

BASIC PYTHON



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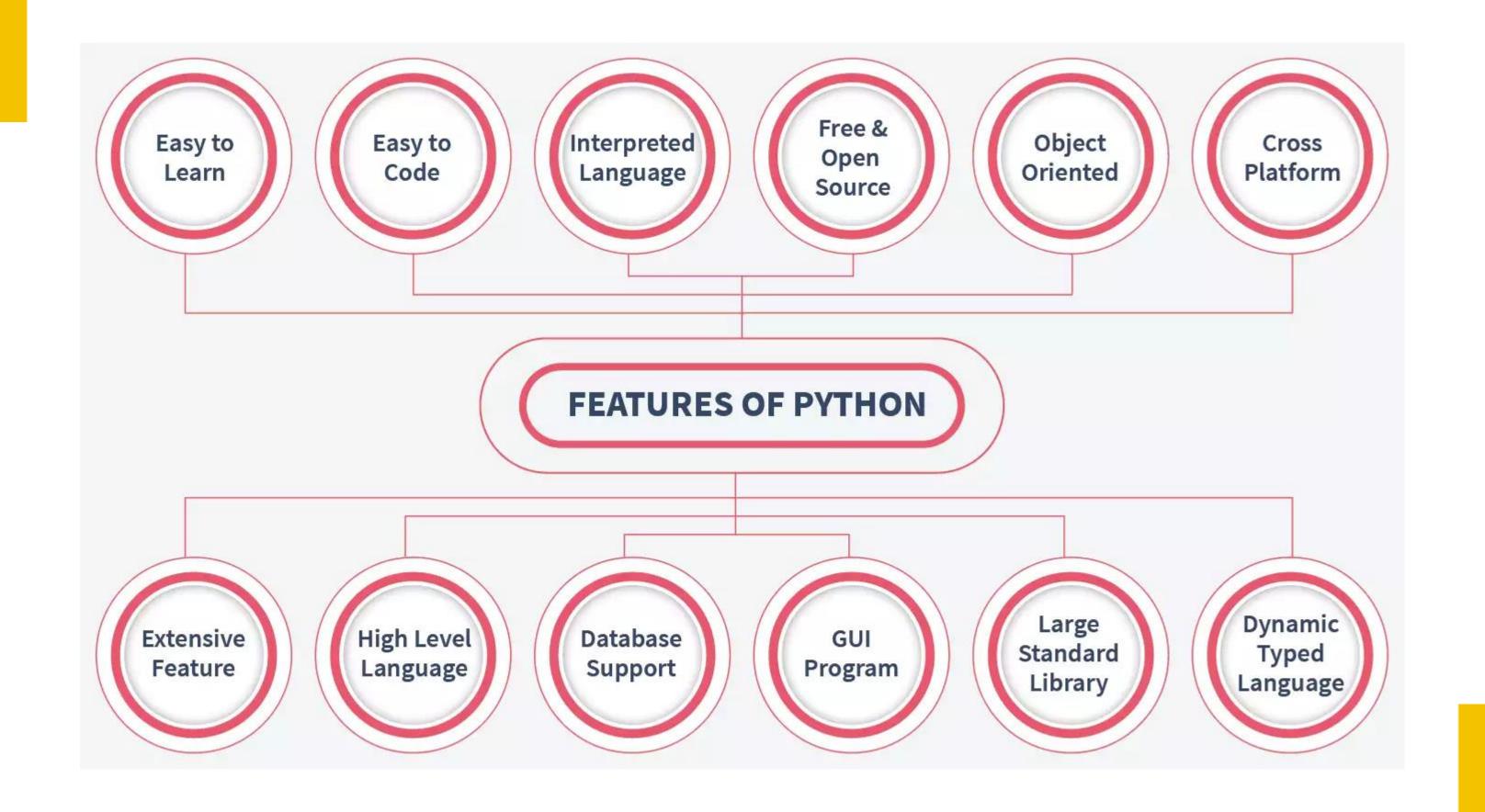
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Introduction to Python

