

# Python basics

- Comments
- `"""`
- Variable names
- `int`, `float`, `str`
- type conversion
- assignment (`=`)
- `print()`, `help()`, `type()`

# Python comments

A '#' indicates the beginning of a comment.  
From '#' until end of line is ignored by Python.

```
x = 42    # and here goes the comment
```

Comments useful to describe what a piece of code is supposed to do, what kind of input is expected, what is the output, side effects...

Comments are aimed at people (including yourself) reading the code

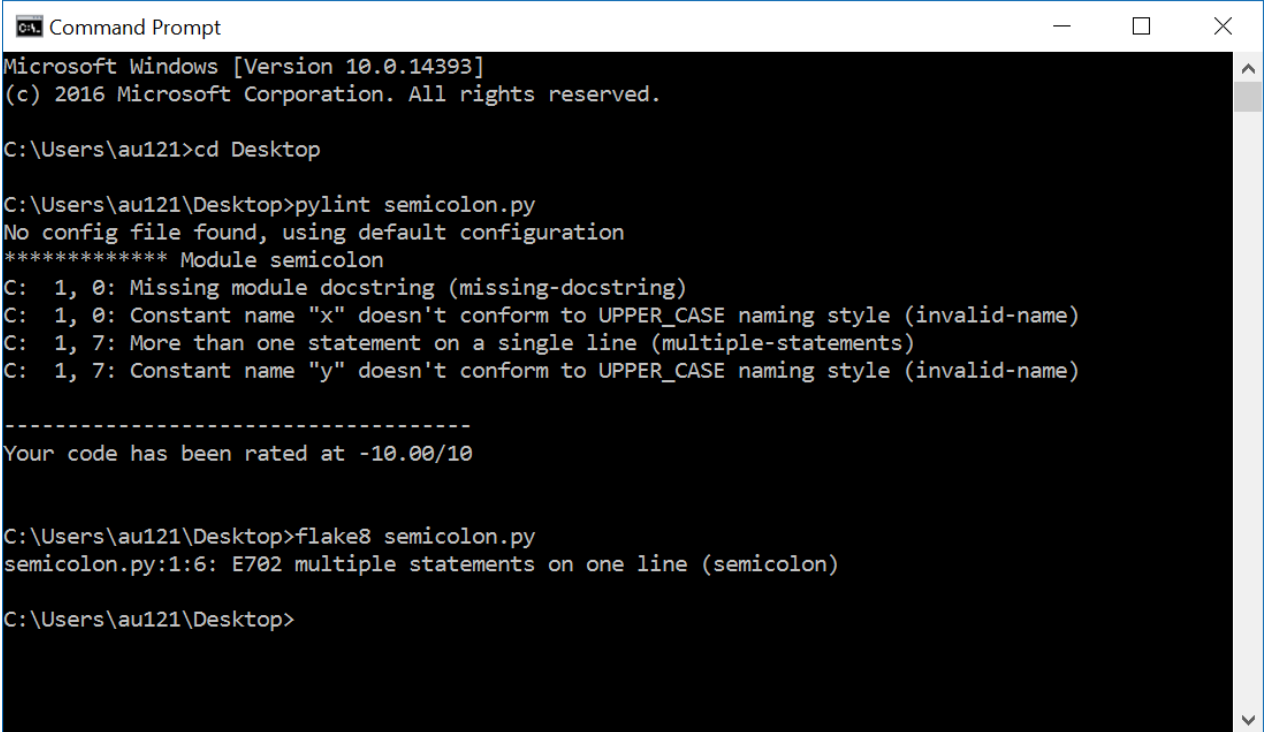
# The “;” in Python

- Normally statements follow in consecutive lines with identical indentation

```
x = 1  
y = 1
```

- but Python also allows multiple statements on one line, separated by “;”

```
x = 1; y = 1
```



```
Command Prompt  
Microsoft Windows [Version 10.0.14393]  
(c) 2016 Microsoft Corporation. All rights reserved.  
  
C:\Users\au121>cd Desktop  
  
C:\Users\au121\Desktop>pylint semicolon.py  
No config file found, using default configuration  
***** Module semicolon  
C: 1, 0: Missing module docstring (missing-docstring)  
C: 1, 0: Constant name "x" doesn't conform to UPPER_CASE naming style (invalid-name)  
C: 1, 7: More than one statement on a single line (multiple-statements)  
C: 1, 7: Constant name "y" doesn't conform to UPPER_CASE naming style (invalid-name)  
  
-----  
Your code has been rated at -10.00/10  
  
C:\Users\au121\Desktop>flake8 semicolon.py  
semicolon.py:1:6: E702 multiple statements on one line (semicolon)  
  
C:\Users\au121\Desktop>
```

neither **pylint** or **flake8** like “;”

