





Scripting Languages

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Lab #4

- what is evaluated as False; string buffer
- tuple data type
- list comprehension
- control structures
- functions

(last update: 2025-08-27 [yyyy-mm-dd])





What is evaluated as False?

```
False
None

O # and: 0.0

" # or: ""

[]
empty sequences

()
{}
empty dictionary
```

```
>>> bool(None)
False
>>> bool([])
False
>>> bool([1,2,3])
True
>>> bool("py")
True
```

Anything else is considered to be True.

HW: <u>XOR</u>.



String buffer

Example: consider the natural numbers from 1 to 15 (included) and write them down one after the other. Let the result be a string:

"123456789101112131415**".**



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"123456789101112131415".

Naïve approach:

```
5 res = ""
6 for i in range(1, 15+1):
7    res += str(i)
8 #
9 print(res)
```

Using a string buffer:

```
5 parts = []
6 for i in range(1, 15+1):
7     parts.append(str(i))
8 #
9 res = "".join(parts)
10 print(res)
```





```
>>> a = (1, 2, 3)
 5 >>> a[0]
                                                       immutable
                                                       (read-only)
  >>> a[0] = 5
   Traceback (most recent call last):
      File "<stdin>", line 1, in <module>
10
   TypeError: 'tuple' object does not support item assignment
11
    >>>
   >>> m = ('Total Recall', 1990, 7.5)
13
  >>> m
14 ('Total Recall', 1990, 7.5)
15 >>> len(m)
                                             parallel assignment
16
    3
                                             (parentheses are
17 >>> m[:2]
18 ('Total Recall', 1990)
                                             often optional)
19 >>>
20 \implies (x, y) = (1, 2)
21
  >>> X
                                       tuple with one element
22
                                       (Notice the special syntax!)
23
   >>> y
24
25 >>> single = ('hi',) 4
26 >>> single
                                      HW: tuple02.py
    ('hi',)
27
```

```
B Horand Control
```

```
def get_movie_info():
    # contact database,
    # fetch info from a website, etc.
    return ('Total Recall', 1990, 7.5)

def main():
    (title, year, score) = get_movie_info()
    print ('Title:', title)
    print ('Year:', year)
    print ('Score:', score)
```

using this method, a function can return multiple values

value unpacking

```
1 >>> a = 3
2 >>> b = 9
3 >>> a
4 3
5 >>> b
6 9
7 >>> a, b = b, a
8 >>> a
9 9
10 >>> b
11 3
12 >>>
```

Swap two variables.

No temp variable is needed:)



List comprehension: a compact way for building lists

```
>>> nums = [1, 2, 3, 4]
   >>>  nums = [1, 2, 3, 4]
                                                  2 >>> squares = []
3 >>> for n in nums:
  >>> squares = [n*n for n in nums]
  >>> squares
   [1, 4, 9, 16]
                                                      ... squares.append(n*n)
                                                  6 >>> squares
Generally:
                                                      [1, 4, 9, 16]
```

[expr for var in list]

Optional "if":

```
>>> nums = [8, 3, 2, 1, 5, 9, 2]
>>> small = [n for n in nums if n <= 2] <-
>>> small
 [2, 1, 2]
 >>>
```

it keeps only those elements that satisy the condition



Exercise

Solve the following exercises with list comprehensions.

Link: https://arato.inf.unideb.hu/szathmary.laszlo/pmwiki/index.php?n=EnPy3.20120818d

Common operation: reverse a sequence



from the beginning to the end, but with a reversed step (it returns a new sequence)

Raising to a power; int and long types

```
>>> 2**3
    >>> 2**64
    18446744073709551616L
    >>> 2**128
    340282366920938463463374607431768211456L
    >>>
    >>> import sys
    >>> sys.maxint
    9223372036854775807
10
    >>> a = sys.maxint + 1
12
    >>> a
13
    9223372036854775808L
    >>> type(sys.maxint)
    <type 'int'>
15
16
    >>> type(a)
    <type 'long'>
```

Python can handle arbitrarily large integers (only depends on the memory)

here: 64 bit int (2**63 - 1)

instead of an overflow, its type is changed automatically from "int" to "long"

Python 3: there is only *int* type, but in the case of big numbers it behaves like *long* .



if / elif / else

```
4 def main(num):
5    if num < 0:
6        print('Negative number.')
7    elif num == 0:
8        print('Zero.')
9    elif num < 100:
10        print('Less than 100.')
11    else:
12        print('More than 100.') #>= 100, actually
```

Instead of "else if" we write "elif".

How to memorize that? The word "elif" is just as long as the word "else"...





see also https://gcc.gnu.org/onlinedocs/cpp/Elif.html#Elif



for

```
def main():
    li = ['alfa', 'beta', 'gamma']

for e in li:
    print(e)

for index, e in enumerate(li):
    print(index, e)
```

It's a common case that we also need the indexes of the elements.

Use the enumerate () function, which is also an iterator in Python 3.

See also enumerate(my list, start=1).

alfa beta gamma

0 alfa

1 beta

2 gamma



break / continue pass

```
def main():
 5
        cnt = 0
        while True:
 6
            cnt += 1
 8
            if cnt == 42:
 9
                 break
10
        print(cnt)
11
                     # 42
                                                                    42
12
13
        li = ['ananas', 'banana', 'orange']
        for e in li:
14
15
            if e == 'banana':
16
                 continue
                                                                    ananas
17
                                                                    orange
18
            print(e)
19
20
21
    def palindrome(s):
                                                                 empty statement
22
        pass
                 # TODO...
```



docstring

Documentation should be one line:

```
def square(num):
    """Return the square of a given number."""
    return num ** 2
```

Or multiline. In this case the first line should be a short summary in one line. Then leave a line empty, and then you can detail the goal of the function, how it works, what are its side effects, etc.

```
9 def square_v2(num):
10    """Return the square of a given number.
11
12    Calculate the square of the input number."""
13    return num * num
```

(see also: annex F)

Document your programs! Get used to it!



optional parameters / default parameter values

```
>>> def greet(name, greetings="Hello"):
...     print("{g}, {n}!".format(g=greetings, n=name))
...
>>> greet("Laszlo")
Hello, Laszlo!
>>>
>>> greet("Laszlo", greetings="Hola")
Hola, Laszlo!
>>>
>>> greet("Laszlo", "Bonjour")
Bonjour, Laszlo!
```



optional parameters (another example)

```
def hello(name, repeat=1, postfix=''):
        for i in range(repeat):
 6
            print(name + postfix)
    def main():
10
        hello('Laci')
11
        print('#' * 10)
12
        hello('Laci', repeat=3)
13
        print('#' * 10)
14
        hello('Laci', postfix='!')
15
        print('#' * 10)
16
        hello('Laci', repeat=3, postfix='!')
17
        print('#' * 10)
18
        print('#' * 10)
        hello('Laci', 3)
19
20
        print('#' * 10)
21
        hello('Laci', 3, '')
22
        print('#' * 10)
23
        hello('Laci', '') # error
```





Exercises

- 1. [20120818a] distance between two points (tuple)
- 2. [20120818d] list comprehensions (to complete)
- 3. [20120818e] multiples of 3 or 5 (PE #1) (this time with list comprehensions)
- 4. [20120920e] line break
- 5. [20130211b] diamond
- 6. [20120818f] sum square difference (PE #6)
- 7. [20130305a] XOR (Warning! Requires thinking!)