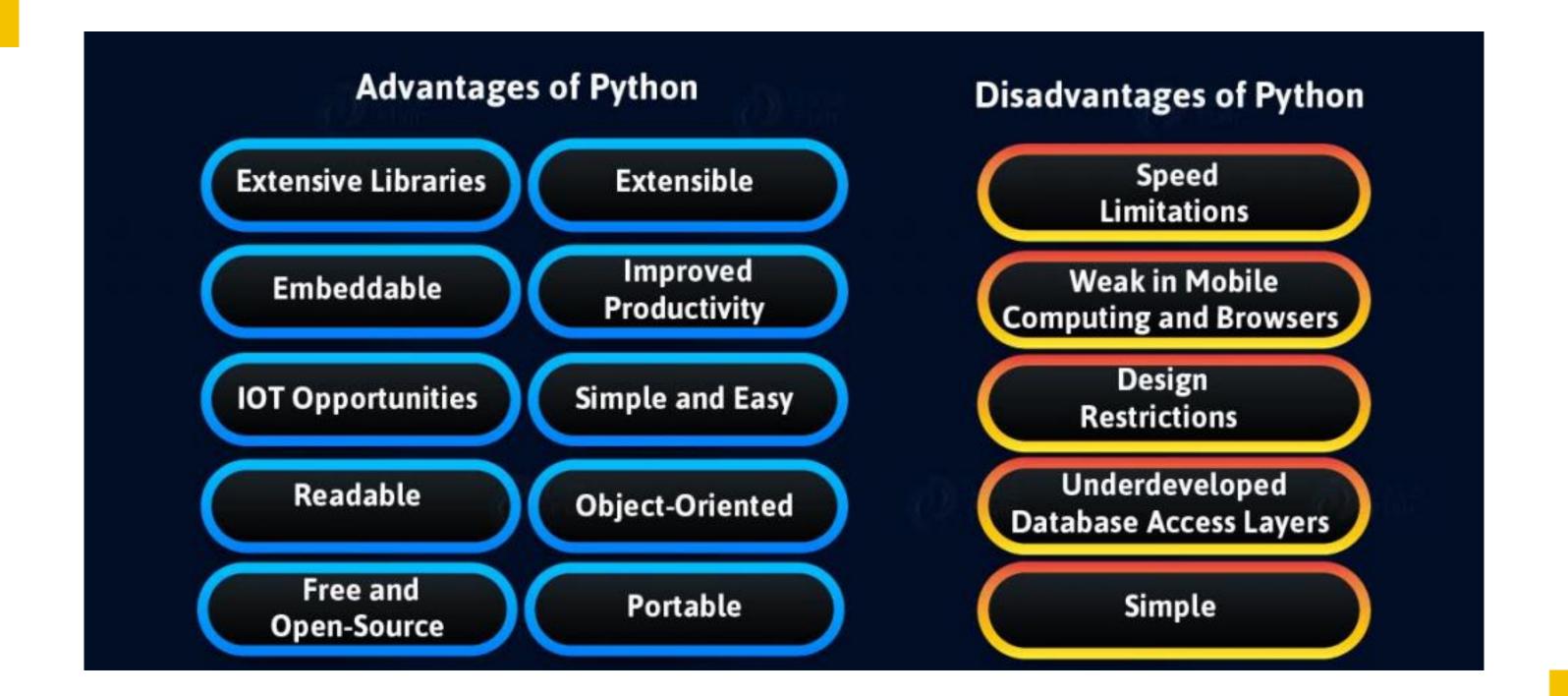
Introduction to Python













PyCharm

Visual Studio Code

Sublime Text

Vim

GNU Emacs











Spyder

Atom

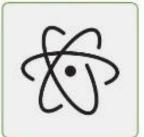
Jupyter



IntelliJ IDEA

Notepad++











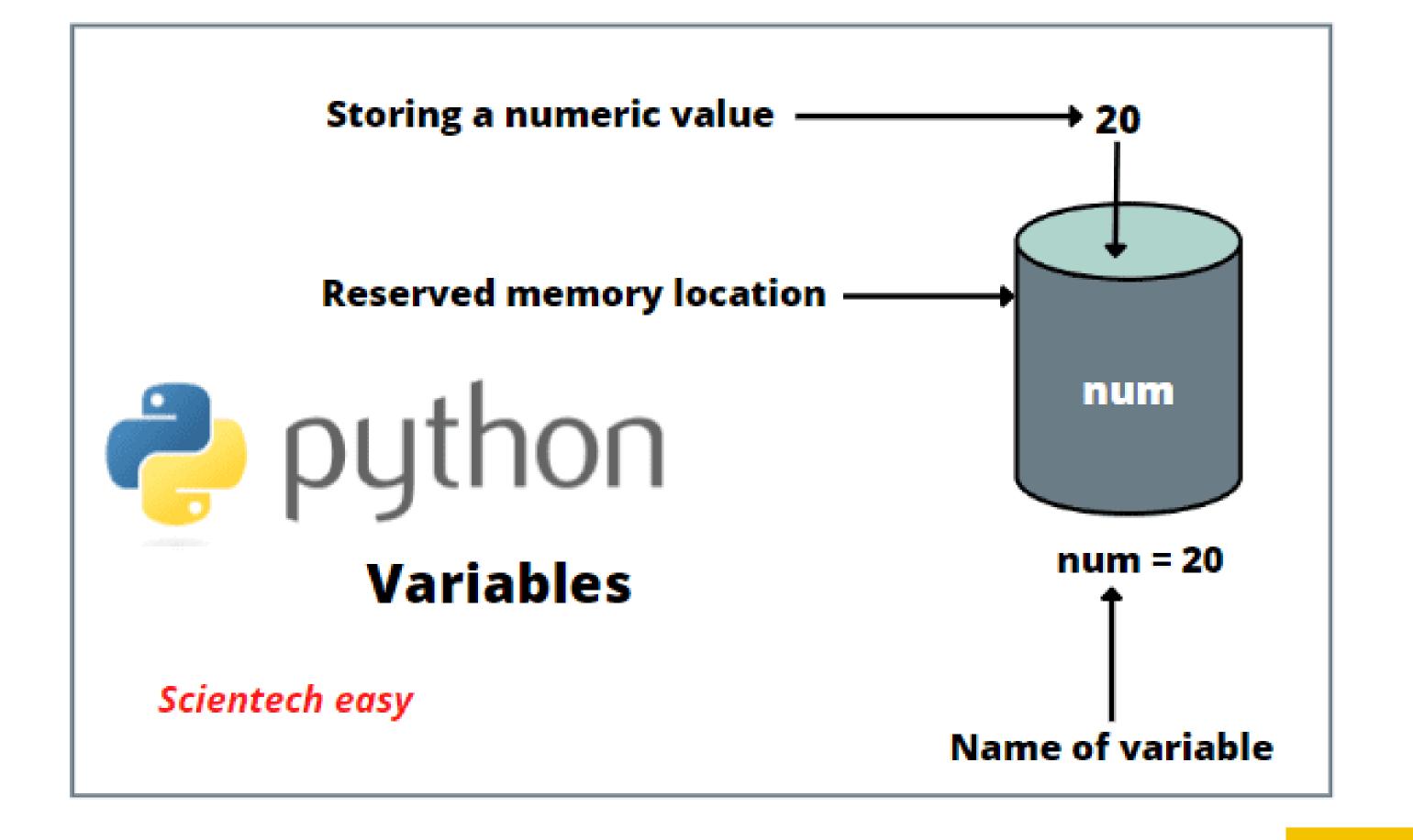




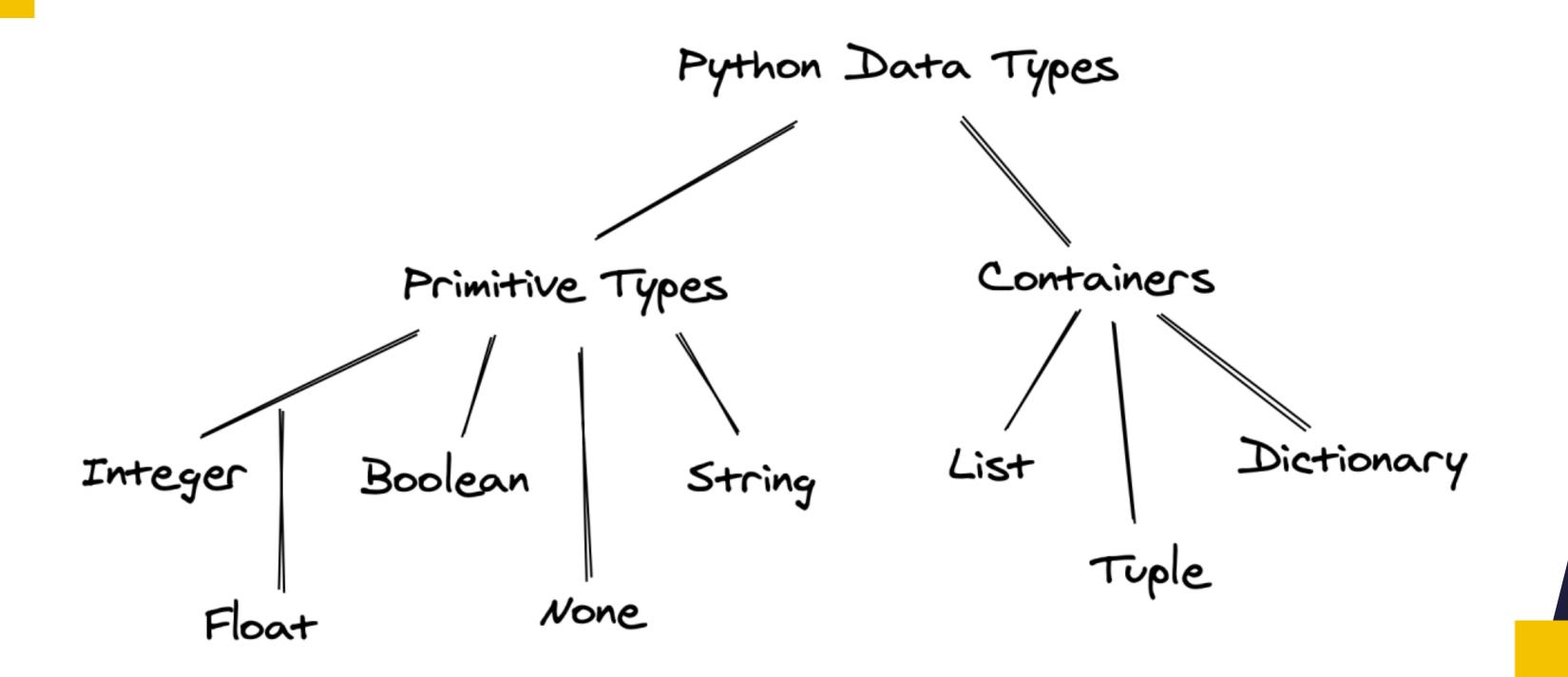


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Python Programming Fundamentals









sumando1 = int(input("Introduzca el primer sumando: "))
sumando2 = int(input("Introduzca el segundo sumando: "))
print("Resultado de la suma: ", sumando1 + sumando2)



```
# Comando print

print("Hola")
print("Juan", "Pedro", "Maria", "Luis")

#Parametro sep
print("Juan", "Pedro", "Maria", "Luis", sep=' | ')

#Parametro end
print("Juan", "Pedro", "Maria", "Luis", sep=',', end='.')
```



```
# Comando input

print('Cual es tu nombre? ')
nombre = input()
print('Hola ', nombre, 'Bienvenido al curso !!')

# Otra forma
nombre = input('Cual es tu nombre? ')
print('Hola ', nombre, 'Bienvenido al curso !!')
```



Operators in Python

Operators	Туре	
+, -, *, /, %	Arithmetic operator	
<, <=, >, >=, ==, !=	Relational operator	
AND, OR, NOT	Logical operator	