- General Python PEP 8 guideline: **avoid using “;”**
- Other languages like C, C++ and Java require “;” to end/separate statements

# Variable names


- Variable name = sequence of **letters** 'a'-'z', 'A'-'Z', **digits** '0'-'9', and **underscore** '\_'

v, volume, height\_of\_box, WidthOfBox, x0, \_v12\_34B, \_  
(snake\_case) (CamelCase)

- a name cannot start with a digit
  - names are case sensitive (AB, Ab, aB and ab are different variables)
- Variable names are **references to objects in memory**
  - Use meaningful variables names**
  - Python 3 reserved keywords:**

and	class	elif	for	import	nonlocal	raise	with	None
as	continue	else	from	in	not	return	yield	False
assert	def	except	global	is	or	try		True
break	del	finally	if	lambda	pass	while		

# Question – Not a valid Python variable name?

- a) `print`
- b) `for`  Python reserved keyword
- c) `_100`
- d) `x`
- e) `_`
- f) `python_for_ever`
- g) Don't know

# Integer literals

- .... -4, -3, -2, -1, 0, 1, 2, 3, 4 ....
- Python integers can have an arbitrary number of digits (only limited by machine memory)
- Can be preceded by a plus (+) or minus (-)
- Leading zeros are not allowed (e.g., 7 cannot be written as 007)
- For readability underscores (\_) can be added between digits,


2\_147\_483\_647

(for more, see [PEP 515 - Underscores in Numeric Literals](#))

# Question – What statement will not fail?

- a) `x = _42`
- b) `_10 = -1_1`
- c) `x = 1__0`
- d) `x = +1_0_`
- e) Don't know

# Float literals

- Decimal numbers are represented using **float** – contain “.” or “e”
- Examples
  - 3.1415
  - -.00134
  - 124e3 =  $124 \cdot 10^3$
  - -2.345e2 = -234.5
  - 12.3e-4 = 0.00123
-  Floats are often only approximations, e.g. 0.1 is *not* 1/10
- Extreme values (CPython)
  - max = 1.7976931348623157e+308
  - min = 2.2250738585072014e-308
- NB: Use module `fractions` for exact fractions/rational numbers.



## Python shell

```
> 0.1 + 0.2 + 0.3
| 0.60000000000000001
> (0.1 + 0.2) + 0.3
| 0.60000000000000001
> 0.1 + (0.2 + 0.3)
| 0.6
> type(0.1)
| <class 'float'>
> 1e200 * 1e300
| inf
> 0.1+(0.2+0.3) == (0.1+0.2)+0.3
| False
> x = 0.1 + 0.2
> y = 0.3
> x == y
| False
> print(f'{x:.30f}') # 30 decimals
| 0.30000000000000000044408920985006
> print(f'{y:.30f}') # 30 decimals
| 0.2999999999999999988897769753748
> import sys
> sys.float_info.min
| 2.2250738585072014e-308
> sys.float_info.max
| 1.7976931348623157e+308
```

Associativity rule does  
not apply to floats



# Question – What addition order is “best”?

- a)  $1e10 + 1e-10 + -5e-12 + -1e10$
- b)  $1e10 + -1e10 + 1e-10 + -5e-12$
- c)  $1e-10 + 1e10 + -1e10 + -5e-12$
- d)  $-5e-12 + -1e10 + 1e10 + 1e-10$
- e) Any order is equally good
- f) Don't know

$1e10$	=	10000000000
$-1e10$	=	-10000000000
$1e-10$	=	0.0000000001
$-5e-12$	=	-0.000000000005

# Approximating $\pi = 3.14159265359\dots$

$$\frac{\pi^2}{6} = \sum_{k=1}^{+\infty} \frac{1}{k^2} = \frac{1}{1^2} + \frac{1}{2^2} + \frac{1}{3^2} + \dots$$
$$= 1.6449340668\dots$$

Riemann zeta function  $\zeta(2)$

`pi_approximation_riemann.py`

```
apx = 0.0
k = 0.0
while True:
    k = k + 1.0
    apx = apx + 1.0 / (k * k)
    print(k, apx)
```

Output

```
...
94906261.0 1.6449340578345741
94906262.0 1.6449340578345744
94906263.0 1.6449340578345746
94906264.0 1.6449340578345748
94906265.0 1.644934057834575
94906266.0 1.644934057834575
94906267.0 1.644934057834575
94906268.0 1.644934057834575
94906269.0 1.644934057834575
94906270.0 1.644934057834575
...
```



This is not a course in numeric computations – but now you are warned....

