1 - Python Basics

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1 Global operators

Operators that work on multiple Python objects (Python enables operator overloading)

1.1 Assignment operator " = "

```
In [ ]: int_
                                                          # int
        float_ = 4.0
                                                          # float
        string_ = "hello"
                                                          # string
        list_{-} = [1, 2, 3]
                                                          # list
                = {'Boss': 'Pat', 'Engineer': 'Harry'}
                                                         # dict
                = \{1, 2\}
        set_
        tuple_{-} = (1, 2, 3)
                                                          # tuple
In [ ]: # print operator --> Python 3: print() function
        print int_
        print float_
        print string_
        print list_
        print dict_
        print set_
        print tuple_
```

1.2 Concatenation operator " + "

```
In [ ]: int_ + float_
In [ ]: string_ + " world!"
In [ ]: list_ + [3, 4, 5, 6]
In [ ]: tuple_ + (4, 5, 6)
```

1.3 Repetition operator " * "

```
In [ ]: int_ * float_
In [ ]: string_ * 3
In [ ]: list_ * 3
In [ ]: tuple_ * 3
```

```
1.4 Comparison operator "=="
```

```
In [ ]: # equal ==
        print int_
                     == 6
        print float_ == 3.0
        print string_ == "hell"
       print list_ == [1, 3, 4]
       print dict_ == {'Boss': 'Pat', 'Engineer': 'Bob'}
                     == {1, 2, 3}
        print set_
       print tuple_ == (1, 2, 3, 4)
In [ ]: # superior
                    > 10
        print int_
        print float_ > 10.0
        print string_ > "jello"
In [ ]: # inferior
       print int_
                     < 10
        print float_ < 10.0</pre>
        print string_ < "jello"</pre>
1.5
    Other operators
In [ ]: # type(obj)
       print type(int_)
       print type(float_)
       print type(string_)
       print type(dict_)
       print type(set_)
       print type(tuple_)
In [ ]: # check type
        type(int_) == float
In [ ]: # isinstance(obj, type)
       print isinstance(int_, int)
       print isinstance(float_, float)
        print isinstance(string_, str)
       print isinstance(list_, list)
       print isinstance(dict_, dict)
       print isinstance(set_, set)
        print isinstance(tuple_, tuple)
  Following works only for containers (list, dict, set)
In [ ]: # len(obj)
        len(list_), len(dict_), len(set_), len(tuple_)
In []: # in
        'hello' in string_, 1 in list_, 2 in set_, 1 in tuple_
In [ ]: # object existence
        if string_:
            print "String is defined and is not empty !"
        if list_:
           print "List is defined and not empty!"
```

```
if set_:
           print "Set is defined and not empty"
        if tuple_:
           print "Tuple is defined and not empty"
1.6
     Loops
1.6.1 FOR
In [ ]: # loop through string
       for char in string_:
           print char
In [ ]: # loop through list
        for obj in list_:
           print obj
In []: # loop through dictionary keys
        for key in dict_:
            print key
In []: # loop through set values
       for val in set_:
           print val
  Enumerables (string, list, dictionaries)
In [ ]: # loop through string WITH INDEX
        for index, obj in enumerate(string_):
            print index, obj
In [ ]: # loop through list WITH INDEX
        for index, obj in enumerate(list_):
           print index, obj
In [ ]: # loop through dict WITH INDEX
        for index, value in enumerate(dict_):
           print index, value
In [ ]: # loop through set WITH INDEX
        for index, value in enumerate(set_):
                print index, value
  Iterables (dictionaries)
In [ ]: # loop through dict WITH KEY AND VALUES
        for key, value in dict_.iteritems():
            print key, value
1.6.2 WHILE
In []: i = 1
        while len(list_) != 0:
            print "Popping element %d" % i
           list_.pop()
            i+=1
        print "List empty !"
```

1.7 Cast

2 Numbers

Integers, floats.