&, , <<, >>, -, ^	Bitwise operator	
=, +=, -=, *=, %=	Assignment operator	



```
frutas1 = ["manzana", "pera"]
frutas2 = ["manzana", "pera"]
frutas3 = frutas1
```

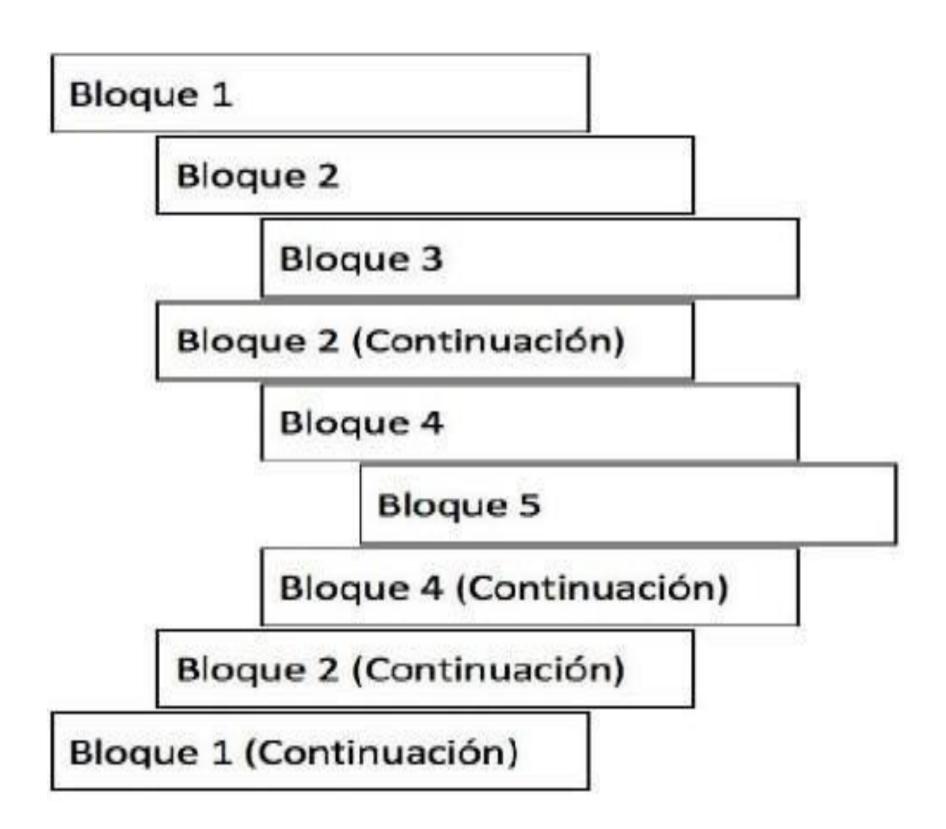
frutas3 is frutas1

True



```
frutas1 = ["manzana", "pera", "naranja"]
frutas2 = "pera"
frutas2 in frutas1
True
# not in
frutas2 not in frutas1
False
frutas3 = "melocoton"
frutas3 not in frutas1
Titue
```







```
if numero1>numero2 :
        BloqueInstrucciones1
elif numero1==numero2 :
        BloqueInstrucciones2
else :
        BloqueInstrucciones3
```



```
switch( variable ){
   case valor1: accion1;
   case valor2: accion2;
   case valor3: accion3;
   ...
   case valorN: accionN;

   default: accionD;
}
```



lista = [1,2,3,4,5,6,7,8,9] for item in lista: print(item, end=" ")



```
i = 0
while i<10:
    print(i,end=" ")
    i = i + 1</pre>
```

while Condición: BloqueInstrucciones



```
i = 0
while i<10:
    print(i,end=" ")
    i = i + 1</pre>
```

while Condición: BloqueInstrucciones



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Functions and Modularity

FUNCTION DEFINITION

```
def Saludar():
    print(";Hola Time of Software!")
Saludar()
```



