

Python Basics, Programming Fundamentals, and Introduction to Numerical Linear Algebra

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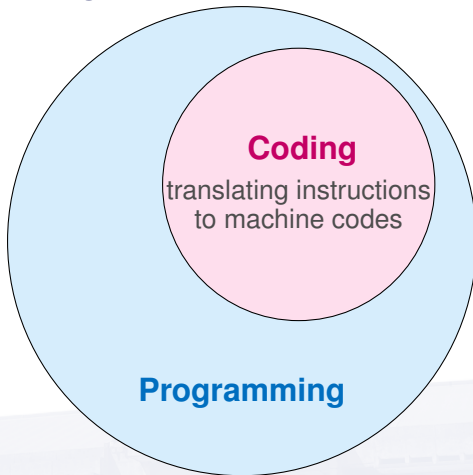
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M A T E M A T I K A

Programming vs Coding



- creating and developing an executable machine program
- debugging and testing
- documentation review and analysis

Algorithm

Algorithm is a procedure that describes, in unambiguous manner, a finite sequence of steps to be performed in a specified order

- presented in natural language, NOT programming language
- To describe an algorithm:
 - **pseudocode** uses code-like statements
 - **flowchart** is a visual or graphical representation

Start/Stop

beginning or end of the algorithm

Process

calculations or data manipulations

Input/Output

inputs or outputs of algorithm

Decision

comparison, question, or decision that determines alternative paths to be followed

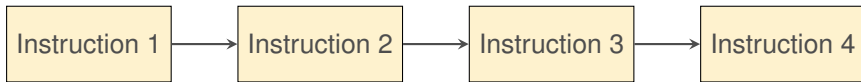
Use: **arrows** to represent the flow of logic

Control Structure

Control structures change the order that statements are executed or decide if a certain statement will be run

Fundamental control structures:

- **Sequence** expresses the trivial idea that unless you direct it otherwise, the computer code is to be implemented one instruction at a time



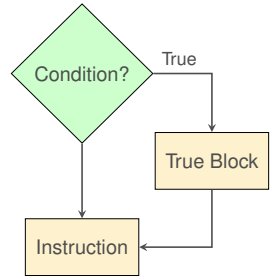
- **Selection** provides a means to split the flow into branches based on the outcome of a logical condition
- **Repetition** provides a means to implement instructions repeatedly

Selection

■ Single-alternative decision

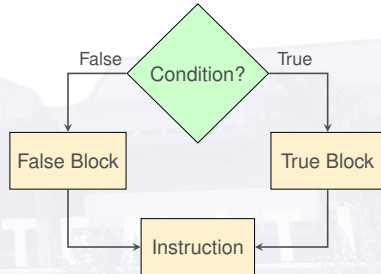
```
1 if condition :  
2     TRUE block
```

```
1 if condition1 :  
2     Block1  
3     if condition2 :  
4         Block2
```



■ Double-alternative decision

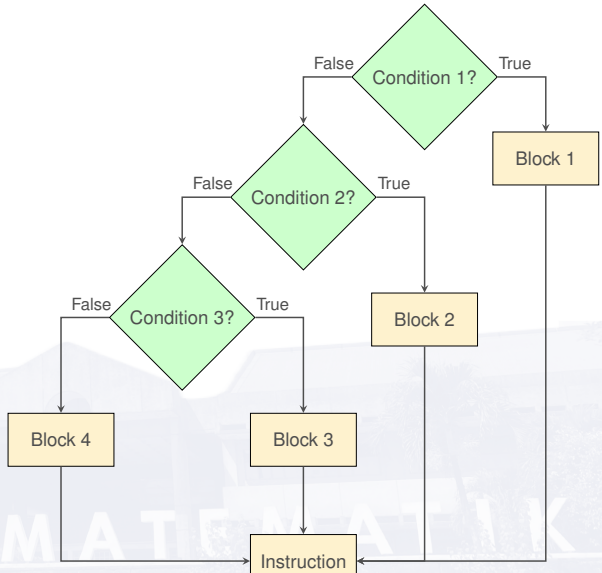
```
1 if condition :  
2     TRUE block  
3 else:  
4     FALSE block
```



Selection

■ Multialternative decision

```
1 if condition1 :  
2     Block 1  
3 elif condition2 :  
4     Block 2  
5 elif condition3 :  
6     Block 3  
7 else:  
8     Block 4
```



