

Introduction to Python

GIS 5653 – Spatial Programming and GIS

Programming

- What is it?
- Why is it relevant?



<https://www.istockphoto.com/photos/python-programming-language>

What is Programming?

Writing programs: coded instructions for the automatic performance of a task

- Be lazy! (aka focus on more important tasks)
- It's fun
- Marketable skill
- Solve a difficult data analysis problem (and document it)

EASY – FAST – ACCURATE - REPRODUCIBLE

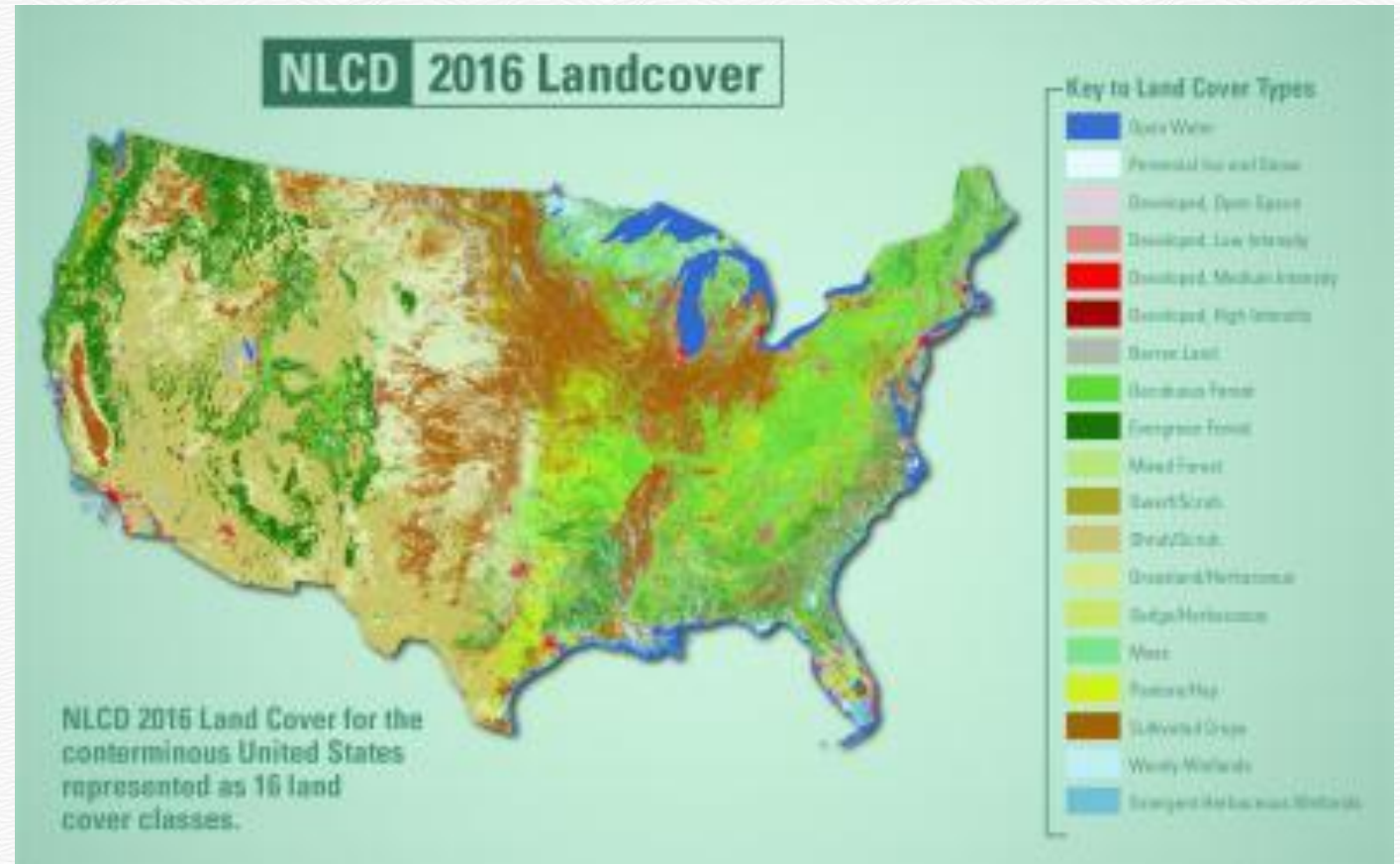
Let computers do what they do best and what we find boring!