MORE THAN ONE RETURN

```
def SumarRestar(param1, param2):
    return param1 + param2, param1 - param2

numero1 = int(input("Introduce el primer numero: "))
numero2 = int(input("Introduce el segundo numero: "))
resultadosuma, resultadoresta = SumarRestar(numero1,numero2)
print("El resultado de la suma es: ", resultadosuma)
print("El resultado de la resta es: ", resultadoresta)
```



*ARGS

```
def Sumar(*valores):
    resultado = 0
    for item in valores:
        resultado = resultado + item
    return resultado

resultado = Sumar(23,56,3,89,78,455)
print("El resultado de la suma es: ", resultado)
```



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Data Structures in Python

Data Structure	Ordered	Mutable	Constructor	Example
List	Yes	Yes	[] or list()	[5.7, 4, 'yes', 5.7]
Tuple	Yes	No	() or tuple()	(5.7, 4, 'yes', 5.7)
Set	No	Yes	{} * or set()	{5.7, 4, 'yes'}
Dictionary	No	No**	{ } or dict()	{'Jun': 75, 'Jul': 89}



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File Handling

FUNCTIONS

The four primary functions used for file handling in Python are:

- open(): Opens a file and returns a file object.
- •read(): Reads data from a file.
- write(): Writes data to a file.
- •close(): Closes the file, releasing its resources.



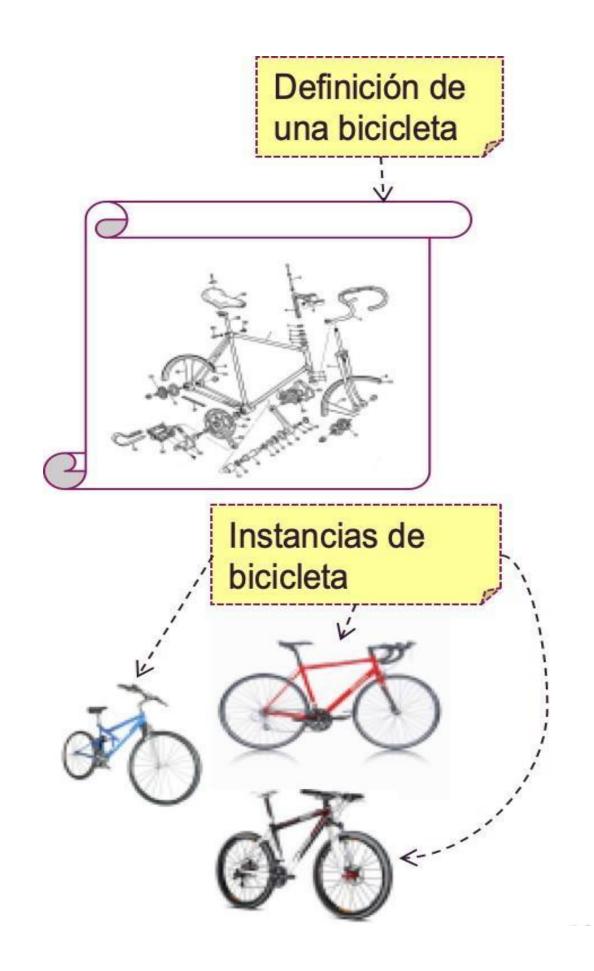
MODES

- 1.r: open an existing file for a read operation.
- **2.w:** open an existing file for a write operation. If the file already contains some data, then it will be overridden but if the file is not present then it creates the file as well.
- 3.a: open an existing file for append operation. It won't override existing data.
- **4.r+:** To read and write data into the file. This mode does not override the existing data, but you can modify the data starting from the beginning of the file.
- **5.w+:** To write and read data. It overwrites the previous file if one exists, it will truncate the file to zero length or create a file if it does not exist.
- 6.a+: To append and read data from the file. It won't override existing data.



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Introduction to Object-Oriented Programming (OOP)





```
class Punto:
    def __init__(self,x,y):
        self.X = x
        self.Y = y
    def MostrarPunto(self):
        print("El punto es (",self.X,",",self.Y,")")

p1 = Punto(4,6)
p1.MostrarPunto()
```

