Python 101

Lec00 Python and Primitive Data Types

July 29, 2019

Syllabus

- 1. Basic Data Types
- 2. Ifs and Fors
- 3. Functions
- 4. Data Structures
- Classes and OOP*
- 6. Efficient Programming*
- 7. Project: Playing QWOP with Genetic Algorithm*
- 8. Project: Twitter Crawling*
- *Subject to Change

► Hello, World! in C

```
#include <stdio.h>
int main()
{
   printf("Hello World!\n");
   return 0;
}
```

Hello, World! in JAVA

```
public class hello {
  public static void main(String[] args) {
    System.out.println("Hello, World!");
  }
}
```

► Hello, World! in Brainfuck¹

¹https://namu.wiki/w/BrainFuck

However in Python..

print("Hello, World!")

Python lets you

- care less about the details.
- think at the high level.

Lets Begin!

The Built-ins

```
x = 7
big_num = 999999999999912834092834918234902814
print(type(x)) # int(eger)
print(type(big_num)) # also int...
some float = 0.1
print(type(0.1)) # float
some_str = "Hello"
some_otherstr = 'abc'
some_char = 'c'
print(type(some_otherstr)) # str(ing)
print(type('c')) # also str
print(type(True)) # bool(ean)
print(type(False)) # bool(ean)
```

Numerals

```
x = 7
big_num = 99999999999999912834092834918234902814
print(type(x)) # int(eger)
print(type(big_num)) # also int...
some_float = 0.1
print(type(0.1)) # float
```

Numerals

- ▶ Python has UNLIMITED precision for integers. (C's intmax is usually 2147483647)
- ▶ There are errors present in floats.

Possible Operations with Integers

print(3948190283490128349034 * 19038190238120983)
print(3948190283490128349034 ** 19038190238120983)

```
some_str = "Hello"
some_otherstr = 'abc'
some_char = 'c'
print(type(some_otherstr)) # str(ing)
print(type('c')) # also str
```

- Strings are enclosed in matching (') or (")s.(No difference)
- ▶ Note that a single character is also a string.
- Strings are Immutable

Possible Operations with Strings

```
print('bacon'.upper())
print('egg bacon'.split())
print('egg,bacon'.split(','))
# print(3 + '777') error!
print(3 + int('777'))
print(3 + float('0.123'))
```

Booleans

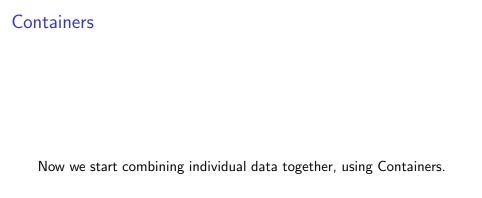
True and False.

```
print(type(True)) # bool(ean)
print(type(False)) # bool(ean)
```

Possible Operations with Booleans

```
print(1==True)
print(0==False)
print(True and False) #equiv to multiplication
print(True or False) #equiv to addition
print(not True)
print(bool(-1)==True)
print(bool(123)==True)
# any non-zero value is evaluated to True.
print(bool(0)==False) # if and only if 0
```





Containers

Possible Operations with Containers

```
tup = (1, 'ab', 3)
lst = [1, 2, 'ab']
nums = [55, -1, 934, 123012, -10034]

print('ab' in tup)
# How long would this take?
print(3 in nums)
```

Containers

If we can check membership, it is a container.¹

¹Duck Typing

From Containers to Iterables

The *containers* we have learned are also *iterables*. Since *iterables* provide MANY useful functions, lets use them.

Possible Operations with Iterables

```
tup = (1, 'ab', 3) # tuple
lst = [1, 2, 'ab'] # list
nums = [55, -1, 934, 123012, -10034]
s = 'StringIsalsoIteRaBLe'
print(tup)
print(lst)
print(sum(nums))
print(max(nums))
print(sorted(nums)) # new list
print(sorted(s))
nums.sorted() # changes nums itself
print(nums)
print(len(s))
print(list(s))
```

Possible Questions

- ► Tuple vs List?
- ► f(lst) vs lst.f()?

Possible Questions

- ▶ Tuple vs List?
 - ▶ Tuples are Immutable. Memory efficient, and fast creation.
 - Lists are Mutable.
- f(lst) vs lst.f()? Function vs Method.
 - ▶ Functions are for multiple class of objects
 - Method is restricted to the object, and change itself. (e.g. len('abc'), len([1,2,3]) vs [1,2,3].sort())

Possible Operations with Iterables (Cont')

```
print(lst + lst)
print(lst + [4])
print(s + 'abc')
print(s * 3)
lst.append(4)
print(lst)
```

Subscription

```
tup = (1, 'ab', 3) # tuple
lst = [1, 2, 'ab'] # list
nums = [55, -1, 934, 123012, -10034]
s = 'StringIsalsoIteRaBLe'
print(nums[0])
print(s[-1])
print(s[-2])
nums[1] = 100
print(nums[1])
```

x, y, z = 1st # len(1st) == 3

x, *y = s # len(s) != 2

print(x, y, z)

print(x, y)

How fast is *nums*[3]? Why?

Slicing

```
lst = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
print(lst, len(lst))
print(lst[1:], len(lst[1:]))
print(lst[1:3], len(lst[1:3])) # notice how 3rd
print(lst[:]) #everyting
print(lst[-1:3:-1])
print(lst[3:-1])
print(lst[::-1]) #reverse
print(lst[::2]) # every 2's
print(lst[::3]) # every 3's
```

Creating Iterables

How do we build a list from 1 to 100?

Range

```
print(list(range(1, 100 + 1)))
print(list(range(2, 100 + 1, 2)))
sum(range(100+1))
print(*list(range(0, 100+1, 5))) #unpacking
999999999)
999999999))
```

Range

- ▶ range(stop) (== range(0, stop))
- range(start, stop)
- range(start, stop, step)
- range is memory efficient, thanks to lazy evaluation.

Getting Inputs

```
x = input()
# x = input("input something")

# do something with x
print(x)
print(type(x))
# input()'s return type is str, so if we want
    numbers:
# x = int(input())
```

Input: A string

Output: Print True if the string is a palindrome. Print False

otherwise.

Input: A string

Print the number of words in the string, and the word of the string that comes last in alphabetical order.

Input: A string containing two numbers, seperated by a space. Output: Print the 4^{th} digit of the product of the two numbers,

- 1. by converting the product to str.
- 2. without converting the product to str.

Score	Grade
90100	Α
80 89	В
70 79	C
60 69	D
under 60	F

Input: Score between 0...100

Output: Print the corresponding grade.

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