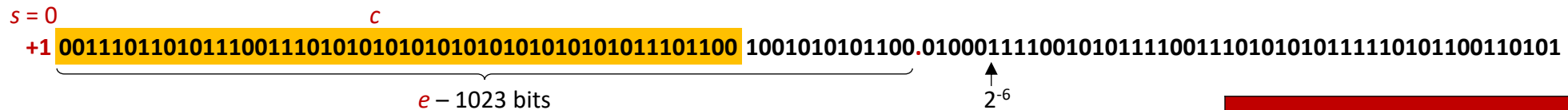
# Python float $\equiv$ IEEE-754 double precision\*

- A binary number is a number in base 2 with digits/bits from  $\{0,1\}$

$$10110_2 = 1 \cdot 2^4 + 0 \cdot 2^3 + 1 \cdot 2^2 + 1 \cdot 2^1 + 0 \cdot 2^0 = 16 + 4 + 2 = 22_{10}$$

- IEEE-754 64-bit double
 

sign $s$	exponent $e$	coefficient $c$
1 bit	11 bits	52 bits



Float value	Case
$(-1)^s \cdot (1 + c \cdot 2^{-52}) \cdot 2^{e-1023}$	$0 < e < 2047$
$(-1)^s \cdot c \cdot 2^{-1074}$	$e = 0, c \neq 0$
+0 and -0	$e = 0, c = 0$
$+\infty$ and $-\infty$	$e = 2047, c = 0$
NaN (“not a number”)	$s = 0, e = 2047, c \neq 0$

## Python shell

```
> 1e200 * 1e200
| inf
> -1e200 * 1e200
| -inf
> 1e-200 * 1e-200
| 0.0
> -1e-200 * 1e-200
| -0.0
> 1e200 * 1e200 * 0.0
| nan
```

(\*most often, but there is no guarantee given in the Python language specification that floats are represented using IEEE-754)

# String literals (type `str`)

- Sequence of characters enclosed by single ( ' ) or double ( " ) quotes

```
"a 'quoted' word"      "Hello World"      'abc'
'a "quoted" word'      '_ _ \' _ _'
```

- Escape characters

<code>\n</code>	newline
<code>\t</code>	tab
<code>\\</code>	backslash
<code>\'</code>	single quote
<code>\"</code>	double quote
<code>\N{</code>	<i>unicode name</i> }

- A backslash (\) at the end of line, will continue line/string on next line
- Use triple single or double quotes ( ' ' ' or " " " ) for enclosing strings spanning more lines  
(in particular for Python Docstrings, see [PEP 257](#))

## string-test.py

```
print("abc")
print('de\'f')
print("'ghi'")
print("'jk\nl'\\"")
print("mn\
o")
print("p\\q\\tr")
print("\\N{SNOWMAN}")
```

## Output

```
$ python string-test.py
abc
de'f
'ghi'
'jk
l'"
mno
p\q      r
```



Question – What does the following print ?

```
print ("\\\\"\\n\\n')
```

- a) \\\\"\\n\\n'
- b) \\"\\nn'
- c) \\"\\n  
'
- d) "nn'
- e) \"  
'
- f) Don't know

# Long string literals

- Long string literals often need to be split over multiple lines
- In Python two (or more) **string literals following each other** will be treated as a single string literal (they can use different quotes)
- Putting **parenthesis** around multiple literals allows line breaks
- Advantages:
  - avoids the backslash at the end of line
  - can use indentation to increase readability
  - allows comments between literals

