# Python syntax

## Andy Kim

## Basic Python Syntax

- VScode shortcuts

    - ctrl+space (vscode): command template
    - ctrl+shift+p (vscode): command palette
    - shift+enter (vscode): tests the current line in terminal / works with multiple line selection
    - "". # will show many functions associated with string class (vscode)
    - softtab: converts tab to 4 spaces (vscode)

- Naming rule

    - camel case: Class (camel case starting with small letter is not used in Python)
    - snake case: with () - function, without () - variables

- string cut

    - "string"[a:b]: a starts with 0, b is not included
    - either a or b can be omitted; a and/or b can be negative numbers

- len(): prints length of strings

- type(): prints type

- 0 is not equal to 0.0

- %: residual operator

- //: integer divide (e.g., $5/2 = 2.5$, $5//2 = 2$)

- \*\*: power (e.g., $5**4 = 5^4$)

- Variable declare in python: no need to specify type

- +=, -=, \*=, /=, %=, \*\*=

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- +=, *=: works with strings as well

- input("message:"): takes user input from screen

- converting string to number: int(), float()

- str(): converts int to string

- format function: "{} {}".format(10, 20) # "10 20"

- string class functions:

    - strip() / lstrip() / rstrip(): removes spaces in both/left/right
    - is...()
    - find()/rfind() # returns index starting from index 0
    - "he" in "hello" # True or False
    - "10 20 30".split(" ") # ['10', '20', '30']

- boolean in python: True / False (starts with upper case)

- Date and Time

    ```
    import datetime
    now = datetime.datetime.now()
    now.year
    now.month ...
    ```

- double condition

    ```
    if 3 < a < 10:
    ...
    ```

- multi line input example:

    ```
    if 1 <= a <=3 or \
        101 <= a <=103 or \
        201 <= a <=203:
        print("a is in a specific condition")
    ```

- using "in" operator:

    ```
    b = input("b> ") # b is a string instance, can be handled like a list
    if b[-1] in "02468":
        print("b is a even number")
    ```

- if number % 2 == 0: # faster and more efficient method than the above

- list: [index], + * operator possible, like handling string

- list can include various kinds of types [1, 'str', 2, True]

- list operators:

  - append(last element); insert(target index, value); extend(another list)
  - pop(index #last if none); clear() # remove all; del list_name[index]
  - "in" operator works with list
  - remove(value) # remove first encounter of the value from the list

- debug: breakpoint - F9

- dictionary type

  - {:, ... } # curly bracket in definition
  - dict_a["key name"] # bracket for index
  - dict_a["new name"] = value # append
  - del dict_a["key name"]
  - key in dict_a # check if exists
  - dict_a.get("key") # returns None, if key does not exist

- range(i, j, inc) # returns range class instance; inc: increment; from i to j-1

- while / break / continue

- two types of functions: destructive and nondestructive functions

  ```
  new_string = old_string.split(" ") # nondestructive
  list.append('new element') # destructive
  ```

- String addition

  ```
  ("string\n" "string" ...\) # same as "string\nstring"
  ```

- string join:

  ```
  "\n".join(["string1", "string2", "string3"]) # same as string1\nstring2\nstring3
  ```

- import textwrap; textwrap.dedent("""Strings...""") # removes indents (or spaces) from the beginning of each line

- reversed(list) # returns the reversed sequence of the list / but only once

- enumerate in list and dictionary

```python
example_list = [1, 2, 3, 4, 5]

for index, element in enumerate(example_list):

    print("{}th element is {}".format(index, element))


example_dict = {

    "key A": "val A",

    "key B": "val B",

    "key C": "val C",

    "key D": "val D",

}

for key, element in example_dict.items():

    print("{}th element is {}".format(key, element))
```

- array creation:

    - array = [i*i for i in range (0, 20, 2) if 100 < (i*i) <300]
    - arr = ["a", "b", "c", "d", "e"]
    - new_arr = [str for str in arr if str != "c"]
    - can use function within [ or] to create a list

- function arguments - def funtion(a, b, var1=10, var2=20, *values):

    - a, b # required arguments
    - var1, var2 # default arguments
    - *values # tuple variable for the rest of the arguments

