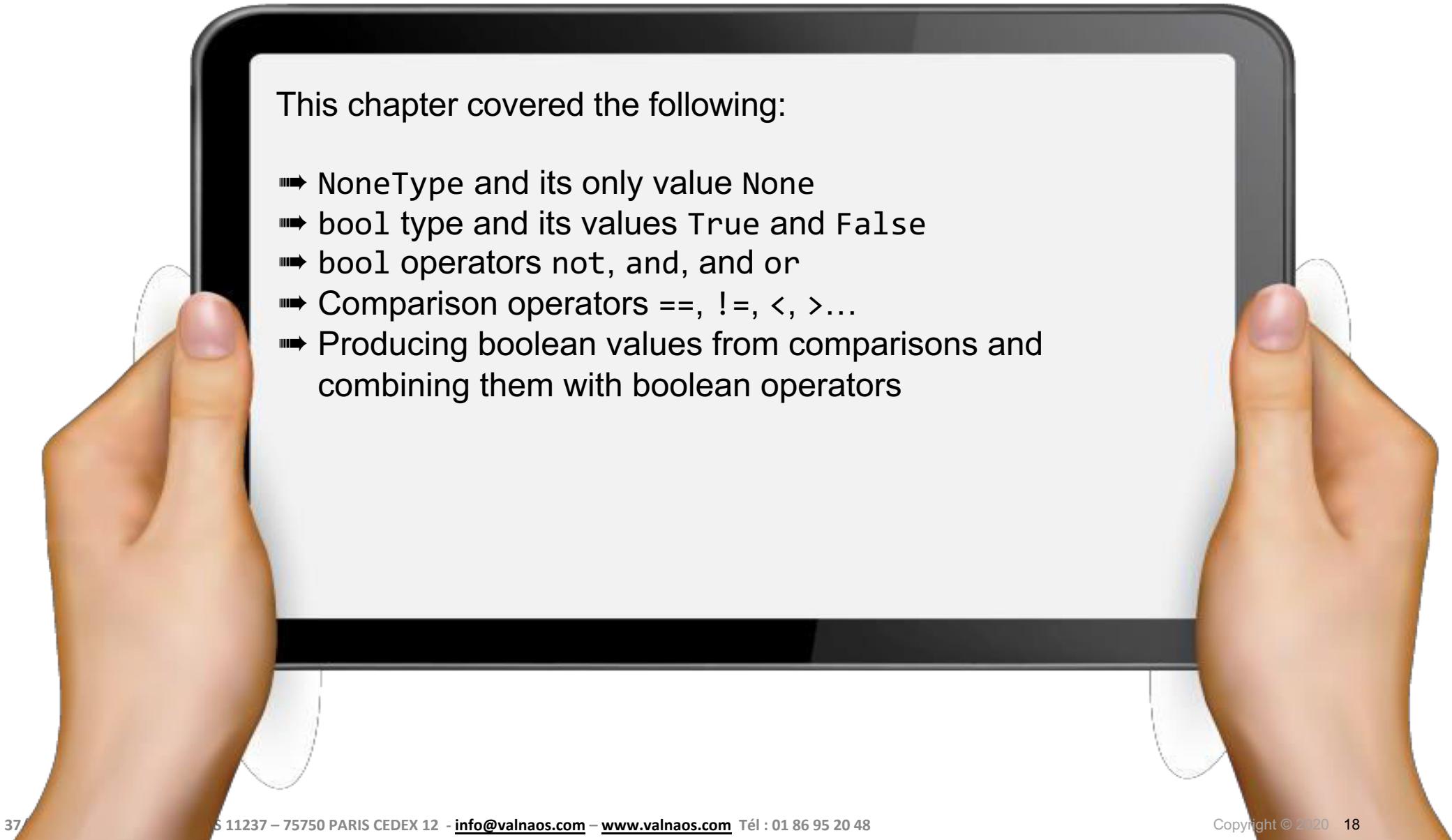


[Chapter 1 Exercises](#) link

# Chapter Summary

This chapter covered the following:

- ➡ NoneType and its only value None
- ➡ bool type and its values True and False
- ➡ bool operators not, and, and or
- ➡ Comparison operators ==, !=, <, >...
- ➡ Producing boolean values from comparisons and combining them with boolean operators





# Python 3 Beginner

Chapter **02**

## Conditional Flow: if – else

release 1.0.0

## Conditional flow diagram

➡ How do we display the absolute value of a number?

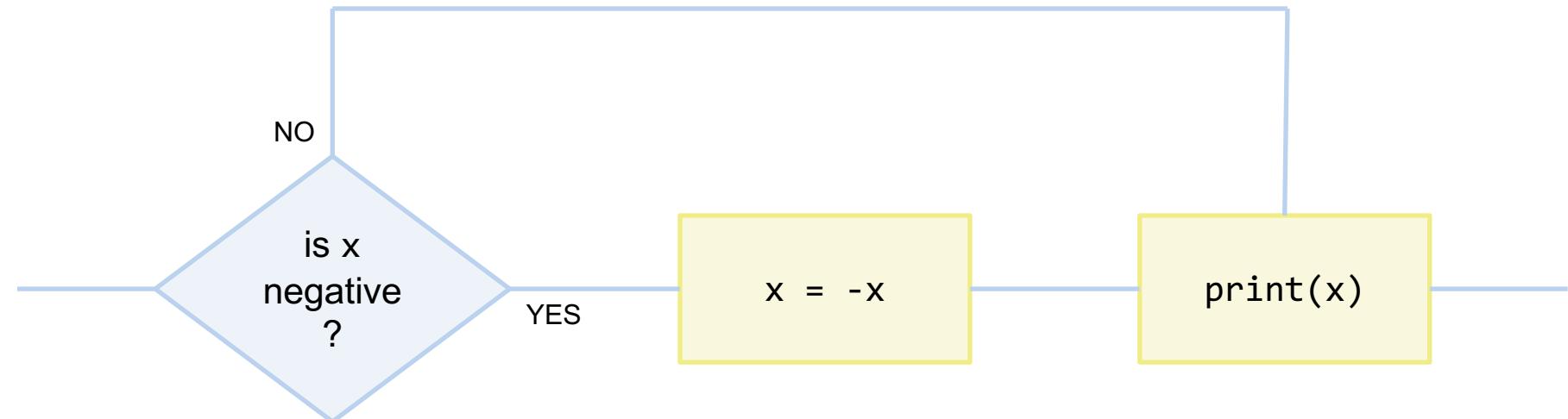
## Conditional flow diagram

→ How do we display the absolute value of a number?

$$|x| = \begin{cases} x, & \text{if } x \geq 0 \\ -x, & \text{if } x < 0. \end{cases}$$

# Conditional flow diagram

➡ How do we display the absolute value of a number?