Python Script

```
print("Hello world!")
```

Python Script

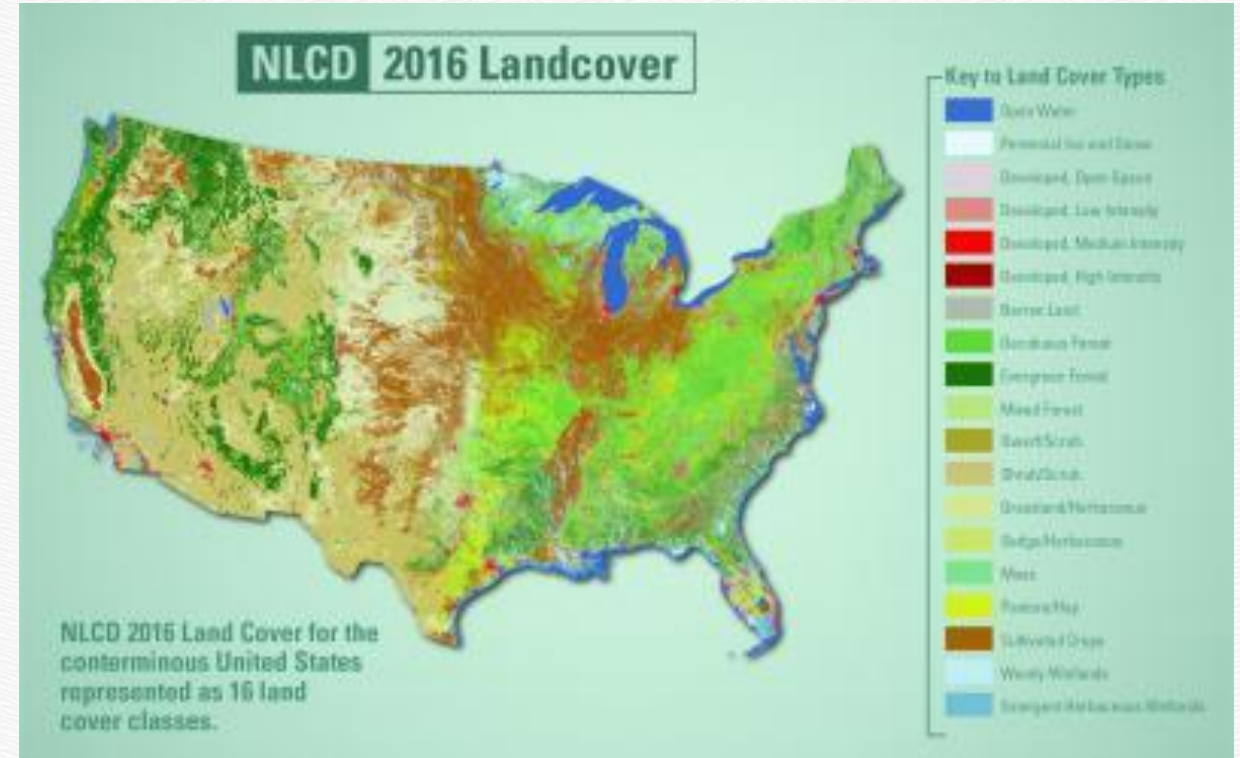
```
print("nlcd_16_1.asc")
```



Python Script

```
i = 1
while i <= 100:
    print("nlcd_16_" + str(i) + ".asc")
    i = i + 1
```