## long-string-literals.py

```
s1 = 'abc' "def" # two string literals
print(s1)
s2 = ''' ''' ''' # avoid escaping quotes
print(s2)
s3 = 'this is a really, really, really, \
really, really, long string'
print(s3)
s4 = ('this is a really, really, '
      'really, really, really, '
      'long string')
print(s4)
very_very_long_variable_name = (
    'this is a really, really, ' # line 1
    'really, really, really, '   # line 2
    "long string"               # line 3
)
print(very_very_long_variable_name)
```

## Python shell

```
| abcdef
| '''
| this is a really, really, really, really,
| really, long string
| this is a really, really, really, really,
| really, long string
| this is a really, really, really, really,
| really, long string
```

# Raw string literals

- By prefixing a string literal with an `r`, the string literal will be considered a **raw string** and backslashes become literal characters
- Useful in cases where you actually need backslashes in your strings, e.g. when working with Python's regular expression module `re`

## Python shell

```
> print('\let\epsilon\varepsilon')      # \v = vertical tab
| \let\epsilon
|  arepsilon
> print('\\let\\epsilon\\varepsilon')  # many backslashes
| \let\epsilon\varepsilon
> print(r'\let\epsilon\varepsilon')     # more readable
| \let\epsilon\varepsilon
```

- Strange exception: A raw string cannot end with an odd number of backslashes

# print(...)

- `print` can print zero, one, or more values
- default behavior
  - print a space between values
  - print a line break after printing all values
- default behavior can be changed by **keyword arguments** “`sep`” and “`end`”

## Python shell

```
> print()  
|  
> print(7)  
| 7  
> print(2, 'Hello')  
| 2 Hello  
> print(3, 'a', 4)  
| 3 a 4  
> print(3, 'a', 4, sep=':')  
| 3:a:4  
> print(5); print(6)  
| 5  
| 6  
> print(5, end=', '); print(6)  
| 5, 6
```



# print(...) and help(...)

## Python shell

```
> help(print)
| Help on built-in function print in module builtins:
|
| print(...)
|     print(value, ..., sep=' ', end='\n', file=sys.stdout, flush=False)
|
|     Prints the values to a stream, or to sys.stdout by default.
|     Optional keyword arguments:
|     file: a file-like object (stream); defaults to the current sys.stdout.
|     sep:  string inserted between values, default a space.
|     end:  string appended after the last value, default a newline.
|     flush: whether to forcibly flush the stream.
```

# Assignments

- *variable = expression*

`x = 42`

- Multiple assignments – right hand side evaluated before assignment

`x, y, z = 2, 5, 7`

- Useful for swapping

`x, y = y, x`

- Assigning multiple variables same value in left-to-right

`x = y = z = 7`



## Warning

`i = 1`

`i = v[i] = 3` # `v[3]` is assigned value 3

In languages like C and C++ instead  
`v[1]` is assigned 3

# Python is dynamically typed, type(...)

- The current type of a value can be inspected using the **type()** function (that returns a type object)
- In Python the values contained in a variable over time can be of different type
- In languages like C, C++ and Java variables are declared with a given type, e.g.

```
int x = 42;
```

and the different values stored in this variable must remain of this type

## Python shell

```
> x = 1
> type(x)
| <class 'int'>
> x = 'Hello'
> type(x)
| <class 'str'>
> type(42)
| <class 'int'>
> type(type(42))
| <class 'type'>
```



x new type

# Type conversion

- Convert a value to another type:

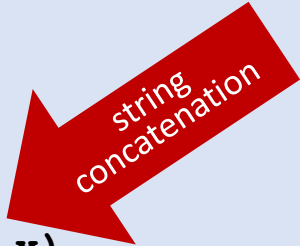
*new-type(value)*

- Sometimes done automatically:

`1.0+7=1.0+float(7)=8.0`

## Python shell

```
> float(42)
| 42.0
> int(7.8)
| 7
> x = 7
> print("x = " + x)
| Traceback (most recent call last):
|   File "<stdin>", line 1, in <module>
| TypeError: must be str, not int
> print("x = " + str(x))
| x = 7
> print("x = " + str(float(x)))
| x = 7.0
> int("7.3")
| Traceback (most recent call last):
|   File "<stdin>", line 1, in <module>
| ValueError: invalid literal for int() with base 10: '7.3'
> int(float("7.3"))
| 7
```



Questions – `str(float(int(float("7.5"))))` ?

- a) 7
- b) 7.0
- c) 7.5
- d) "7"
- e) "7.0"
- f) "7.5"
- g) Don't know