## Conditional Flow in Python: if

- The `if` keyword either runs or skips code based on a condition

```
x = int(input())  
  
if x < 0:  
    x = -x  
  
print(x)
```

## Conditional Flow in Python: if

► *if condition:*

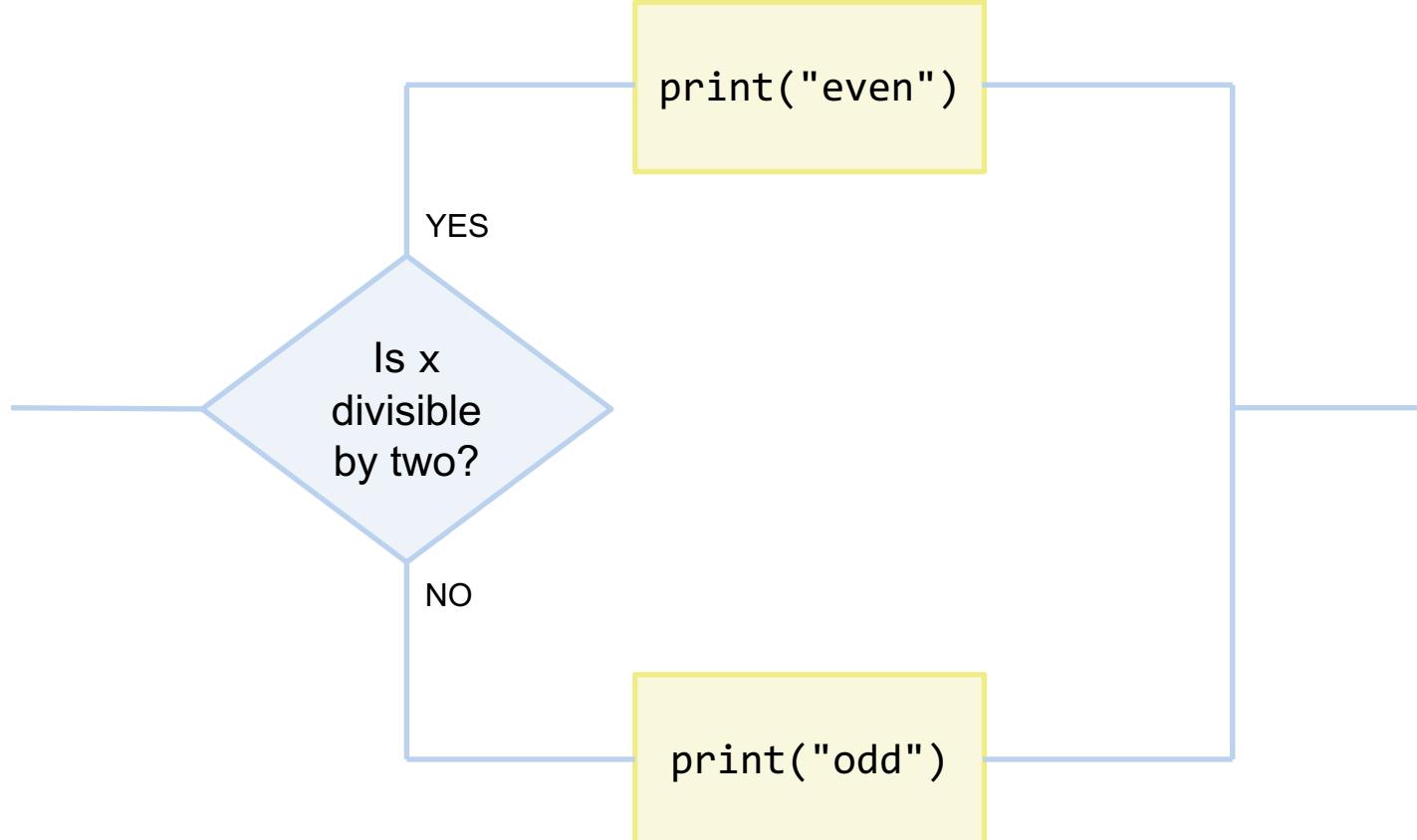
► Indentation is important in Python: use 4 spaces

```
x = int(input())
```

```
if x < 0:  
    x = -x
```

```
print(x)
```

# Conditional flow diagram





## Conditional flow in Python: else

- ➡ *if condition:*
- else:*
- ➡ Indentation: *else must be aligned with corresponding if*

```
x = int(input())

if (x % 2) == 0:
    print("even")
else:
    print("odd")
```



## Chaining conditions: elif

► *if condition1:  
elif condition2:  
else:*

```
x = int(input())  
  
if x < 0:  
    print("negative")  
elif (x % 2) == 0:  
    print("positive even")  
else:  
    print("positive odd")
```

## What constitutes a *condition*?

- ➡ Any object can be tested for a truth value in an `if` statement.
- ➡ By default, an object evaluates to `True`
- ➡ The following values evaluate to `False`
  - ➡ constants defined to be `false`: `None` and `False`
  - ➡ zero of any numeric type: `0`, `0.0`, `0j`, `Decimal(0)`,  
`Fraction(0, 1)`
  - ➡ empty sequences and collections: `" "`, `()`, `[]`, `{}`, `set()`,  
`range(0)`