Repetition

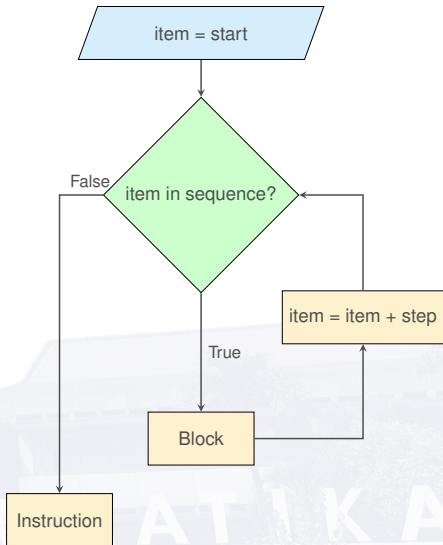
- **Count-controlled loop** performs a specified number of repetitions or iterations

```
1 for item in sequence:  
2     Block
```

```
1 for i in range(8):  
2     print(i)
```

```
1 for i in range(3, 8):  
2     print(i)
```

```
1 for i in range(3, 10, 2):  
2     print(i)
```

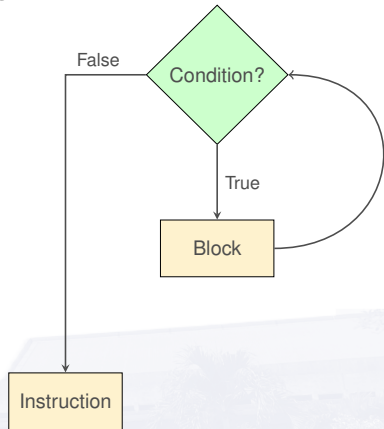


Repetition

- **Decision loop** terminates based on the result of a logical condition

```
1 while condition :  
2     Block
```

```
1 count = 0  
2 while count < 10 :  
3     count += 1  
4     print(count)  
5 print("End")
```

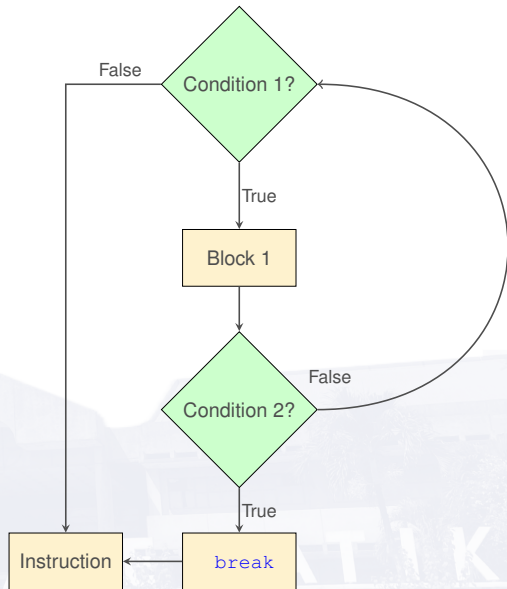


```
1 while 1 == 1:  
2     print("Help, I'm stuck in a loop.")
```


break

- "breaks out" of the loop
- terminates the loop immediately when it is encountered
- used with decision making statement, such as `if`

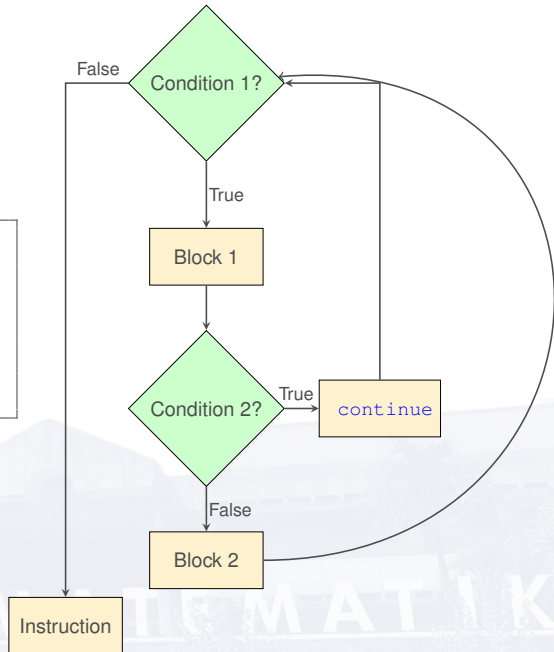
```
1 while condition1 :  
2     Block 1  
3     if condition2 :  
4         break  
5 Block 2
```



continue

- skips some statements inside the loop
- used with decision-making statement, such as `if`

```
1 while condition1 :  
2     Block 1  
3     if condition2 :  
4         continue  
5     Block 2
```



break vs continue

break

```
1 var = 10
2
3 while var > 0:
4     var -= 1
5     if var == 5:
6         break
7     print(var)
8
9 print("Goodbye!")
```

continue

```
1 var = 10
2
3 while var > 0:
4     var -= 1
5     if var == 5:
6         continue
7     print(var)
8
9 print("Goodbye!")
```

Thank you for your attention!