2.1 Assignment =

```
In []: # int
a = 5
c = 2047
In []: # float
b = 4.0
d = 3.0
```

2.2 Operations

```
In [ ]: # Addition
        a + b
In [ ]: # Substraction
        a - b
In [ ]: # Product
        a * b
In [ ]: # Quotient
        a / b
In [ ]: # Quotient (integer)
        a / c
In [ ]: # Quotient (float)
        float(a)/c
In [ ]: # Floored quotient
        a // b
In [ ]: # Modulo (remainder)
        a % b
```

```
In [ ]: # Power
       a ** b
In []: # In place (+=, -=, *=, **=)
       print a
       print b
       print
       a += b \#add
       print a
       a -=b
               #substract
       print a
       a /= b #divide
       print a
       a *= b \#product
       print a
       a **=b #power
       print a
       a = int(a)
       print a
```

2.3 Bitwise operators

3 Strings ""

A string is a set of characters - ordered, immutable.

3.1 Assignement =

```
In [ ]: string1 = 'hello'
In [ ]: string2 = 'world'
```

```
3.2
    Concatenation +
In [ ]: string1 + string2
In [ ]: string1 + ' world'
In [ ]: 'hello' + ' world'
In [ ]: print "hello" + ',' + "\n" + "\t world !"
3.3
   Indexing []
In [ ]: string1[0]
In [ ]: string1[2]
In [ ]: string1[-1]
In [ ]: string1[-2]
In [ ]: # Assignemnt on index: ERROR --> strings are NOT mutable
       string1[-2]='a'
3.4 Slicing [:]
In [ ]: # Slicing interval - outter bound excluded: [a, b[
       string1[1:4]
In [ ]: string1[0:3]
In [ ]: string1[-3:]
In [ ]: # with step [a:b:step]
       string1[1:5:2]
In [ ]: # with step [a:b:step]
       string1[0::2]
In [ ]: # reverse a string
       string1[::-1]
3.5 String Methods
In [ ]: # upper()
        'helLO'.upper()
In [ ]: # lower()
        'HEllO'.lower()
In [ ]: # capitalize()
        'hello world'.capitalize()
In [ ]: # isdigit()
        '2015'.isdigit()
In [ ]: # split() --> converts string to list
        split1 = 'hello world'.split() #delimiter is space (default)
        split2 = 'hello, world'.split(',') #delimiter is ','
       print split1
       print split2
```

4 Lists []

A list contains objects of any kind - ordered, mutable

```
4.1 Assignment =
In [ ]: # Empty list
       list1 = []
       list1
In [ ]: # List of integers
       list1 = [1, 2, 3, 4, 5]
       list1
In [ ]: # List of strings
       list2 = ['a', 'b', 'c', 'd']
       list2
In [ ]: # List of mixed types
       list3 = [1.0, 'a', 2, dict()]
       list3
In [ ]: # Multidimensional
       list4 = [[1, 2, 3], ['a', 'b', 'c']]
       list4
4.2 Concatenation +
In [ ]: list1 + list2
In [ ]: list1 + list3
In [ ]: list2 + list3
4.3 Indexing []
In [ ]: # Normal indexing
       list1[3]
In [ ]: # Normal indexing
       list4[0]
In [ ]: # Reverse indexing
       list1[-2]
In [ ]: # Reverse indexing
       list4[-1]
In [ ]: # Assignment on index
       print list2
       list2[0] = "new_value"
       list2
```

```
4.4 Slicing [:]
In [ ]: list1[2:4]
In []: # from index -2 to end
       list1[-2:]
In [ ]: list1[1:5]
In [ ]: # with step
        # from index -4 to end with step = 2
       list1[-4::2]
In [ ]: # reverse a list
       list1[::-1]
4.5 List Methods
In [ ]: # insert(position, value)
       list1.insert(2, 4)
       list1
In [ ]: # append(value)
       list2.append("at_the_end")
In [ ]: # remove(value)
       list2.remove('new_value')
       list2
In [ ]: # pop()
       list2.pop()
In [ ]: # extend(other_list)
       list3.extend(list4)
       list3
In [ ]: # 'delimiter'.join(list) --> converts string to list
        ''.join(['C', 'C', 'C', '', 'I', 'N', 'F', 'O', 'R', 'M', 'A', 'T', 'I', 'O', 'N', '', 'S', 'E', 'R',
4.6 List comprehension
In [ ]: # Don't type this ...
       list2 = []
       for a in list1:
            list2.append(a+1)
       print list2
In []: # ... Type this !
       list2 = [a+1 for a in list1]
       print list2
```