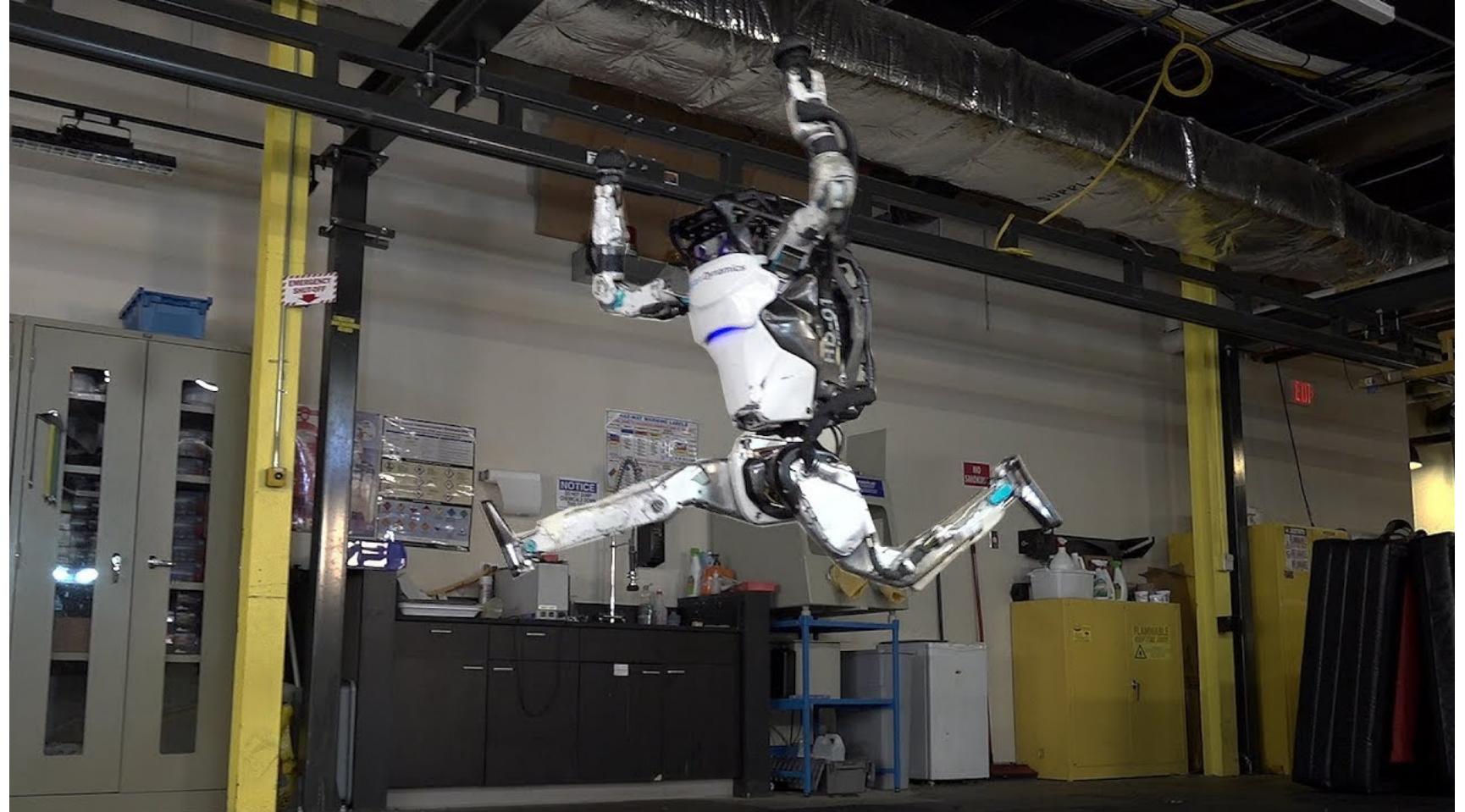
## Let's write some code!

```
x = 12
if (x % 2) == 0:
    print(f"{x} is even")
    print(f"{x}/2 = {x//2}")
else:
    print(f"{x} is odd")
    print(f"{x}/2 = {x/2}")
```

```
12 is even
12/2 = 6
```