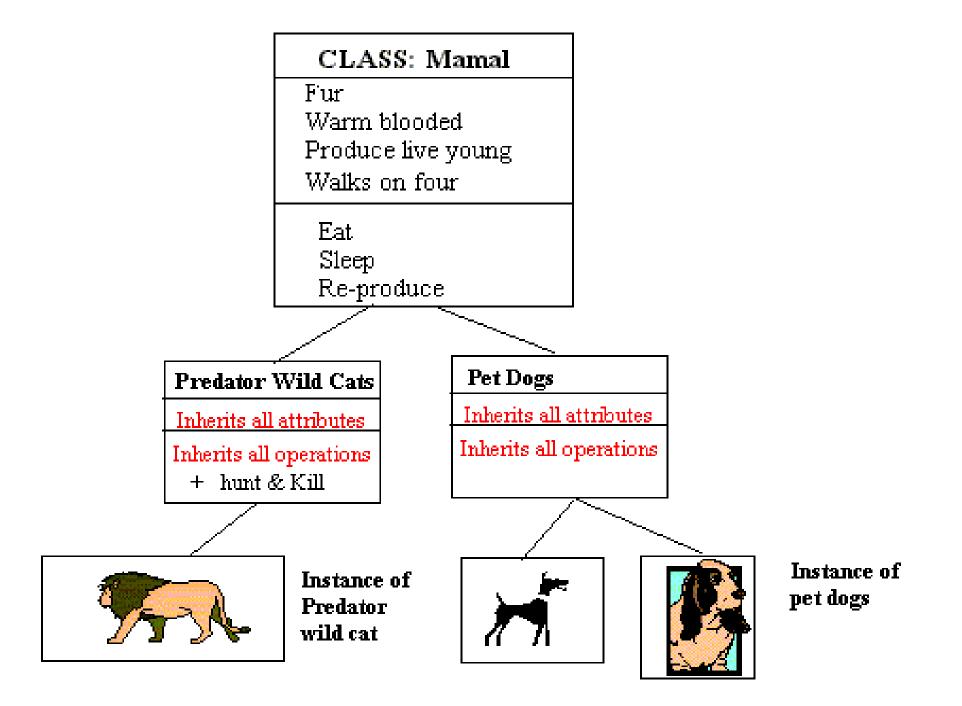


```
class Punto:
  def __init__ (self, x, y):
    self.X = x
    self.Y = y
  def MostrarPunto(self):
                                            v1 = Punto(3,4)
    print("El punto es (",self.X,",",self.Y,")")
                                            v2 = Punto(6,8)
class Triangulo:
  def __init__ (self, v1,v2,v3):
                                            v3 = Punto(9,2)
    self.V1 = v1
                                            triangulo = Triangulo(v1,v2,v3)
    self.V2 = v2
    self.V3 = v3
                                            triangulo.MostrarVertices()
  def Mostrar Vertices (self):
    self.V1.MostrarPunto()
    self.V2.MostrarPunto()
    self.V3.MostrarPunto()
```



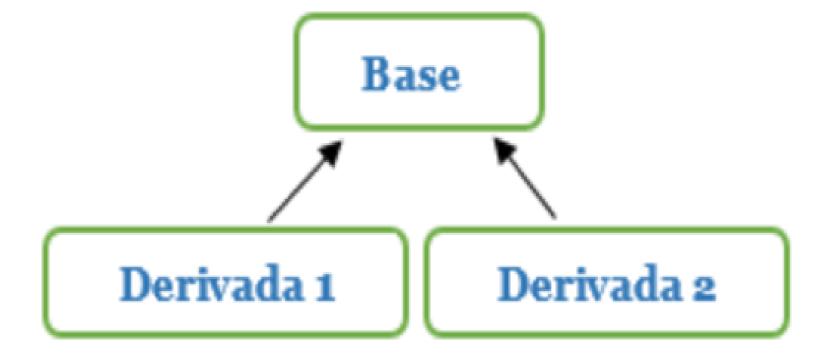
```
class PuntoPublico:
  def __init__ (self, x, y):
     self.X = x
     self.Y = y
class PuntoPrivado:
  def __init__ (self, x, y):
     self._X = x
     self.\_Y = y
  def GetX(self):
     return self.__X
  def GetY(self):
     return self.__Y
                           publico = PuntoPublico(4,6)
  def SetX(self, x):
     self.\_X = x
                           privado = PuntoPrivado(7,3)
  def SetY(self, y):
                           print("Valores punto publico:", publico.X,",",publico.Y)
     self._Y = y
                           print("Valores punto privado:", privado.GetX(),",",privado.GetY())
                           publico.X = 2
                           privado.SetX(9)
                           print("Valores punto publico:", publico.X,",",publico.Y)
                           print("Valores punto privado:", privado.GetX(),",",privado.GetY())
```



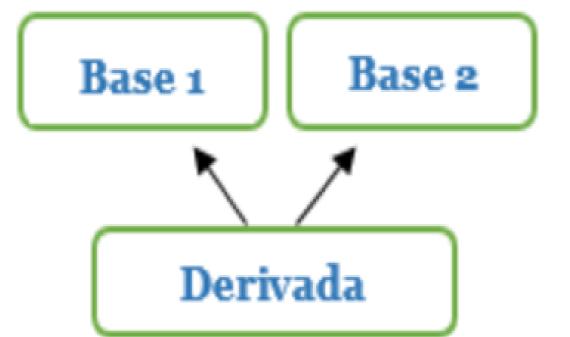




<u>Herencia simple</u>



<u>Herencia múltiple</u>



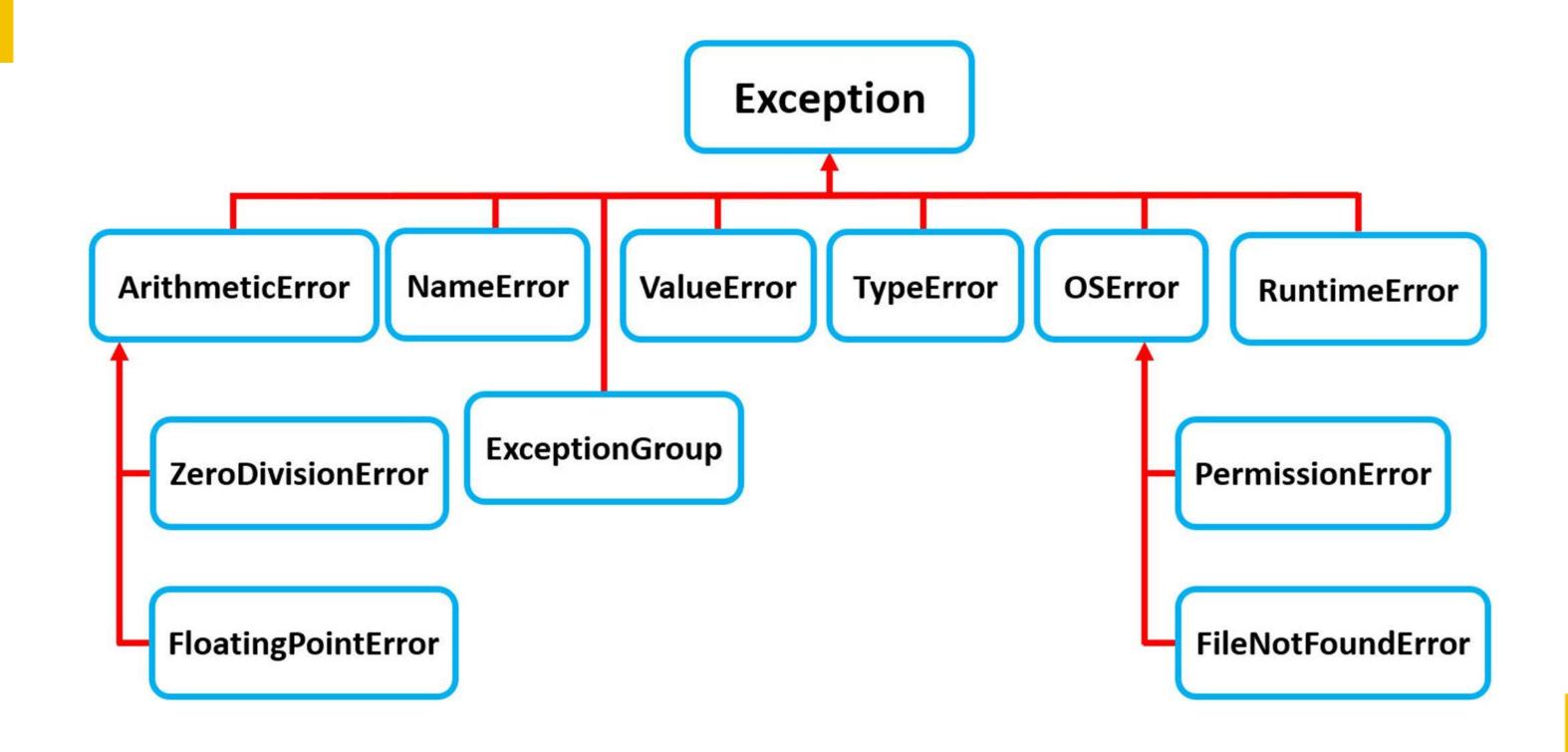


```
class Negocio(Hotel, Restaurante):
  def __init__(self):
    self.__Nombre = ""
    self.__Direccion = ""
    self._Telefono = 0
  def SetNombre(self, nombre):
    self.__Nombre = nombre
  def SetDireccion(self, direccion):
    self.__Direccion = direccion
  def SetTelefono(self, telefono):
    self.__Telefono = telefono
  def MostrarNegocio(self):
    print("#######")
    print("Negocio:")
    print("\tNombre:", self.__Nombre)
    print("\tDireccion:", self.__Direccion)
    print("\tTelefono:", self.__Telefono)
    self.MostrarHotel()
    self.MostrarRestaurante()
    print("#######")
```



