

Python Programming

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<https://vicohub.com>

Lesson 2 & 3- Outline

- ▣ Data Structure: String, List/Tuple, Set, Dict
 - <https://docs.python.org/3/tutorial/datastructures.html>
- ▣ Control Flow
 - If-else
 - For
 - While
- ▣ Practice

Data type

- ▣ Some of the important types: Number, String, List, Tuple, Set, Dictionary.
 - **Number**: int, float and complex
 - **String**: is sequence of unicode characters.
 - **List/Tuple** is an ordered sequence of items, only difference is mutable and immutable.
 - **Set** is an unordered collection of unique items.
 - **Dictionary** is an unordered collection of key-value pairs

Operators

- ▣ Carry out arithmetic or logical computation
 - Arithmetic operators: `+`, `-`, `*`, `/`, `%`, `//`, `**`
 - Comparison operators: `==`, `!=`, `<`, `<=`, `>`, `>=`
 - Logical operators: `and`, `or`, `not`
 - Assignment operators: `=`, `+=`, `-=`, `*=`, `/=`, `%=`, `//=`, `**=`
 - ▣ Assign to multiple names at the same time.
 - `x, y, z = 2, "hello", [1,2,3]`
 - Identity operators: `is`, `not is`
 - ▣ two variables are located on the same part of the memory?
 - Membership operators: `in`, `not in`

String, List & Tuple

- ▣ String (**immutable**): defined using quotes (“, ‘, or “””)
 - Regular strings use 8-bit characters. Unicode strings use 2-byte characters.
st = “Hello World” or ‘Hello World’ or “”””Hello world”””
 - <https://docs.python.org/3/library/stdtypes.html#text-sequence-type-str>
- ▣ List (**mutable**)
 - Ordered sequence of items of **mixed types**
li = [“abc”, 34, 4.34, 23]
 - <https://docs.python.org/3/library/stdtypes.html#lists>
- ▣ Tuple (**immutable**), similarly as List but cannot **modify**
 - x = 24, 3, 2018
 - y = (“python”, “beginner”, “course”)
 - z = (99.99, “python”, “programming”, 0)

Tuple

- ❑ When and Why use Tuple rather than List:
 - Tuples are faster than List
 - When we don't have to change our data, we use Tuples
 - Tuples can be used as keys in dictionaries
 - Return multiple values in a function
- ❑ All operator as list except modify data
 - Access index and slicing
 - Mix type
 - Concatenate (+ operator)
 - Repetition (* operator)
 - Convert string or list to tuple by tuple() function
 - Unpack a tuple: `x,y = (99, 'python')`

Index & Slicing

- ❑ We can access individual members of a [String](#), [List](#) or [Tuple](#) using square bracket “array” notation `[]`. Note that all are 0 based.
 - Positive index: count from the left, starting with 0.
 - Negative lookup: count from right, starting with -1.
- ❑ Slicing: return copy of a subset
 - Syntax
 - ❑ `copy_string = string[start: end: step]` # stop before end
 - ❑ `copy_list = list[start: end: step]` # stop before end
 - Copy whole list (also string): `copy_list = list[:]`
 - ❑ `list2 = list1` # 2 names refer to 1 ref. change one affects both
 - ❑ `list2 = list1[:]` # 2 independent copies, two refs

The **+**, **in** operator

- ▣ The **+** operator produces a new **String, List, Tuple** whose value is the concatenation of its arguments.

`[1, 2, 3] + [4, 5, 6]` → `[1, 2, 3, 4, 5, 6]`

`“Hello” + “ ” + “World”` → `‘Hello World’`

`(1, 2, 3) + (4, 5, 6)` → `(1, 2, 3, 4, 5, 6)`

- ▣ The **in** operator: boolean test whether a value is inside a collection

`>>> t = [1, 2, 4, 5]`

`>>> 3 in t` → `False`

`>>> 4 in t` → `True`

`>>> 4 not in t` → `False`

`>>> s = ‘Python’`

`>>> ‘Py’ in s` → `True`

Operations on Lists Only

```
>>> li = [1, 11, 3, 4, 5]
```

```
>>> li.append('a')           ➔ li = [1, 11, 3, 4, 5, 'a']
```

```
>>> li.insert(2, 'i')        ➔ li = [1, 11, 'i', 3, 4, 5, 'a']
```

▣ `+` creates a fresh list (with a new memory reference)

▣ `extend` is just like `add` in Java; it operates on list *li* in place.

```
>>> li.extend([9, 8, 7])     ➔ li = [1, 2, 'i', 3, 4, 5, 'a', 9, 8, 7]
```

▣ Confusing:

■ `extend` takes a list as an argument unlike Java

■ `append` takes a singleton as an argument.

```
>>> li.append([10, 11, 12]) ➔ li = [1, 2, 'i', 3, 4, 5, 'a', 9, 8, 7, [10, 11, 12]]
```