# Workout Time!

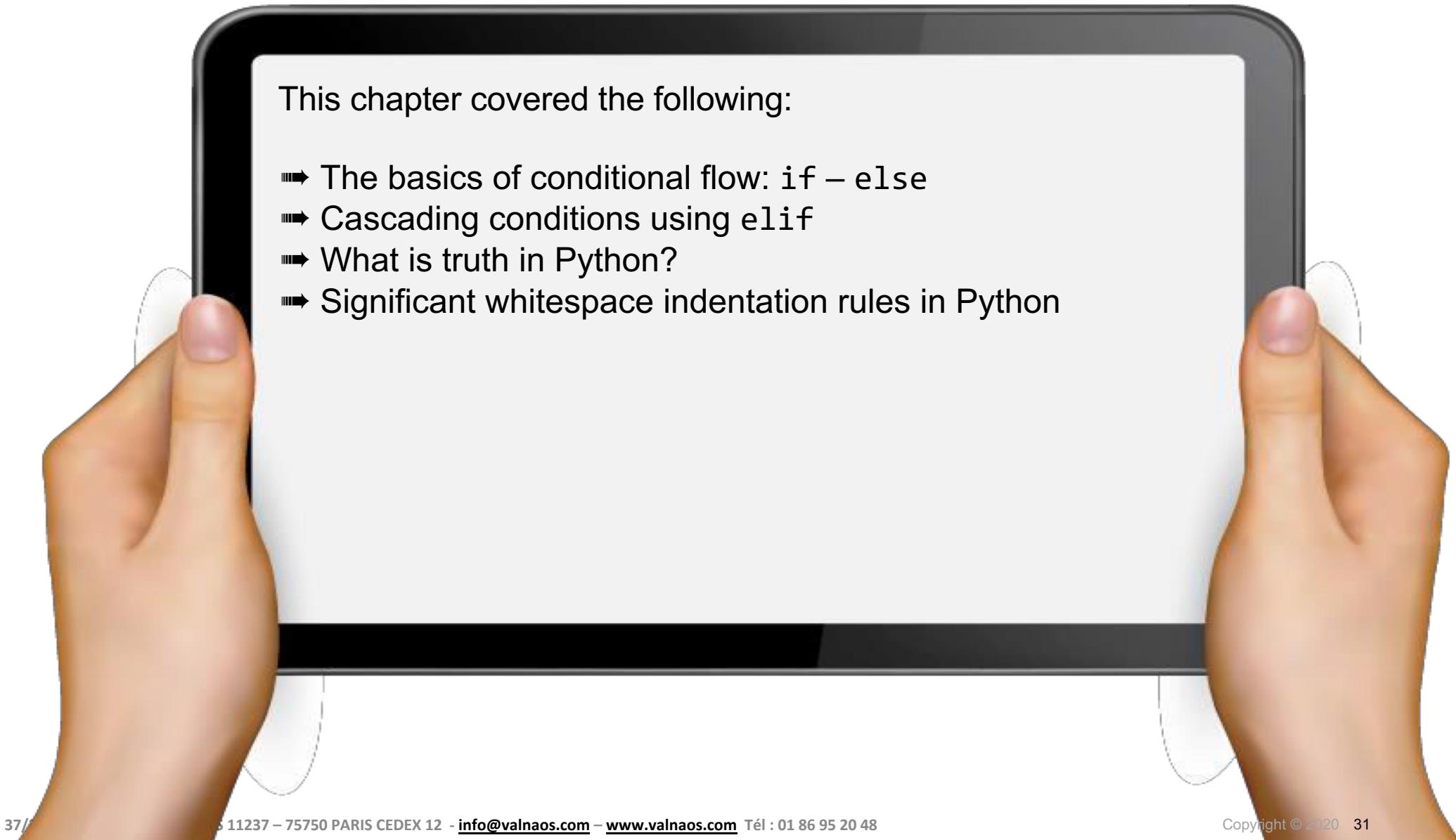


[Chapter 2 Exercises](#) link

# Chapter Summary

This chapter covered the following:

- ➡ The basics of conditional flow: if – else
- ➡ Cascading conditions using elif
- ➡ What is truth in Python?
- ➡ Significant whitespace indentation rules in Python





# Python 3 Beginner

Chapter **03**

## Loops Part I: Iteration

release 1.0.0

## A new datatype: list

- ➡ An ordered list of objects
- ➡ Similar to arrays or vectors in other languages
- ➡ Written as a list of comma-separated values between square brackets

```
l = [1, 2, 3]
print(l)

l = ['one', 'two', 'three']
print(l)
```

```
[1, 2, 3]
['one', 'two', 'three']
```

## A new datatype: list

- ➡ Like str, list supports:
  - ➡ the len function
  - ➡ single-item indexing and ranges with [ ]

```
l = ['a', 'list', 'of', 5, 'objects']

print(len(l))
print(l[0])
print(l[:3])
print(l[-2:])
```

```
a
['a', 'list', 'of']
[5, 'objects']
```

## A new datatype: list

► Like str, list supports:

► concatenation with +

```
[1, 2] + [3, 4]
```

```
[1, 2, 3, 4]
```

► repetition with \*

```
5 * ['spam']
```

```
['spam', 'spam', 'spam', 'spam', 'spam']
```

## A new datatype: list

➡ Unlike str:

➡ is *mutable*

```
l = [0, 1, 2]
l[2] = 3
print(l)
```

```
[0, 1, 3]
```

➡ can contain objects of different types

```
[True, 'hello', int(6/2)]
```

```
[True, 'hello', 3]
```

## Let's write some code!

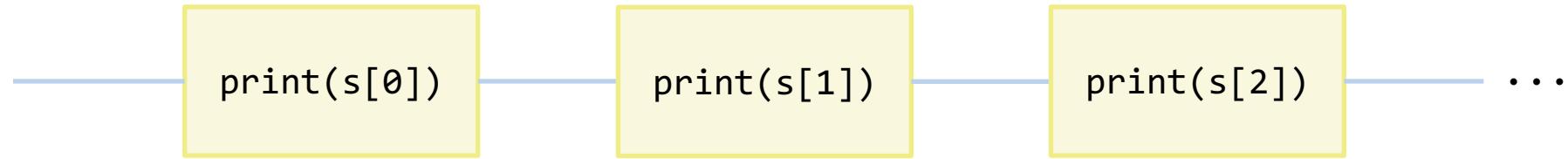
```
l = [1, 2, 3]
print(l)

l = ['one', 'two', 'three']
print(l)
```

```
[1, 2, 3]
['one', 'two', 'three']
```

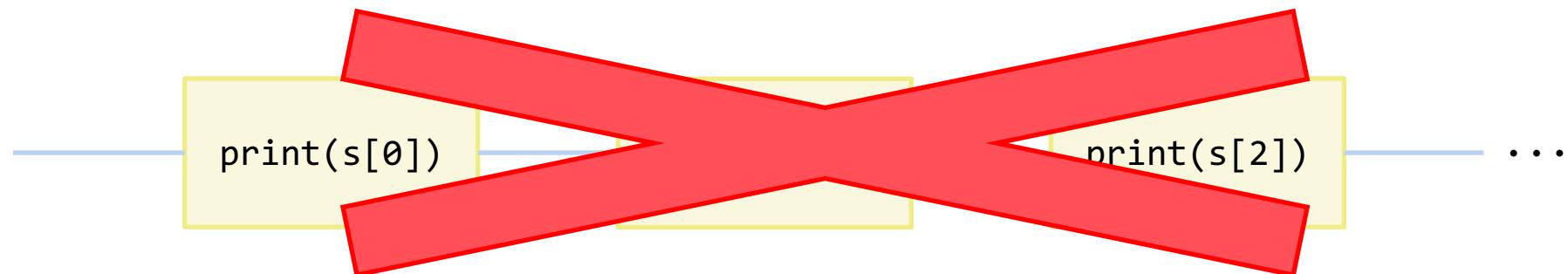
# Iteration control flow diagram

➡ How can we print every character in a string?