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Exceptions





```
try:
    print(3/0)
except:
    print("ERROR: Division por cero")
```



```
print(";Iniciando programa!")
try:
    print(3/0)
except:
    print("ERROR: Division erronea")
finally:
    print(";Programa acabado!")
```



```
print(";Iniciando programa!")
try:
    print(3/1)
except:
    print("ERROR: Division erronea")
else:
    print(";No se han producido errores!")
finally:
    print(";Programa acabado!")
```

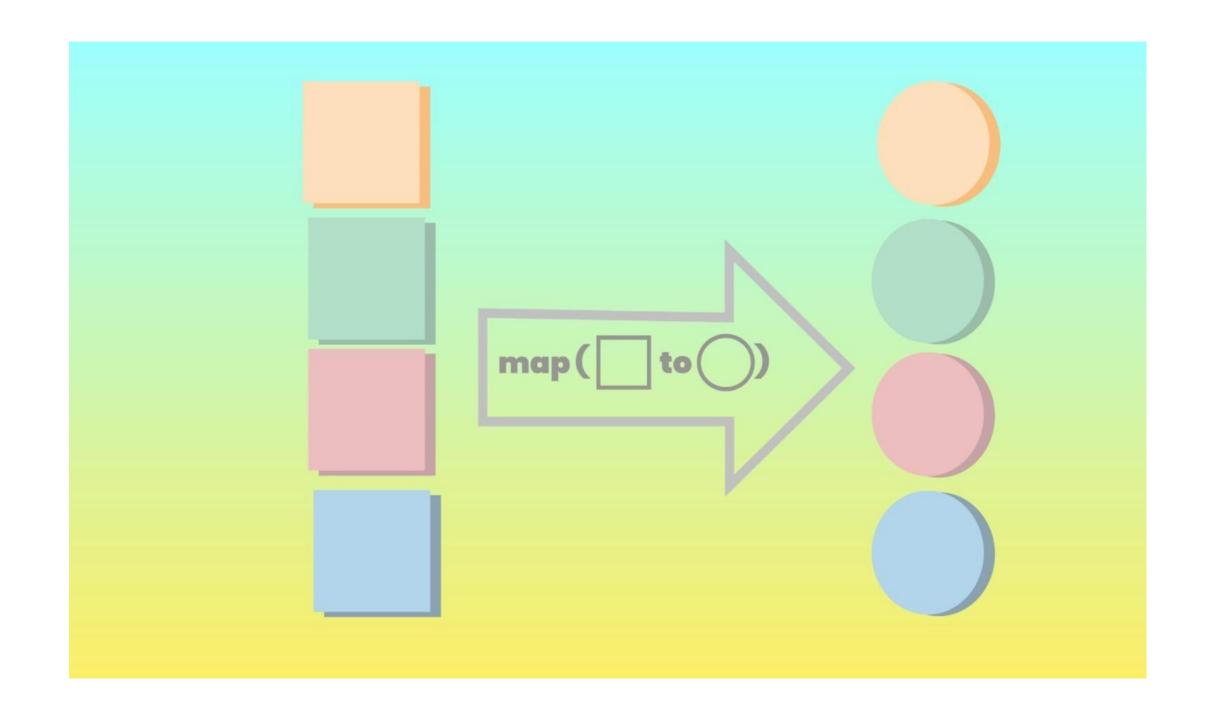


```
print(";Iniciando programa!")
try:
  print(3/0)
except ZeroDivisionError:
  print("ERROR: Division por cero")
except:
  print("ERROR: General")
else:
  print("; No se han producido errores!")
finally:
  print(";Programa acabado!")
```