EASY – FAST – ACCURATE - REPRODUCIBLE

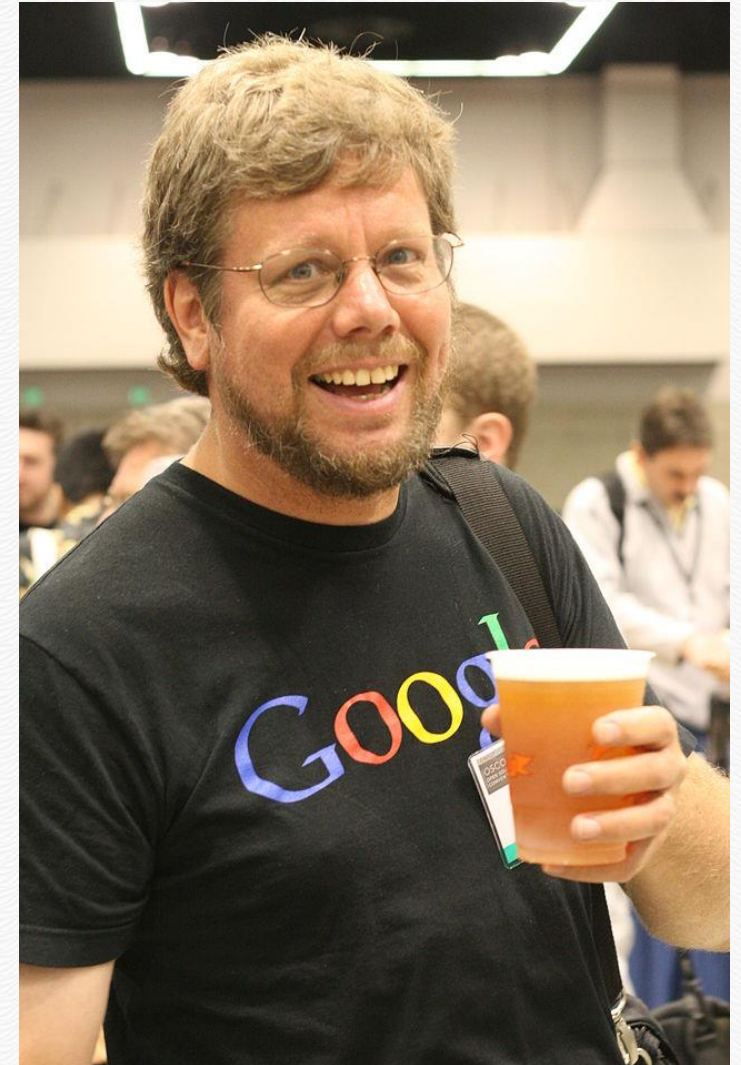


What is Python?

About the origin of Python, van Rossum in 1996:

“Over six years ago, in December 1989, I was looking for a ‘hobby’ programming project that would keep me occupied during the week around Christmas. My office [...] would be closed, but I had a home computer, and not much else on my hands. I decided to write an interpreter for the new scripting language I had been thinking about lately [...]. I chose Python as a working title for the project, being in a slightly irreverent mood (and a big fan of Monty Python’s Flying Circus).”

Source - <http://en.wikipedia.org/>



Fun fact: The Python interpreter is written in C

Low-level versus High-Level Languages

High-level language:

- Straightforward for humans to read and write
- CPU (Central Processing Unit) does not understand high-level language

Low-level language:

- CPU understands low-level (machine) language
- Complex syntax
- Translators required → high-level to low-level language
- **Two types of translators:** interpreters and compiler
- **High-level languages:** Java, C++, Python, JavaScript, ...
- **Low-level languages:** Assembly (see figure), ...

```
MONITOR FOR 6802 1.4          9-14-80  TSC ASSEMBLER  PAGE   2

C000      ORG     ROM+$0000 BEGIN MONITOR
C000 8E 00 70  START  LDS     #STACK

*****
* FUNCTION: INITA - Initialize ACIA
* INPUT: none
* OUTPUT: none
* CALLS: none
* DESTROYS: acc A

0013      RESETA EQU    %00010011
0011      CTLREG EQU    %00010001

C003 86 13      INITA  LDA A  #RESETA  RESET ACIA
C005 B7 80 04      STA A  ACIA
C008 86 11      LDA A  #CTLREG  SET 8 BITS AND 2 STOP
C00A B7 80 04      STA A  ACIA

C00D 7E C0 F1      JMP     SIGNON  GO TO START OF MONITOR

*****
* FUNCTION: INCH - Input character
* INPUT: none
* OUTPUT: char in acc A
* DESTROYS: acc A
* CALLS: none
* DESCRIPTION: Gets 1 character from terminal

C010 B6 80 04  INCH  LDA A  ACIA      GET STATUS
C013 47      ASR A      SHIFT RDRF FLAG INTO CARRY
C014 24 FA      SCC     INCH      RECEIVE NOT READY
C016 B6 80 05      LDA A  ACIA+1  GET CHAR
C019 84 7F      AND A  #07F  MASK PARITY
C01B 7E C0 79      JMP     OUTCH  ECHO & RTS

*****
* FUNCTION: INHEX - INPUT HEX DIGIT
* INPUT: none
* OUTPUT: Digit in acc A
* CALLS: INCH
* DESTROYS: acc A
* Returns to monitor if not HEX input

C01E 8D F0  INHEX  BSR     INCH      GET A CHAR
C020 81 30      CMP A  #'0      ZERO
C022 2B 11      BMI     HEXERR  NOT HEX
C024 81 39      CMP A  #'9      NINE
C026 2F 0A      BLS     HEXRTS  GOOD HEX
C028 81 41      CMP A  #'A      NOT HEX
C02A 2B 09      BMI     HEXERR
C02C 81 46      CMP A  #'F
C02E 2E 05      BGT     HEXERR
C030 80 07      SUB A  #7      FIX A-F
C032 84 0F      HEXRTS AND A  #00F  CONVERT ASCII TO DIGIT
C034 39      RTS

C035 7E C0 AF  HEXERR JMP     CTRL  RETURN TO CONTROL LOOP
```

https://en.wikipedia.org/wiki/Assembly_language#/media/File:Motorola_6800_Assembly_Language.png

Translators

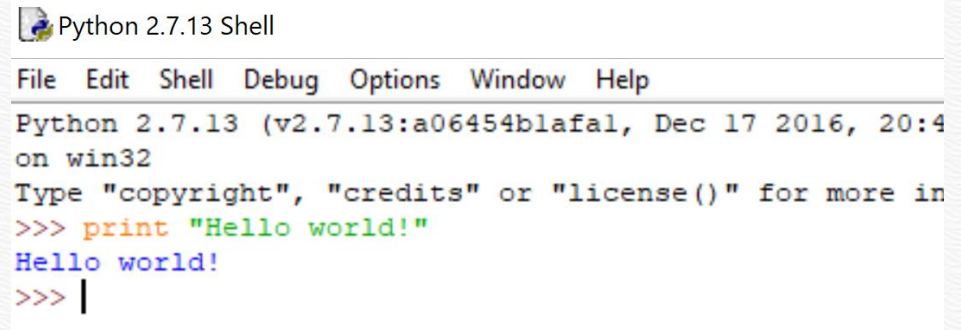
Interpreter:

- Runs a process to translate the high-level source code to machine language
- Reads and parses the source code
- Interprets instructions on-the-fly
- Interactive