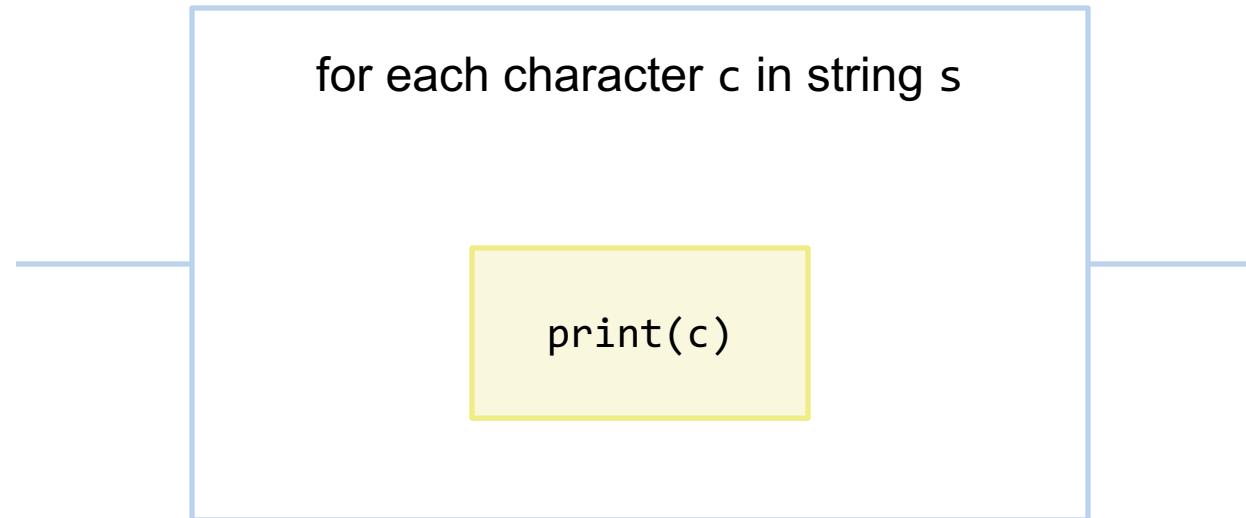
# Iteration control flow diagram

➡ How can we print every character in a string?



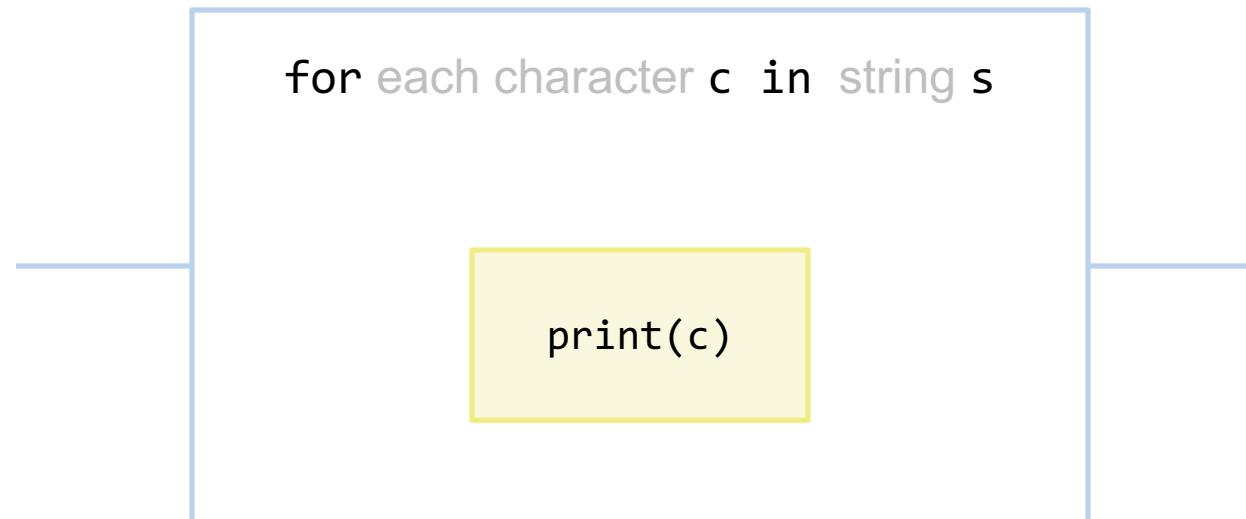
# Iteration control flow diagram

➡ How can we print every character in a string?



# Iteration control flow diagram

➡ How can we print every character in a string?





# Iteration in Python: for

➡ **for *variable* in *iterable*:**

```
s = "Hello World!"  
  
for c in s:  
    print(c)
```

H  
e  
l  
l  
o  
  
W  
...

# Iteration in Python: for

➡ **for *variable* in *iterable*:**

```
s = "Hello World!"  
  
for c in s:  
    print(c)
```

H  
e  
l  
l  
o  
  
W  
...



# Iteration in Python: for

► lists are iterable

```
squares = [0, 1, 4, 9, 16, 25]  
  
for x in squares:  
    print(math.sqrt(x))
```

```
0.0  
1.0  
2.0  
3.0  
4.0  
5.0
```



# Iteration in Python: for

➡ iterate on a sequence of numbers: range

```
for x in range(10):  
    print(x)
```

```
0  
1  
2  
3  
4  
5  
6  
7  
8  
9
```

# Iteration in Python: for

► range is a very versatile function

```
for x in range(10, 15):  
    print(x, end=' ')
```

10 11 12 13 14

```
for x in range(10, 15, 2):  
    print(x, end=' ')
```

10 12 14



## Let's write some code!

```
for n in [2, 4, 5, 7, 9, 10]:  
    if (n % 2) == 0:  
        print(f'{n} is even')  
    else:  
        print(f'{n} is odd')
```

```
2 is even  
4 is even  
5 is odd  
7 is odd  
9 is odd  
10 is even
```