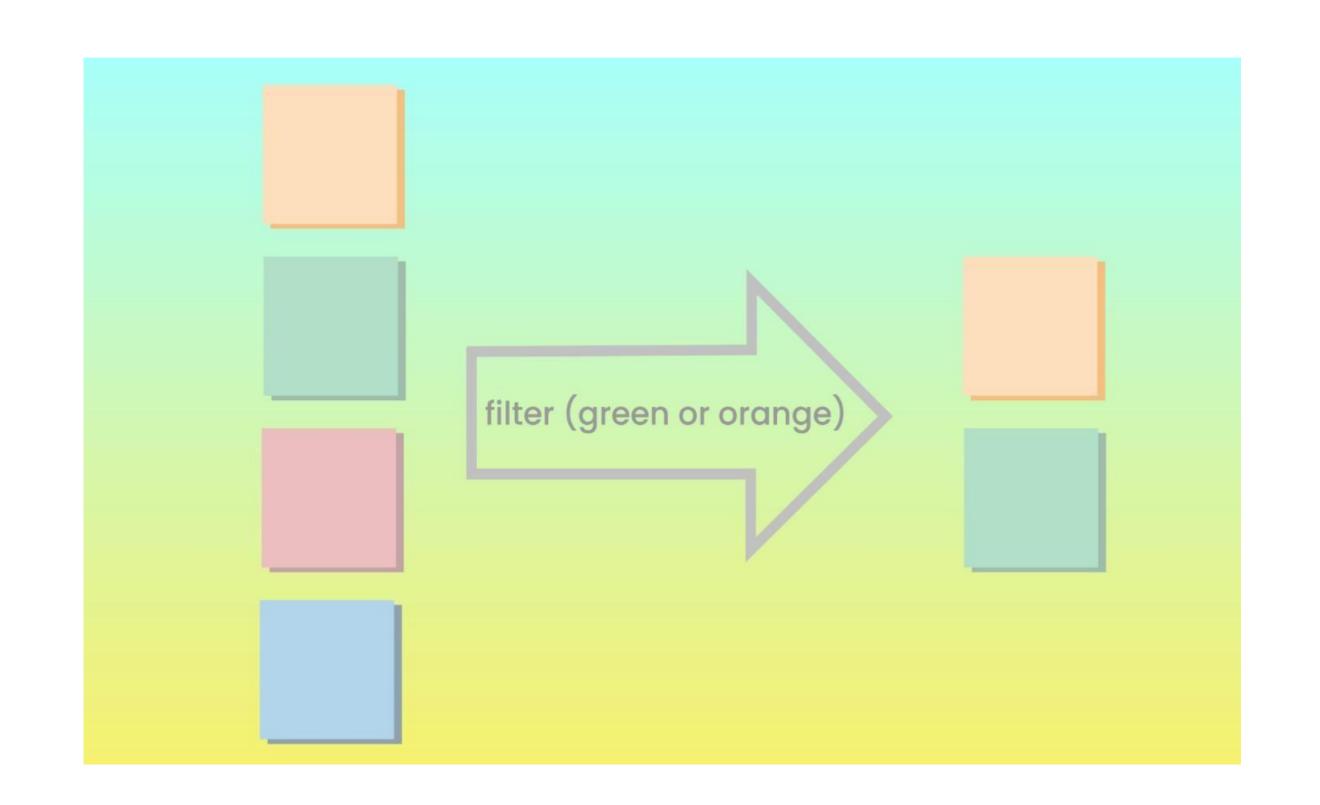


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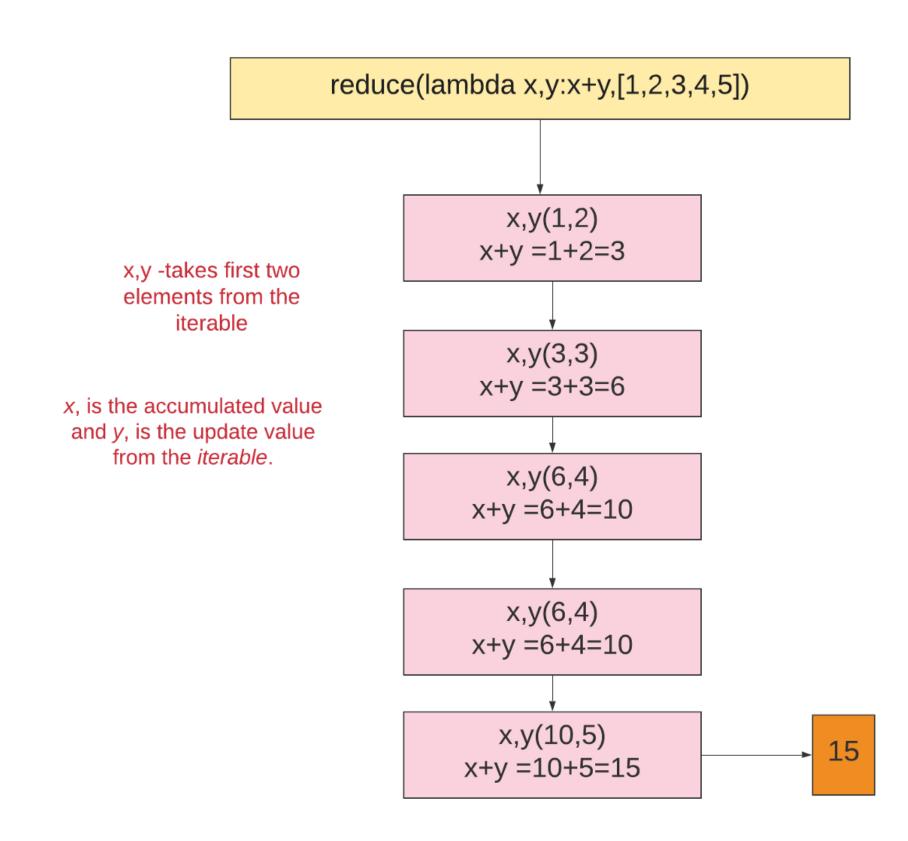
Introduction to Functional Programming in Python













lambda argumentos : cuerpo de la función



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Introduction to Modules and Packages

Declaración del módulo

```
modulo1.py ×

*Modulo

def saludar(nombre):
    print("Hola, soy " + nombre)
```

Uso del módulo

```
modulol.py x miprograma.py x

miprograma.py x

miprograma.py x

miprograma.py x

miprograma.py x

miprograma.py x

miprograma.py x

miprograma.py x

modulol.p

modulol.p

modulol.saludar("Antonio")

modulol.saludar("Antonio")

modulol.saludar(nombre)
```





Uso del módulo

```
modulol.py x miprograma2.py x
from modulol import despedirse
minombre = "Antonio"
despedirse(minombre)
```

Con alias

```
miprograma2.py

from modulo1 import despedirse as adios

minombre = "Antonio"

adips (minombre)
```

