

# Python for Beginners/Non-Programmers

Muhammad Izham

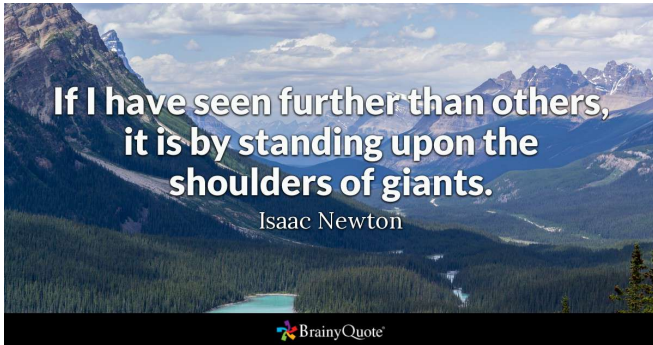
Universiti Malaysia Perlis

*izham@unimap.edu.my*

*sugita5019@gmail.com*

*<https://github.com/izham-sugita>*

# Why Python is here



Nope! Not this one!



# Overview

The Basics

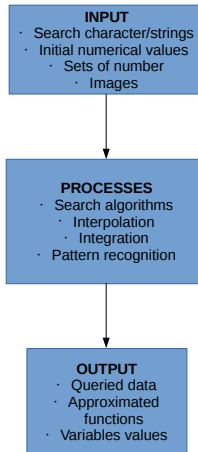
Python3 Coding

Practical Implementations

## Before we get started, does anyone want to get out?

- ▶ Simple paradigm of programming
  - ▶ what engineers and scientists care about
  - ▶ a lawyer and a cop
  - ▶ I will get some of the explanations imprecise
- ▶ Programming basic concepts
  - ▶ What is it REALLY all about?
    - ▶ data processing/manipulations
    - ▶ programming is a process/steps of processing/manipulating data
  - ▶ What is the most basic types of data?
    - ▶ characters/strings
    - ▶ number/numerics → float/integer

Before we get started, does anyone want to get out?



## Before we get started, does anyone want to get out?

- ▶ Coding paradigm
  - ▶ programming language == English (sorry, Mandarin not required)
  - ▶ syntax is based on English
  - ▶ coding is a reduction of English instructions
- ▶ Syntax must be remembered
  - ▶ read the manual → documentations are vital
  - ▶ memorize THE MOST COMMONLY USED syntax only
  - ▶ good algorithm will always beats bad algorithm
- ▶ I don't remember every syntax so you have to bare with me



# Installation

- ▶ Download from <https://www.python.org/>

- ▶ For Ubuntu download from repository:

```
user@pc-name:~/apt install python3
```

- ▶ For Windows, download from  
<https://www.python.org/downloads/windows/>

- ▶ For Ubuntu installing packages:

```
user@pc-name:~/pip3 install numpy
```

- ▶ For Windows installing packages if *C : \Python\Scripts\* is in the path:

```
C:\User\dummy\> pip3 install numpy
```

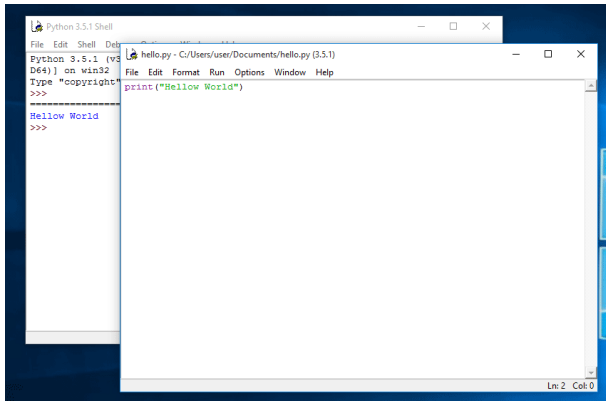
- ▶ For Windows installing packages:

```
C:\User\dummy\> python3 -m pip3 install numpy
```



# Installation

- For Windows, the default editor is IDLE



## For Your Information

- ▶ Created by: Guido van Rossum, 1989-1991
- ▶ Why: The creator wanted something easy to use.
- ▶ Is it really that easy? Yes (and no)
- ▶ Very readable with little memory management.
- ▶ Lots of proven libraries. Open source.
- ▶ <https://docs.python.org/3/tutorial/index.html>
- ▶ <https://www.tutorialsteacher.com/python>
- ▶ <https://www.w3schools.com/python/default.asp>
- ▶ <https://www.tutorialspoint.com/python/> ← great place to start.

## A Little More About Python

- ▶ Python2 → Python3; support for Python2 will end 2020.
- ▶ Python is fully object oriented. Everything is considered object.
- ▶ Famous for AI and machine learning → Pytorch, Keras, TensorFlow
- ▶ Interpreter language but can be compiled → Cython, Numba
- ▶ Very well documented. Every module/libraries are documented online.
- ▶ Package management by package installer → pip, pip3
- ▶ pip → <https://pypi.org/project/pip/>
- ▶ **P**ython **P**ackage **I**ndex → pypi, <https://pypi.org/>
- ▶ <https://github.com/> ← another place to look.