# Workout Time!

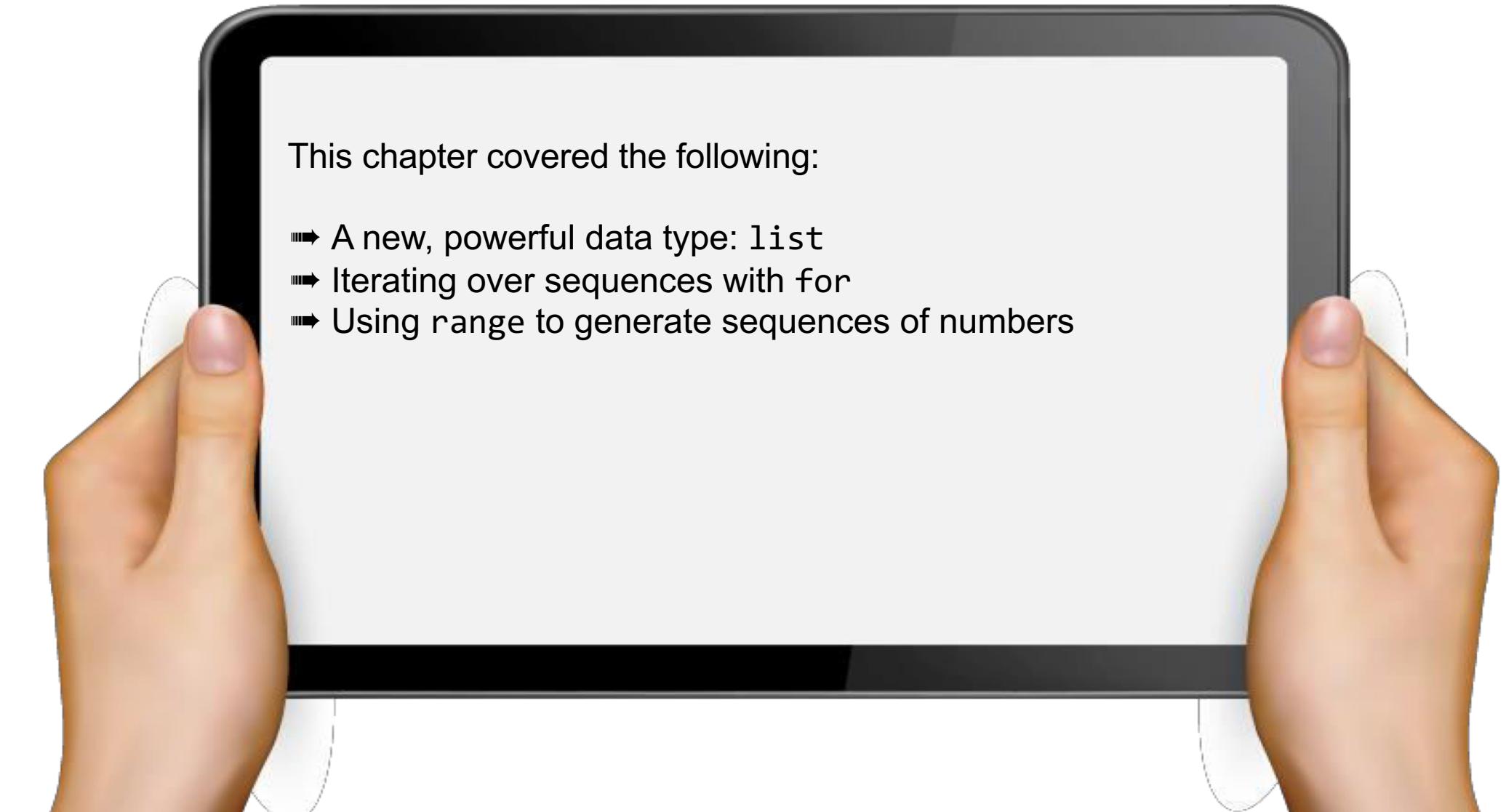


[Chapter 3 Exercises](#) link

# Chapter Summary

This chapter covered the following:

- ➡ A new, powerful data type: `list`
- ➡ Iterating over sequences with `for`
- ➡ Using `range` to generate sequences of numbers