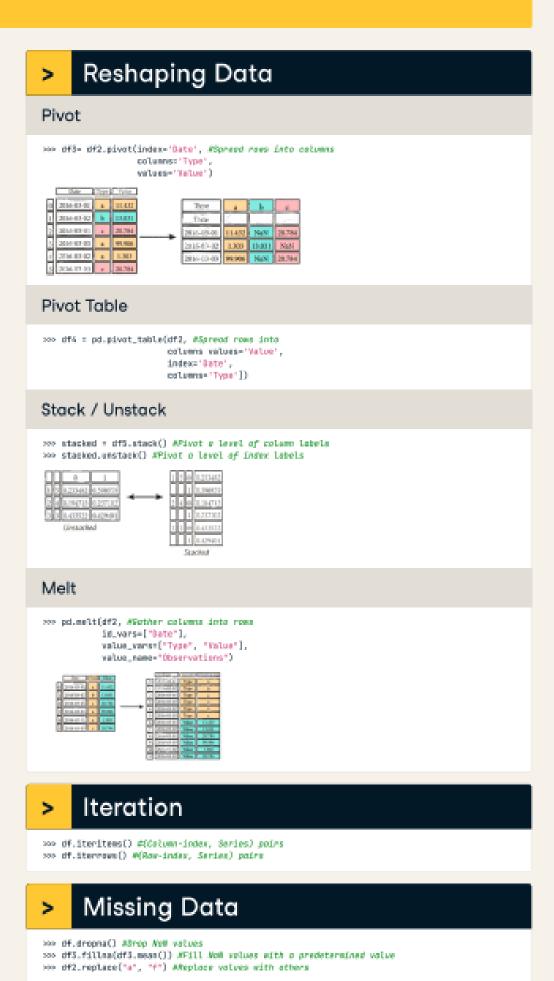


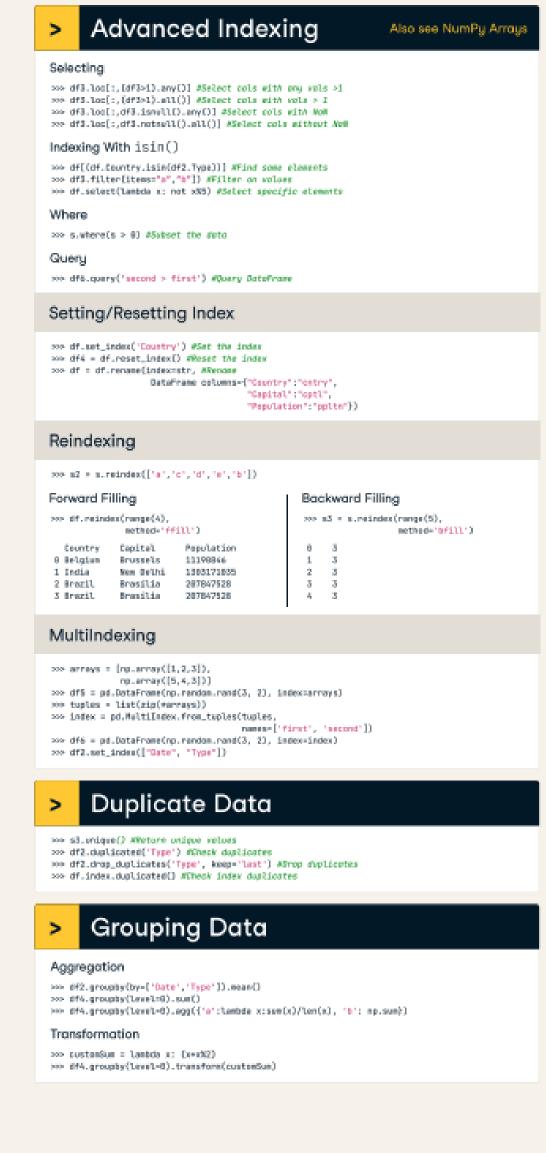
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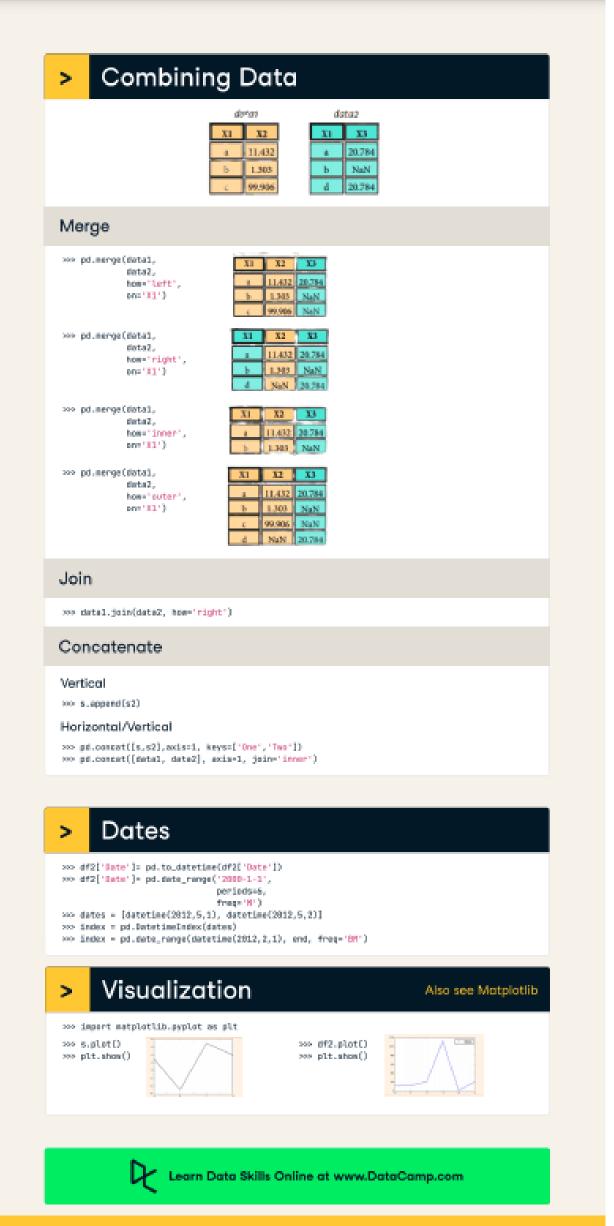
Introduction to Data Manipulation with Pandas

Data Wrangling in Pandas Cheat Sheet

Learn Data Wrangling online at www.DataCamp.com











iGracias!

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