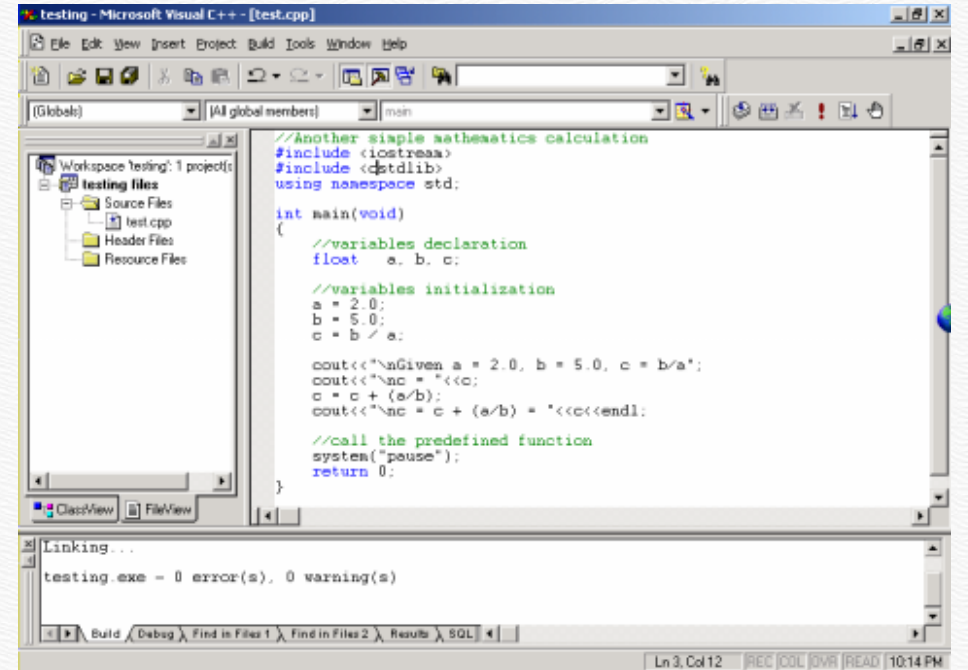
Compiler:

- Also runs a process to translate the high-level source code to machine language
- Needs the entire program
- Compiler puts machine language code in a file for later execution
- Executables or dynamic loadable library → binary

Python interpreter (Python.exe) is written in C



```
Python 2.7.13 Shell
File Edit Shell Debug Options Window Help
Python 2.7.13 (v2.7.13:a06454blafal, Dec 17 2016, 20:4
on win32
Type "copyright", "credits" or "license()" for more in
>>> print "Hello world!"
Hello world!
>>> |
```



```
testing - Microsoft Visual C++ - [test.cpp]
File Edit View Insert Project Build Tools Window Help
[Global] [All global members] main
//Another simple mathematics calculation
#include <iostream>
#include <cstdlib>
using namespace std;

int main(void)
{
    //variables declaration
    float a, b, c;

    //variables initialization
    a = 2.0;
    b = 5.0;
    c = b / a;

    cout<<"\nGiven a = 2.0, b = 5.0, c = b/a";
    cout<<"\nc = "<<c;
    c = c + (a/b);
    cout<<"\nc = c + (a/b) = "<<c<<endl;

    //call the predefined function
    system("pause");
    return 0;
}

Linking...
testing.exe - 0 error(s), 0 warning(s)
Ln 3, Col 12 | REC | COL | DWR | READ | 10:14 PM
```

<https://www.tenouk.com/Visualc.html>

Which one is it: Scripting or Programming?

Strength of Python

- (Relatively) simple and easy to learn
- Free and open source
- Cross platform
- Interpreted (uses interpreter → interactive)
- Object oriented
- Supported by ESRI products

→ Excellent for programming beginners

Basic Terminology

Comment:

Information in a program that is meant for other programmers (or anyone reading the source code) and has no effect on the execution of the program.

Variable:

A name that refers to a value.

Value:

One of the basic units of data, like a number or string, that a program manipulates.

Data Type:

A category of values.

```
# first code example  
x = "Hello"  
  
for i in range(0,4):  
    print(x)
```




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