# Python 3 Beginner

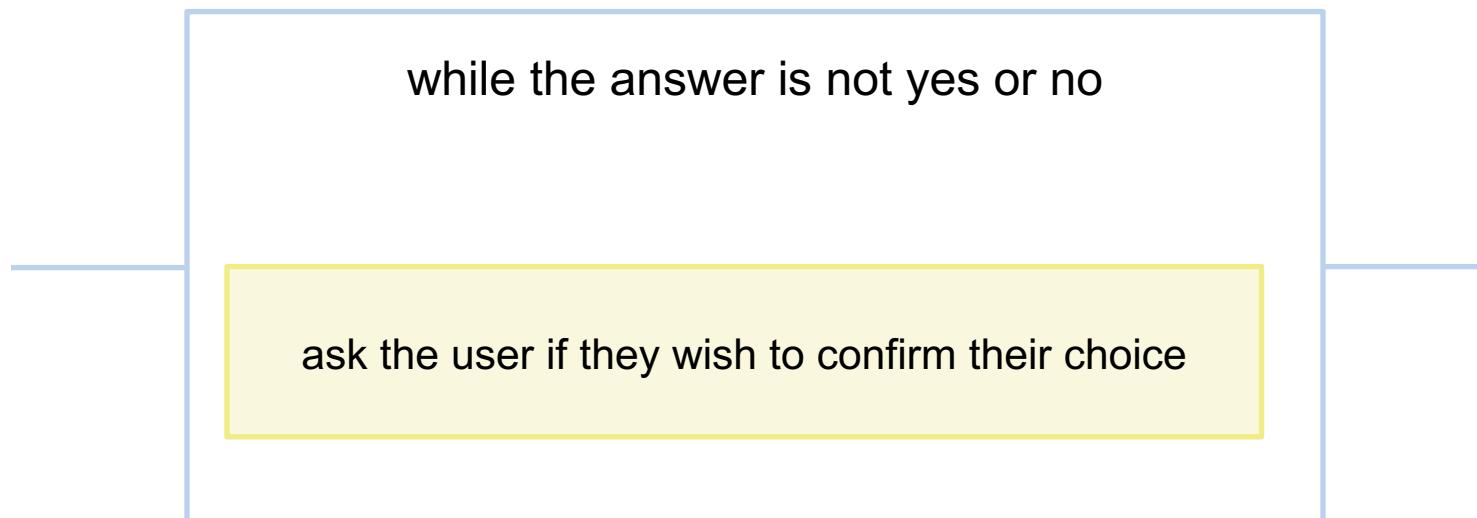
Chapter **04**

## Loops Part II: while

release 1.0.0

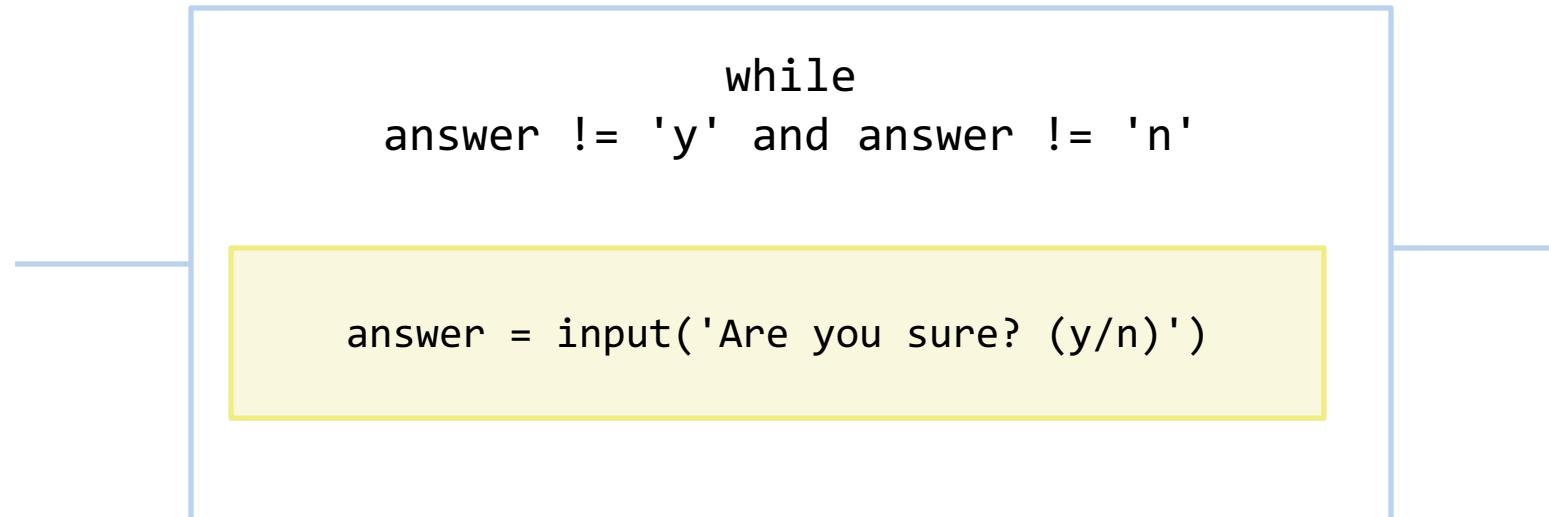
# Conditional loop flow diagram

➡ How can we ask a user to confirm a choice?



# Conditional loop flow diagram

➡ How can we ask a user to confirm a choice?



# Looping in Python: while

► **while condition:**

```
answer = None

while answer != 'y' and answer != 'n':
    answer = input('Are you sure? (y/n) ')

print(answer)
```

```
Are you sure? (y/n)
Are you sure? (y/n) g
Are you sure? (y/n) yes
Are you sure? (y/n) y
y
```



# Looping in Python: while

► **while condition:**

```
while True:  
    print('Hello World!')
```

```
Hello World!  
...  
...
```



## Let's write some code!

```
answer = None

while answer != 'y' and answer != 'n':
    answer = input('Are you sure? (y/n) ')

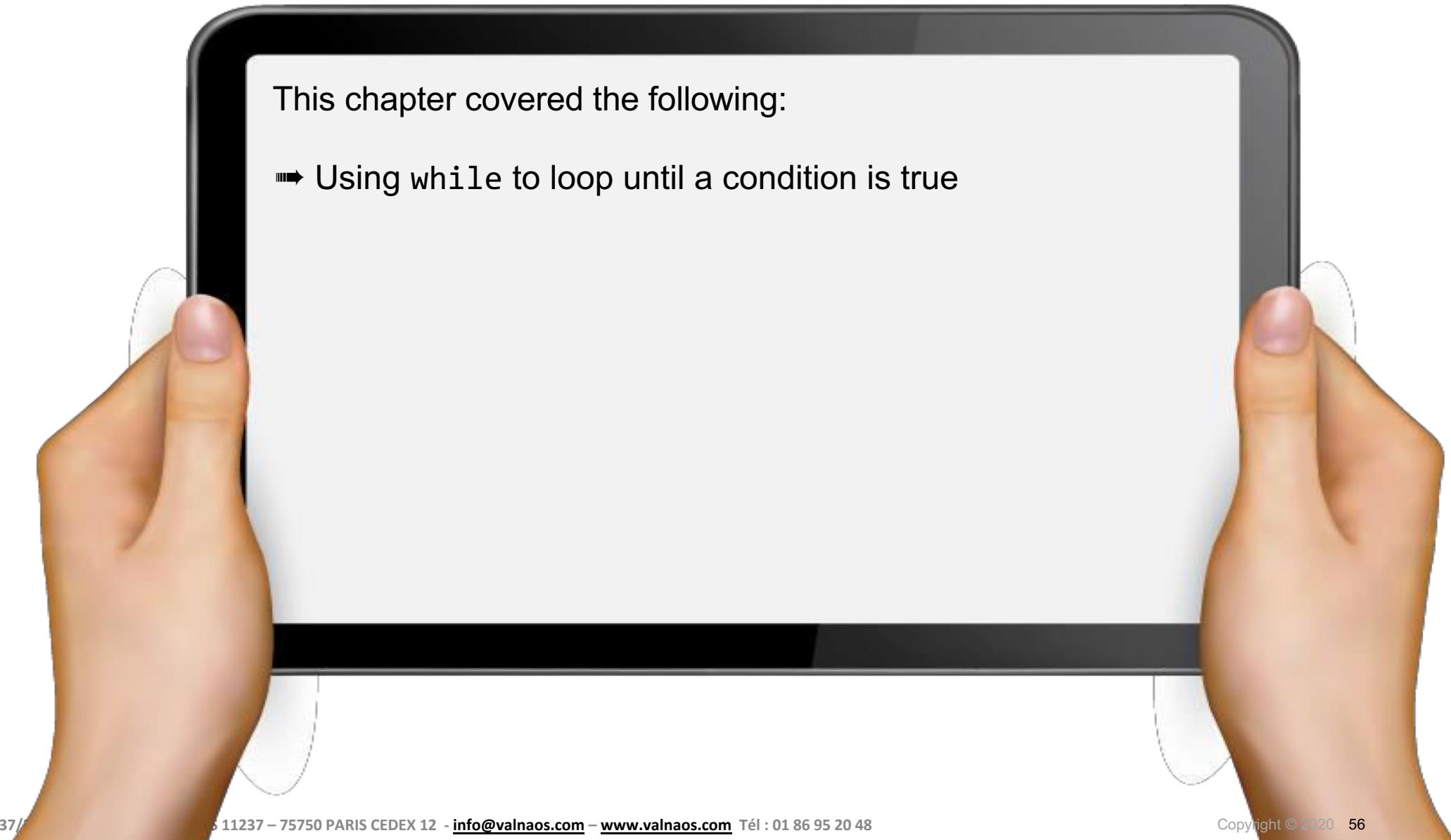
print(answer)
```

Are you sure? (y/n) y  
y

# Chapter Summary

This chapter covered the following:

- ➡ Using while to loop until a condition is true





# Python 3 Beginner

Chapter **05**

Mastering control flow

release 1.0.0

## "Short-circuiting" a loop

➡ Exit the loop early with `break`

```
for n in [0, 1, 2, -1, 41]:  
    if n < 0:  
        print(f'invalid value: {n}')  
        break  
    print(math.sqrt(n))
```

```
0.0  
1.0  
1.4142135623730951  
invalid value: -1
```



## "Short-circuiting" a loop

➡ Jump to the next iteration with `continue`

```
addr_list = ['charles@cstar.io', 'tim.apple.com', 'guido@python.org']

for addr in addr_list:
    if '@' not in addr:
        continue
    send_email(addr)      # Sending an email might take a while
    print(f'E-mail sent to {addr}')
```

E-mail sent to charles@cstar.io  
E-mail sent to guido@python.org



## "Short-circuiting" a loop

➡ break and continue also work with while loops

```
addr_list = ['charles@cstar.io', 'tim.apple.com', 'guido@python.org']

for addr in addr_list:
    if '@' not in addr:
        continue
    send_email(addr)          # Sending an email might take a while
    print(f'E-mail sent to {addr}')
```

E-mail sent to charles@cstar.io  
E-mail sent to guido@python.org

## Loop else clause

- Loops can have an `else` clause that is executed if the loop exits without breaking

```
for n in [0, 2, 4, 5, 6]:  
    if (n % 2) != 0:  
        break  
    print(f'{n} is even')  
else:  
    print('All numbers are even')
```

```
0 is even  
2 is even  
4 is even
```



## Iterating over value and index

→ Often, we need to iterate over a list while keeping track of the index

```
l = [0, 4, 25]
for i in range(len(l)):
    print(f'Item at position {i} is {l[i]}')
```

Item at position 0 is 0  
Item at position 1 is 4  
Item at position 2 is 25

## Iterating over value and index

→ Often, we need to iterate over a list while keeping track of the index

```
l = [0, 4, 25]
for i in range(len(l)):
    print(f'Item at position {i} is {l[i]}')
```

Item at position 0  
Item at position 1  
Item at position 2 is 25



## Iterating over value and index

➡ Use enumerate to update both variables upon looping

```
l = [0, 4, 25]
for i, item in enumerate(l):
    print(f'Item at position {i} is {item}')
```

Item at position 0 is 0  
Item at position 1 is 4  
Item at position 2 is 25

## Iterating over multiple lists

→ We can iterate simultaneously over multiple lists using `zip`

```
for i, j in zip(range(5), range(10, 15)):  
    print(i, j)
```

```
0 10  
1 11  
2 12  
3 13  
4 14
```

## Conditional expressions

→ We can return a single value depending on a condition in one simple expression

```
a = 13
b = a / 2 if (a % 2) == 1 else 'odd'
print(b)
```

odd

# Workout Time!



[Chapter 3 Exercises](#) link

# Chapter Summary

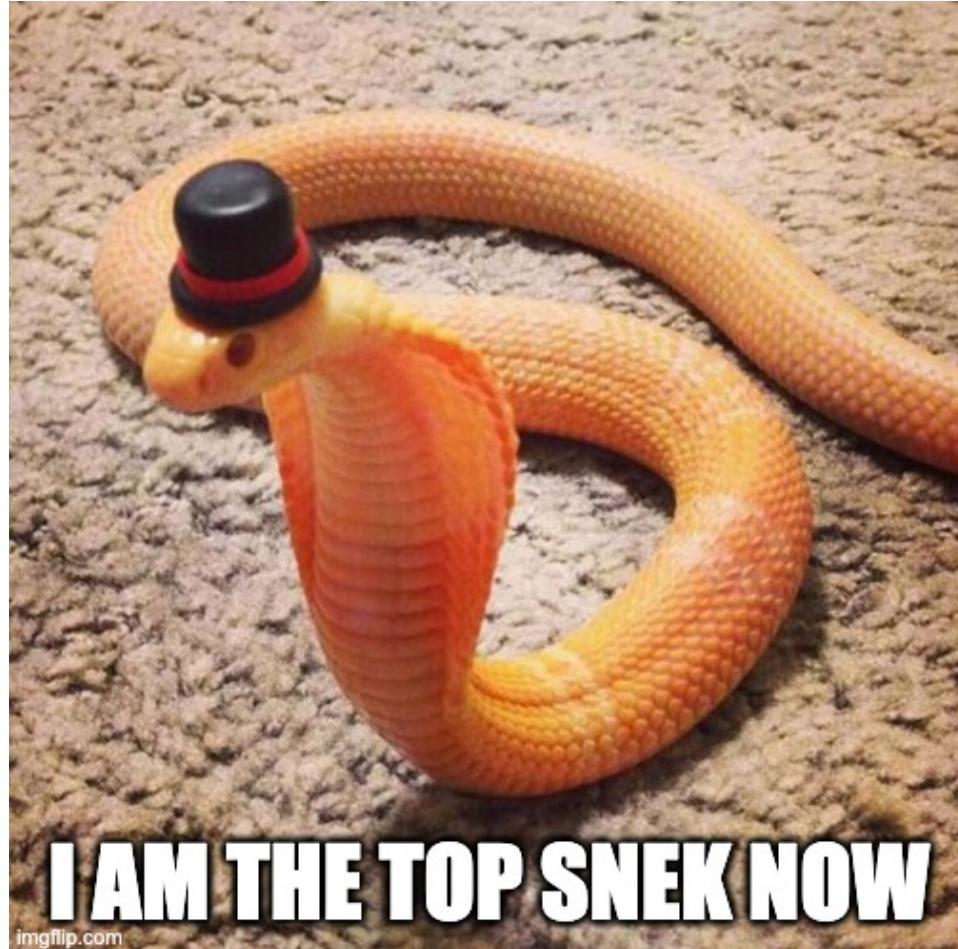
This chapter covered the following:

- ➡ Breaking out of loops early with `break`
- ➡ Skipping a loop iteration using `continue`
- ➡ Using `enumerate` to iterate over indexes and values of a sequence
- ➡ Using `zip` to iterate over multiple loops at a time
- ➡ Conditional expressions (also called the "ternary operator")



# Q&A

# Workshop



[Session 1 Workshop link](#)



**Thank you for  
your attention!**