# The Zen of Python

- ▶ Beautiful is better than ugly.
- ▶ Explicit is better than implicit.
- ▶ Simple is better than complex.
- ▶ Complex is better than complicated.
- ▶ Flat is better than nested.
- ▶ Sparse is better than dense.
- ▶ Readability counts.
- ▶ Special cases aren't special enough to break the rules.
- ▶ Although practicality beats purity.
- ▶ Errors should never pass silently.
- ▶ Unless explicitly silenced.
- ▶ In the face of ambiguity, refuse the temptation to guess.
- ▶ There should be one – and preferably only one – obvious way to do it.
- ▶ Although that way may not be obvious at first unless you're Dutch.
- ▶ Now is better than never.
- ▶ Although never is often better than *\*right\** now.
- ▶ If the implementation is hard to explain, it's a bad idea.
- ▶ If the implementation is easy to explain, it may be a good idea.
- ▶ Namespaces are one honking great idea – let's do more of those!

# The "Hello, World!"

Greetings!!

```
1 print(" Hello , Python!")
```

file: helloPython.py

## Default/Built-in variables type

- ▶ Python has 5 default/built-in variables:
  - ▶ character/strings
  - ▶ numbers/numeric
  - ▶ list/tuple/dictionary → actually a derivative
- ▶ The list/tuple/dictionary is a *collection* of character/strings/numbers.
- ▶ Since Python treats *everything* as an object, the derivatives data type can be manipulated like the basic data type too.

# Variables size

In Python:

```
1 import numpy as np
2 import sys
3 a = 32
4 b = np.int32(a)
5 c = np.int64(a)
6 d = np.float32(a)
7 e = np.float64(a)
8
9 print(sys.getsizeof(b), "bytes")
10 print(sys.getsizeof(c), "bytes")
11 print(sys.getsizeof(d), "bytes")
12 print(sys.getsizeof(e), "bytes")
```

file: py-number.py

# Variables size

In C/C++/Fortran:

```
1 #include <stdlib.h>
2 #include <stdio.h>
3
4 int main()
5 {
6     int a=32;
7     long int b = 32;
8     float c = 32;
9     double d = 32;
10    printf("size of int is %ld bytes\n", sizeof(a));
11    printf("size of long int is %ld bytes\n", sizeof(b));
12    printf("size of float is %ld bytes\n", sizeof(c));
13    printf("size of double is %ld bytes\n", sizeof(d));
14 }
```

file: datasize.c



## Variables size

- ▶ In Python, int=28, long int=32, float=32, double=32 bytes.
- ▶ Generally a lot more than standard programming language; why?
- ▶ In C/C++/Fortran int=4, long int=8, float=4, double=8 bytes
- ▶ Curious?

# Variables in Python3

Importing a module:

```
1 import numpy as np
```

Print to screen:

```
1 a = 5
2 print("a=%f"%a)
3 a = "Any character"
4 print(a)
```

Taking an input:

```
1 x=int(input("Enter an integer: "))
2 print(x)
```

file: variables.py

# Variables in Python3

How to use module:

```
1 x = np.float32(input("Enter a single precision number "
    ) )
2 print(x)
3
4 print("\nWill print numbers with different precision\n"
    )
5
6 x = np.float64(np.random.random())
7 print(x)
8 x = np.float32(np.random.random())
9 print(x)
```

file: variables.py

# Repetitive task

## ► Loop

```
1 #Example of simple loop
2 import numpy as np
3 imax = 64
4 a = np.ndarray(shape=(imax), dtype=float)
5 for i in range(imax):
6     a[i] = 1.0
```

# Repetitive task

► Loop with string data.

```
1 words = ['I', 'me', 'you', 'him']  
2 for w in words:  
3     print(w, len(w))
```

# Control: Asking to do things

## ► Simple control.

```
1 x = int(input("Enter an integer: "))
2 if x > 0:
3     print("x = %d\n"%(x))
```

file: py-control.py

## Control: Asking to do things

### ► Nested if-elif

```
1 print(" if Statement\n")
2 x = int(input("Please enter an integer: "))
3 if x < 0:
4     x = 0
5     print("Negative value will turn to ZERO")
6 elif x == 0:
7     print("Zero")
8 elif x == 1:
9     print("Single")
```

file: py-control.py

# Container: List, Dictionaries, Set, Tuples

## Container: List

- ▶ A list can contains any type of variable
- ▶ Unlike the normal practice of array where an array contains just one type of variable

```
xs = [3, 1, 2]      # Create a list
print(xs, xs[2])    # Prints "[3, 1, 2] 2"
print(xs[-1])       # Negative indices count from the end
                    # of the list; prints "2"
xs[2] = 'foo'       # Lists can contain elements of
                    # different types
print(xs)           # Prints "[3, 1, 'foo']"
```

file: py-container.py



# Container: List, Dictionaries, Set, Tuples

## Container: Dictionaries

- ▶ Key paired with value(s)
- ▶ Key is unique; value(s) may be changed.

```
dic = { 'Name': 'Sugita ', 'Age': 40, 'Occupation': '
        Lecturer ' }
print( 'Name: ', dic[ 'Name' ])
print( 'Age: ', dic[ 'Age' ])
print( 'Occupation: ', dic[ 'Occupation' ])
```

