

## John Romero Programming Proverbs

- 1. “No prototypes. Just make the game. Polish as you go. Don’t depend on polish happening later. Always maintain constantly shippable code. (Large teams require more planning though.)”
- John Romero, “The Early Days of Id Software - John Romero @ WeAreDevelopers Conference 2017”

## The first lecture

- this module consists of two pieces of coursework
  - in the first term, [Missile Command](#)  
〈CS2S566\_CW1P1M\_Cover\_PRCW\_PRACTCW1.pdf〉  
implemented in Python3 and Pygame
  - in the second term, a map editing tool for a tablet implemented in Python3
- both pieces of coursework are worth 50%

## Access to the software in this module

- in this module Python3 will be taught on the GNU/Linux operating system
- there are two supported approaches to run Python3
  - firstly using vmware
  - secondly using the Raspberry Pi-4
- both give the same user level experience
- please see the other two components of the lecture this week for more details on either approach

# Python

- Python is a scripting language

## Python Gotha's

- blocks are defined by indentation!
- turn off tabs in your favourite editor
- in your own programs examples never create a name clash with a Python library module
- Python2 vs Python3
  - we will be using Python3

## Python verses similar tools

- Python is a scripting language
  - it can be compiled if necessary to increase speed
- is more powerful than many other scripting languages, Tcl
  - applicable to larger systems development (games, net admin)
- has a much cleaner syntax than Perl
  - easier to maintain
- does not compete head on with Java
  - Java is a systems language like C++

# Python and games

- examples of games which use Python `<http://wiki.python.org/moin/PythonGames>`

# Python can be simple



```
#!/usr/bin/python3  
print("hello world")
```



# Python Modules allow for problem decomposition

- similar to Modula-2

- myfile.py

```
#!/usr/bin/python3  
  
title = "hello world"
```

- foo.py

```
#!/usr/bin/python3  
  
import myfile  
print(myfile.title)
```

- when run prints hello world

## Alternative import



**bar.py**

```
#!/usr/bin/python3  
  
from myfile import title  
print(title)
```



note that all python modules need to be saved as *name.py*



so in our example the module `myfile` was saved into a file called `myfile.py`

# Python builtin types

- python contains many builtin types
  - use them..
- builtin objects make simple programs easy to understand
  - lists, dictionaries, exist, don't reinvent the wheel
- built in objects are more efficient than custom data types

## Builtin objects



numbers	3.14159, 1234
strings	'spam', "fred's"
lists	[1, [2, 'three'], 4]
dictionaries	{'food':'spam', 'taste':'yum'}
tuples	(1, 'spam', 4, 'U')
files	text=open('/etc/passwd', 'r').read()

# Expression operators



or, and, not

logical operators (short circuit)

<, <=, >, >=, ==, <>, !=

comparison operators

x | y

bitwise or

z & y

bitwise and

x << y

shift left by y bits

x >> y

shift right by y bits

x[i]

indexing

x[i:y]

slicing

x.y

qualifying (imports)

x(y)

function calls

# Strings

- concatenation via +
  - repeated via \*

- ```
#!/usr/bin/python3  
print("hi " * 4)
```

- yields

- ```
hi hi hi hi
```

## Slicing

- given a string, `s= "hello world"`
  - can obtain portion of string via: `s[2:5]`
  - yields: `llo`
  
- first character has index 0
  - and also -11
  - last character index is 10 in this example
  - last character index is also -1
  
- negative values start at right and move to the left
  
- strings can be sliced using positive and negative values

## Using dir

- often you may wish to see what methods a module provides
  - run python interactively

```
python
Python 1.5.2
>>> import string
>>> dir(string)
['capitalize', 'capwords', 'center', 'count', \
 'digits', 'expandtabs', 'find', 'hexdigits', \
 'index', 'index_error', 'join', 'joinfields', \
 'letters', 'ljust', 'lower', 'lowercase', \
 'lstrip', 'maketrans', 'octdigits', 'replace', \
 'rfind', 'rindex', 'rjust', 'rstrip', 'split', \
 'splitfields', 'strip', 'swapcase', \
 'upper', 'uppercase', 'whitespace', 'zfill']
```

- displays methods available



## Methods and documentation

- [python online docs](http://floppsie.comp.glam.ac.uk/python/html/index.html) `<http://floppsie.comp.glam.ac.uk/python/html/index.html>`
  - under GNU/Linux
  
- tutorial/laboratory
  - read through the online tutorial under the web address above
  - read about functions and scope rules
    - name resolution, LGB rule
    - local, global, builtin scope

# Statements

- assignment, calls, if/else/elif, for, while, break/continue
  - `print` used to be a statement in Python 2, it is a function in Python 3
- try, except, raise,
- def, return
  - function definitions and returning values

# Statements

- class
- assert
- exec
- del
- global

## Example 8 times table



```
#!/usr/bin/python3

for n in range(1, 13):
    print(n, "x 8 =", n*8)
```

## Example 8 times table



```
$ python3 eight.py
1 x 8 = 8
2 x 8 = 16
3 x 8 = 24
4 x 8 = 32
5 x 8 = 40
6 x 8 = 48
7 x 8 = 56
8 x 8 = 64
9 x 8 = 72
10 x 8 = 80
11 x 8 = 88
12 x 8 = 96
```

## Example of for loop



```
#!/usr/bin/python3

for n in range(2, 10):
    print("n is", n)
else:
    print("finished for loop, n is", n)
```

## Example of for loop



```
./py7.py  
n is 2  
n is 3  
n is 4  
n is 5  
n is 6  
n is 7  
n is 8  
n is 9  
finished for loop, n is 9
```

## Tricky example code



```
#!/usr/bin/python3

for n in range(2, 10):
    print("n is", n)
    for x in range (2, n):
        print("x is", x)
        if n % x == 0:
            print(n, "equals", x, "*", n/x)
            break
    else:
        print(n, "is a prime number")
```



## Tricky example code



```
./py6.py
2 is a prime number
3 is a prime number
4 equals 2 * 2
5 is a prime number
6 equals 2 * 3
7 is a prime number
8 equals 2 * 4
9 equals 3 * 3
```

# Graphical hello world as an example of Python simplicity

```
#!/usr/bin/python3

import Tkinter

def makebutton(message):
    w = Tkinter.Button(text=message, command='exit')
    w.pack()
    w.mainloop()

makebutton("Hello world")
```

# Tutorial

- to undertake these tutorials you will need to refer to the [python online docs](https://docs.python.org/3) `<https://docs.python.org/3>`
- write a program using a while loop
  - to write out the nine times table
- write a program using a for loop
  - to write out the seven times table
- write a program using a function and if else statement
  - to write out the 3 times table