Operations on Lists Only

```
>>> li = ['a', 'b', 'c', 'b']
>>> li.index('b')      ➔ 1 # index of first occurrence*
>>> li.count('b')      ➔ 2 # number of occurrences
>>> li.remove('b')     ➔ li= ['a','c','b'] # remove first
occurrence
```

```
>>> li = [5, 2, 6, 8]
>>> li.reverse()       ➔ li = [8,6,2,5] # reverse the list in place
>>> li.sort()          ➔ li = [2,5,6,8] # sort the list in place
```

▣ `list.sort(key=function)` #sort complex items

```
>>> list = [(2, 2), (3, 4), (4, 1), (1, 3)]
>>> list.sort(key=lambda x: x[1])    # sort tuple using 2nd item
[(4, 1), (2, 2), (1, 3), (3, 4)]
```

Practice



- ❑ Write a python script to:
 - Get a string from console s1
 - Extract 3 middle characters of s1
 - Input second string s2
 - Insert s1 into middle of s2
- ❑ Given a list
 - l = ['Freddie', 9, True, 1.1, 2001, ['bone', 'little ball']]
 - Remove all number from the list??

If statement

- Do something If a condition is True

```
if test_expression:  
     statement
```

- Do this if condition is True, otherwise do that

```
if test_expression:  
     statement  
else:  
     statement
```

if – elif- else statements

- Sometime in our program we want to make decision based on some conditions and then perform different actions for different cases of the outcome.

```
x = int(input('Enter a choice: '))
if x == 3:
    print("X equals 3.")
elif x == 2:
    print("X equals 2.")
else:
    print("X equals something else.")
print("This is outside the 'if'.")
```

Nested if-else statements

- Sometime, you may want to make clear test expression instead of using a complex one.

```
num1 = int(input("Enter 1st number: "))
num2 = int(input("Enter 2nd number: "))
if num1 >= 0:
    if num2 >= 0:
        print("Excellence!")
    else:
        print("Fair 1!")
elif num2 >=0:
    print("Fair 2!")
else:
    print("Ignore!")
```

Conditional Expressions

- ▣ Assign value to a variable based a test condition

```
x = true_value if condition else false_value
```

- Example:

```
>>> a = 2
```

```
>>> x = 1 if a == 2 else -1
```

```
out: x = 1
```

Why Loops?

- ▣ All programming languages need ways of doing similar things many times, this is called iteration.
- ▣ For loop
 - The for statement is used to iterate over the elements of a sequence.
 - It's traditionally used when you have a piece of code which you want to repeat n number of time.
 - The for loop is often distinguished by an explicit loop counter or loop variable.

for loop

- For-each is Python's only form of for loop

```
for <item> in <collection>:  
    <statements>
```

- **collection**: list, tuple, string, set, dictionary
- **item**: can be more complex than single variable
- use function **range(start, end)** if you want to run over a sequence. `range(5)` → return `[0,1,2,3,4]`

```
for i in range(5)  
    print(i)  
=====  
for (x, y) in [('a',1), ('b',2), ('c',3), ('d',4)]:  
    print(x)
```

for loop (cont.)

- ❑ Don't use `range()` to iterate over a sequence solely to have the index and elements available at the same time

Avoid (still work)

```
for i in range(len(mylist)):
    print ("{},{}".format(i, mylist[i]))
```

Use

```
for (i, item) in enumerate(mylist):
    print ("{},{}".format(i, item))
```

While loop

- ❑ The while loop tells the computer to do something as long as the condition is met.
- ❑ Its construct consists of a block of code and a condition.
- ❑ The condition is evaluated, and if the condition is true, the code within the block is executed.
- ❑ This repeats until the condition becomes false.

```
a = 0
while a < 10:
    a = a + 1
    print(a)
```

While loop example

- ▣ This will ask the user for an input until he/she enter a “stop” word.

```
stop = false
while not stop:
    s = input('enter text or type stop to quit')
    if s == 'stop':
        stop = True
    else:
        print("text consists of {} words"
              .format(len(s.split())))
```

while loop and break, continue

- ❑ You can use the keyword **break** inside a loop to leave the **while** loop entirely.
- ❑ You can use the keyword **continue** inside a loop to stop processing the current iteration of the loop and immediately go on to the next one.

❑ Try

```
x = 1
while x < 10:
    print(x)
    x += 1
    if x == 5:
        break
```

```
x = 1
while x < 10:
    x += 1
    if x % 2 == 0:
        continue
    print(x)
```

List comprehension

- List comprehensions provide a **concise way** to create lists from the iterable objects.

```
arr = range(0,11)
newList = []
for x in arr:
    newList.append(x**2)
```

```
[ expression for name in
iterable object ]
```

```
newList = [x**2 for x in arr]
```

- Filter

```
[expression for name in iterable object if test]
```

- Get odd value from list

```
arr = range(0,11)
odd = []
for x in arr:
    if x%2 !=0:
        odd.append(x)
```

```
odd = [x for x in arr if x%2!=0]
```

List comprehension with if-else

- Generate a list with if-else expression

```
[ if_expression if test else else_expression  
for name in iterable object ]
```