- recursion function: must create a exit mechanism / recursion is not efficient

- to improve speed of recursion, memorize calculation result in a dictionary

- to use global variable in a function, use "global" keyword e.g., global var

- tuple with single element: (1,)

- tuple can be used without ():

```python
a, b = 10, 20 # a = 10, b = 20
a, b = func() # def func(): return 10, 20
```

- in Python, functions can get functions as arguments

- map and filter functions

```python
list_map = [1, 2, 3, 4, 5]
```

```
def power(x):
    return x**2
list_after_map = map(power, list_map)
print(list_after_map) # shows object address
print(list(list_after_map)) # type casting required

def under_3(x):  # returns True / False
    return x < 3
list_after_filter = filter(under_3, list_map)
print(list(list_after_filter)) # casting required
```

- lambda function

```
list_a = [1, 2, 3, 4, 5]
a = map(lambda x: x*x, list_a)
b = filter(lambda x: x<3, list_a)
    print(list(a))
    print(list(b))
```

- file open and close

```
file = open("XXX.py", mode="r", encoding="UTF-8")
i = 0
for line in file:  # could access each line in file with this expression
    print(i, line, end="")
    i += 1
print(file.read())
file.close()
with open("XXX.py", mode="r", encoding="UTF-8") as file:
    print(file.read())   # no need to call close()
```

- file read/write/append mode: has to be specified with one mode

- exception handling

```
try:
    <code> # try-exception can be used more than just catching exceptions
except Exception as e:
    pass <code for when exception occurs>
else:
    <code for when no exception occurs>
finally:
```

```
        <code to be executed in any case /
        especially useful if try contains function return>
```

- exception advanced; check always the exception name for the following usage

```
    try: ...
    except IndexError as exception:
        ...
    except ValueError as exception:
        ...
    except Exception as exception:
        ... # everything else
```

- if statement: 0, 0.0, None, empty container (string, byte, list, tuple, dict) are considered as False

- pass vs raise NotImplementedError

- raising exception for debugging/developing

```
    raise <Exception Instance>  # usually ends with Error;
    Exception_Instance("message") # casting into instance from class
    try:
        raise NotADirectoryError("Message")
    except NotADirectoryError as error:
        print(error)  # prints message without terminating program
```

- finally keyword:

```
    try:
        break; return; # when the code escapes by break or return
    except:
        pass
    finally:
        statements here must be executed regardless with break/return
        e.g., file close / db close / etc...
        when there are many returns, finally: could make code simpler
```

- import

```
    import math
    import math as m
    from math import pi, sin
    from math import pi as p, sin as sine
```

- do not make file name as random.py: it conflitcs with python keywords

- refer to the python.org documentation

- modules

```
import sys
print(sys.argv)
import os
os.system("<linux command>")
import time
time.sleep(5) # sleeps for 5 sec
from urllib import request # url = unique resource location used in web
target = request.urlopen("https://google.com")
output = target.read()
print(output) # if output starts with b', it means it is binary code
```

- tensor: group of vectors / 0th tensor: scaler / 1st tensor: vector

- example:

```
import datetime
now = datetime.datetime.now() # identical with below
from datetime import datetime
now = datetime.now()
```

- binary file open

```
file = open("filename.xxx", "rb") # b keyword for binary reading
content = file.read()
file.close()
print(type(content))
file = open("output.png", "wb") # binary file handing has to specify "b"
file.write(content)
file.close()
```

- framework: in framework, ext modules are executing user created python files.

  - Flask, Django: frameworks

- framework <-> library

- importing/creating modules: make separate files and put them in the same folder

- Main module vs imported

  ```
  __name__ == "__main__"
  # checks if the current file is imported or executed
  # usually used when testing module's functionality
  ```

- Class

  ```
  __init__(self, ...)
  # self: use as the first argument for class intance functions/methods
  bool_value = isinstance(instance, Class)
  __str__(self) # lets use str(<instance>) / python developer agreement
  __eq__(self, value), __le__(self, value), ... # operator overloading
  ```

  – Class variable: .variable

  – Class method:

    ```
    Class A:
    @classmethod
    def class_method(cls):
        print("...")
    A.class_method() # a way to access a class method
    __del__(self) # destructor
    ```

- garbage collector: automated in python