More examples of list comprehension

```
In [ ]: \# Following sounds familiar ? Get all even numbers in list
        list2 = []
        for e in list1:
            if e % 2 == 0:
                list2.append(e)
       print list2
In [ ]: # Why not do that instead ? List comprehension \O/
        list2 = [e for e in list1 if e % 2 == 0]
       print list2
In [ ]: # Don't type this ...
       list2 = []
       for sub_list in list4:
            for sub in sub_list:
                if type(sub) is int:
                    list2.append(sub)
       print list2
In []: # ... Type this !
       list2 = [sub for sub_list in list4 for sub in sub_list if type(sub) is int]
       print list2
In []: # ... intellectually the same
        [sub for sub_list in list4
                 for sub in sub_list
                     if type(sub) is int]
       print list2
In []: # We can also reassign in-place
        list4 = [s for e in list4 for s in e if type(s) is str]
        print list4
```

5 Dictionaries

A dictionary is a (key, value) store - mutable, unordered, unique

5.1 Assignment =

```
5.2 Indexing []
In [ ]: dict1['John']
In [ ]: dict1['Marc']
In [ ]: dict1['Frank']
In [ ]: # Add new key, value
        dict1['Frank'] = [20, 'intern']
       dict1
In [ ]: # NO INDEXING BY NUMBER
       dict1[0] # --> KeyError Exception
    Dictionary Methods
In [ ]: # Keys
        dict1.keys()
In [ ]: # Values
       dict1.values()
In [ ]: # Items (keys and values)
       dict1.items()
In [ ]: # Loop through keys
       for key in dict1:
           print key
In []: # Loop through keys (old way)
        for key in dict1.keys():
           print key
In [ ]: # Loop through values
       for val in dict1.values():
           print val
In [ ]: # Loop through both keys AND values
       for key, value in dict1.iteritems(): #PYTHON 3: iteritems() --> items()
           print key, value
    Sets
6
A dictionary with no values, only keys - immutable, unordered, unique
6.1 Assignment =
In [ ]: # empty set
       set0 = set()
       set0
```

In []: # initialize set

set1

 $set1 = \{1, 2, 3, 4, 5\}$

```
In [ ]: # intialize set
        set2 = set(['a','b','c','d'])
        set2
In []: # initialize set from list
       list1 = [1, 2, 3, 4, 5, 5]
        set3 = set(list1)
        set3
6.2 Concatenation \mid=
In [ ]: # Concatenate two sets
        set1 |= set2
       set1
In [ ]: # Concatenate two sets
       set1.update(set2)
       set1
6.3 Indexing
In [ ]: # NO INDEXING FOR SETS
        set1[1]
6.4 Set Methods
In [ ]: # add(element)
       set1.add(6)
       set1
In [ ]: # remove(element)
       set1.remove(6)
       set1
In [ ]: # discard(element)
        set1.discard(1)
        set1
In [ ]: # pop() --> POPS ARBITRARY ELEMENT FROM SET (UNORDERED)
        set1.pop()
        set1
In [ ]: # union(other_set)
       set1.union(set3)
In [ ]: # intersection(other_set)
       set1.intersection(set3)
In [ ]: # difference(other_set)
       set1.difference(set3)
In [ ]: # symmetric_difference(other_set)
        set1.symmetric_difference(set2)
In [ ]: # clear()
       set1.clear()
        set1
```

7 Tuples ()

An arbitrary group of elements.

```
7.1 Assignment =
In [ ]: tuple1 = (1, 2, 3)
       tuple1
In []: tuple2 = tuple([1, 2, 3, 4])
       tuple2
In [ ]: tuple3 = tuple("Hello world !")
       tuple3
In [ ]: tuple4 = ("Hello world !",)
       tuple4
In [ ]: tuple5 = tuple({'John': 14, 'Marc': 22})
       tuple5
In [ ]: tuple6 = tuple(list1)
       tuple6
7.2 Concatenation +
In [ ]: tuple1 + tuple2
In []: tuple1 + tuple3
In [ ]: tuple2 + tuple3
7.3 Indexing []
In [ ]: tuple1[0]
In [ ]: tuple1[-1]
7.4 Slicing [:]
In []: tuple1[0:2]
In []: tuple2[-2:]
In [ ]: tuple3[1::2]
     Tuple unwrapping
In [ ]: a, b, c, d, e, f = tuple6
       print a, b, c, d, e, f
```