- ▶ Updating dictionary

```
#update dictionary
dic[ 'Qualification' ] = 'PhD'
print( 'Qualification: ', dic[ 'Qualification' ])
```

file: py-container.py

# Container: List, Dictionaries, Set, Tuples

## Container: Set

- ▶ A set is a collection which is **unordered and unindexed**.
- ▶ A set cannot be access in order or changed in value, but you can add to it.

```
#a set  
myset = {"apple", "banana", "cherry"}  
print(myset)
```

- ▶ Add to set using *add()* or *update()* method.

```
#add to set  
myset.add("jackfruit")  
  
#update to add more than one  
myset.update(["papaya", "mango", "durian"])
```

file: py-container.py

# Container: List, Dictionaries, Set, Tuples

## Container: Tuples

- ▶ A tuple is a collection of data that are *ordered and unchangeable*
- ▶ Very useful for protecting a set of parameters from careless over-write.

```
#tuple  
mytuple = ( 'apple' , 'papaya' , 'banana' )  
print(mytuple[0])
```

file: py-container.py

# Class in Python3

- ▶ Variables in class are public by default.

Defining a class:

```
1 #define a class
2 class vehicle:
3     name = ""
4     kind = "car"
5     color = ""
6     value = 100.0
7     def description(self):
8         desc_str = \
9             "My %s is a %s %s worth $%.2f." \
10             %(self.name, self.color, self.kind, self.value)
```

file: py-class0.py

# Class in Python3

- ▶ Variables can be made private.

Defining a class:

```
1 class employee:
2     #functions to initiate
3     def __init__(self, name, salary):
4         self.__name=name      #protected attribute,
5                                #hence private
6         self.__salary=salary #protected attribute
```

file: py-class0.py

# Class in Python3

## ► Initiating class.

```
1 class Person:
2     def __init__(self, name, age):
3         self.name = name
4         self.age = age
5
6     def myfunc(self):
7         print("Hello, My name is "+self.name)
8
9 #Create an object of Person
10 p1 = Person("John",40) #must initiate name and age
```

file: py-class1.py

# Function: Modularizing your codes

```
1 def functionname(parameters):  
2     "function comment"  
3     function_suite  
4     return [expression]  
5     '''
```

file: py-function.py

## Function: Modularizing your codes

- ▶ Creating a function that change the value of its input:

```
1 def sum2( arg1 , arg2 , arg3 ) :  
2     arg3 [0] = arg1 [0] + arg2 [0]  
3     return
```

- ▶ Function parameters in Python are pass-by-reference.
- ▶ To change the value → mutable object as input parameter  
e.g. list, numpy's array

file: py-function.py



## Function: Modularizing your codes

- ▶ Creating a function that change the value of its input:

```
1 def sum4(arg1 , arg2 , arg3):  
2     arg3[:] = arg1[:] + arg2[:]  
3     return
```

- ▶ Input parameters as numpy's array.

```
1     import numpy as np  
2     a = np.ndarray(shape=(1), dtype=int)  
3     b = np.ndarray(shape=(1), dtype=int)  
4     c = np.ndarray(shape=(1), dtype=int)  
5     a[0] = 1  
6     b[0] = 2  
7     c[0] = 0  
8     sum4(a,b,c)  
9     print(c[0]) #will return 3 because np.  
                ndarray is mutable.
```

file: py-function.py

# NumPy module

- ▶ Specific module for numerical simulations.
- ▶ Very excellent for array manipulation.
- ▶ Documentation from <https://www.numpy.org/>

## SciPy module

- ▶ Scientific calculations module.
- ▶ Lots of functions for scientific computation.
- ▶ Documentation from <https://www.scipy.org/>
- ▶ Specific manuals  
<https://docs.scipy.org/doc/scipy-1.3.0/reference/>

## Matplotlib module

- ▶ Very efficient module for plotting almost everything.
- ▶ Capable for plotting graphs and images.
- ▶ Documentation from  
<https://matplotlib.org/3.1.0/index.html>

```
1 import matplotlib.pyplot as plt
2 import matplotlib.image as mpimg
3 import numpy as np
4
5 img = mpimg.imread('Lenna-test.png')
6 imgplot = plt.imshow(img)
7 plt.show()
```

file: py-matplotlib.py

# pandas module

- ▶ Python data analysis module.
- ▶ The go-to module for data analysis.
- ▶ Documentation from <https://pandas.pydata.org/>

## Numba module

- ▶ Python module for high performance computing.
- ▶ Just-In-Time (JIT) compiler for faster computation.
- ▶ Documentation from <https://numba.pydata.org/>

# The End Questions?