- Example

```
mytuple= (0,1,2,3,4,5,6,7,8)  
a = [ x/2 if x %2 == 0 else x**2 for x in mytuple ]  
#output  
[0.0, 1, 1.0, 9, 2.0, 25, 3.0, 49, 4.0]
```

Nested loop in list comprehension

```
m = [[1,2,3],[4,5,6]]
mul = []
for x in m:
    mul_r = []
    for i in x:
        mul_r.append(i*2)
    mul.append(mul_r)
```

```
#list comprehension
mul = [[i*2 for i in x] for x in m]
```


Set

- ❑ A set contains an unordered collection of unique and immutable objects.
- ❑ If we want to create a set, we can call the built-in set function with a sequence or another iterable object:

```
x = set("A Python Tutorial")  
x = set(["Perl", "Python", "Java"])  
x = {1, 1, 2, 2, 3, 3} → {1, 2, 3}
```

- ❑ Set can't contain mutable object

```
x = {1, 2, [3, 4]} → ERROR  
x = {1, 2, (3, 4)} → OK
```

Set

- ❑ Set is mutable object, but you can change it to immutable by **frozenset()** function

```
x = frozenset({1, 2, 3})  
x.add(4) ➔ ERROR
```

- ❑ Set operations
 - **add(element), clear(), copy(), difference(set), discard(element), union(set), intersection(set), issubset(set), isuperset(set)**

Dictionaries

- ▣ Dictionaries store a mapping between a set of keys and a set of values.
 - Keys can be any immutable type.
 - Values can be any type
 - Values and keys can be of different types
- ▣ You can
 - define
 - modify
 - view
 - lookup
 - delete

Updating Dictionaries

```
>>> d = {'user': 'bozo', 'pswd': 1234}
>>> d['user'] = 'clown'
>>> d
{'user': 'clown', 'pswd': 1234}
```

- ❑ Keys must be unique.
- ❑ Assigning to an existing key replaces its value.

```
>>> d['id'] = 45
>>> d
{'user': 'clown', 'id': 45, 'pswd': 1234}
```

- ❑ Dictionaries are unordered
 - New entry might appear anywhere in the output.

Dictionary function

- ❑ `d = {'user':'bozo', 'p':1234, 'i':34, 1:24}`
- ❑ `d.get(key)` , \longleftrightarrow `dict[key]` #return value by key
- ❑ `d.pop(key)` # return value by key and remove it from dictionary
- ❑ `d.update(dict)` # merges a dictionary with another dictionary or with an iterable of key-value pairs.
- ❑ `d.clear()` # Remove all.
- ❑ `d.keys()` # List of current keys \rightarrow ['user', 'p', 'i', 1]

Dictionary function

- `d.items()` # List of item tuples. \rightarrow `[('user','bozo'), ('p', 1234), ('i',34), (1,24)]`
- `del(d['p'])` \rightarrow `d = {'user': 'bozo', 'i': 34, 1: 24}` # `del` is python function, also work for list
- Dictionary from list
 - `x = [1, 2, 3]`
 - `y = ['a', 'b', 'c']`
 - `dict(zip(x, y))` \rightarrow `{1: 'a', 2: 'b', 3: 'c'}`

Output formatting

- 2 ways of writing values: **print()** and **write()** for file object. and also 2 ways to format an out.
 - handle by yourself, using string slicing and concatenation operations

```
a = 10
s = 'hello'
w = 'world'
print(s + ' ' + w, a , 'times')
```

- use **str.format()**

```
print('{} {} {} times'.format(s,w,a))
x = 12.2413579
print('x = {:.2f}'.format(x))
```

Output formatting

- to put a number into string, we have to convert to string using **str()** or **repr()**

```
>>> s = 'Hello World'
>>> str(s)
'Hello World'
>>> repr(s)
"'Hello World'"
>>> str(1/7)
'0.14285714285714285'
```

```
>>> print('Int value ' + repr(4.0))
Int value 4.0
>>> print(repr('hello\n'))
'hello\n'
>>> repr((30, 50.2, ('one', 'two')))
'(30,50.2, ('one', 'two'))'
```


Output formatting

■ 2 ways to write a table of squares and cubes

```
for x in range(1, 11):  
    print(repr(x).rjust(2), repr(x**2).rjust(3),  
          repr(x**3).rjust(4))  
  
for x in range(1, 11):  
    print('{0:2d} {1:3d} {2:4d}'.format(x, x**2, x**3))
```

value index

space number

■ `str.rjust()` – right justifies

■ `str.ljust()`, `str.center()`

<https://docs.python.org/3.4/library/string.html>

1	1	1
2	4	8
3	9	27
4	16	64
5	25	125
6	36	216
7	49	343
8	64	512
9	81	729
10	100	1000

Output formatting

- Python 3.6+ added a new string formatting approach called formatted string literals or “f-strings”. This new way of formatting strings lets you use embedded Python expressions inside string constants

```
x = 12
y = 24.369
print(f'{x} + {y} = {x + y}')
```

Practice

- https://docs.google.com/document/d/1g7EvXmXAlnWWtej2RAi_V0ijkXX0lGtRUt9bK5Jhu-U/edit?usp=sharing