

# Introduction to Python programming

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# Outline

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- Terminology
- Why Python?
- Data types
- Working with variables
- Functions, scripts, and modules
- Conditions
- Additional resources and content

# Terminology

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- Variable
- Function
- Return
- Script
- Modules and packages

# Why Python? Getting started

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- Free and open source
- General-purpose programming language
- Interpreted language
- Use cases and existing applications
  - **Web development** (e.g., Django and Flask)
  - **GUI development** (e.g., PyQt)
  - **Scientific and numeric** (e.g., Pandas)
  - **Software development** (e.g., Trac)
  - **System administration** (e.g., Ansible)

# Data types

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- String (str)
- Integer (int)
- Floating point number (float)
- List (list)
- Boolean (bool)

# Working with variables

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```
# Set the value of my_name to Ethan  
my_name = "Ethan"
```

```
# Print the variable's value  
print(my_name)
```

```
# Set the value of an age variable  
age = 25
```

```
# Print a simple sentence  
print(my_name, "is", age, "years old")
```

```
# Implicit type casting  
age = 25.6  
print("Next year,", my_name, "will be", age + 1, "years old")  
age = "25"
```

# Built-in functions and "for" loops

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```
# The range() function returns a sequence of numbers  
# Use integer values: range(start, stop, step)
```

```
# Example  
for number in range(0, 10):  
    print(number)
```

# Creating a function and writing a script

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```
def avg_two_numbers(num_1, num_2):  
    sum_two_nums = num_1 + num_2  
    avg = sum_two_nums / 2  
    return avg  
  
input_1 = float(input("Enter the first number: "))  
input_2 = float(input("Enter the second number: "))  
average = avg_two_numbers(input_1, input_2)  
print(f"The average of {input_1} and {input_2} is {average}")
```



# Using modules

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```
# "import random" (without the quotation marks) would also import
# everything from random

from random import *

# Initialize the pseudo-random number generator
seed(a=25)

# Generate a random integer
generated_number = randint(0, 100)

# The library would need to be specified if imported directly
# Example: generated_number = random.randint(0, 100)

# Print the value
print(generated_number)
```

# Conditions

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- ==
- !=
- < and >
- <= and >=

```
if True:
    print("This first statement will print once.")
elif 0 > 1:
    print("This statement will never run.")
else:
    print("This statement will never run while the first condition is true.")
```

# Additional Resources

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- [Coding is political](#) and [Coding for social justice](#)
- [freeCodeCamp](#)
- **Harvard University:** [CS50's Introduction to Programming with Python](#)
- [Kaggle](#) (e.g., [Python](#))
- [Python 3 documentation](#) and [Python for non-programmers](#)
- **Saylor Academy:** [Introduction to Python](#)
- **Swarthmore College:** [Python reference](#)
- **University of Helsinki:** [Python Programming](#) (Introduction to Programming and Advanced Course in Programming)