En rolig start

Introduksjon til programmering - Del 2

Øktens agenda

Noen flere datatyper

Funksjoner og moduler

Versjonshåndtering

Noen flere datatyper

Syntax

```
:::python
def test():
  print("Hello world")
```

Variabler

```
:::python
# Define some variables
x = 5
name = "Kristian"

# Use our variables
print(x)
print(name)
```

Typer

:::python

Text Type: str

Numeric Types: int, float, complex Sequence Types: list, tuple, range

Mapping Type: dict

Set Types: set, frozenset

Boolean Type: bool

Binary Types: bytes, bytearray, memoryview

None Type: NoneType

Operatorer

```
:::python
Arithmetic operators (+, -, *, /, %, **, //)
Assignment operators (=, +=, -=, *=, /=, %=, //=, **=, &=, |=, ^=, >>=, <<=)
Comparison operators (==, !=, >, <, >=, <=)
Logical operators (and, or, not)
Identity operators (is, is not)
Membership operators (in, not in)
Bitwise operators (&, |, ^, ~, <<, >>)
```

Python Operators and Booleans Cheat Sheet by Nouha_Thabet

print(5 > 8)

Python Arithmetic Operators		
Addition	9 + 2	>> 11
Subtraction	9 - 2	>> 7
Multiplication	9 * 2	>> 18
Division	9 / 2	>> 4.5
Modulus	9 % 2	>> 1
Exponentiation	3 ** 2	>> 81
Floor division	9 // 2	>> 4

Python Assignment Operators		
Operator	Example	Same As
=	x = 2	x = 2
+=	x += 2	x = x + 2
-=	x -= 2	x = x - 2
*=	x *= 2	x = x * 2
/=	x /= 2	x = x / 2
%=	x %= 2	x = x % 2
//=	x //= 2	x = x // 2
**=	x **= 2	x = x ** 2

Python Comparison Operators	
Equal	х == у
Not equal	x 1= y
Greater than	x > y
Less than	x < y
Greater than or equal to	х >= у
Less than or equal to	х <= у

In programming you often need to know if an expression is True Or False. You can evaluate any expression in Python, and get the answer. print(5 < 8) >>> True

>>> False

Python Logical Operators		
and	Returns True if both statements are true	
x < 5	and $x < 10$	
or	Returns True if one of the statements is true	
x < 5	or x < 4	
not	Reverse the result, returns False if the result is true	
not(x	< 5 and x < 10)	

İS	object
x is y	
is not	Returns true if both variables are not the same object
x is not y	

Python Identity Operators

Python Membership Operators		
in	Returns True if a sequence with the specified value is present in the object	
x in	у	
not in	Returns True if a sequence with the specified value is not present in the object	
y not in y		

Python Bitwise Operators		
δε	AND	Sets each bit to 1 if both bits are 1
	OR	Sets each bit to 1 if one of two bits is 1
^	XOR	Sets each bit to 1 if only one of two bits is 1
~	NOT	Inverts all the bits
<<	Zero fill left shift	Shift left by pushing zeros in from the right and let the leftmost bits fall off
>>	Signed right shift	Shift right by pushing copies of the leftmost bit in from the left, and let the rightmost bits fall off

Int / Float / Complex

```
:::python
var_int = 1
var_float = 1.0
var_complex = 1j

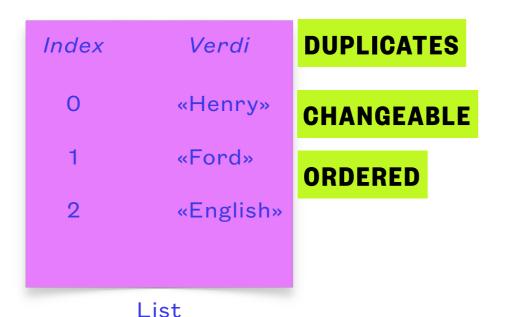
print(var_int, var_float, var_complex, sep=', ')
print(type(var_int), type(var_float), type(var_complex), sep=', ')
```

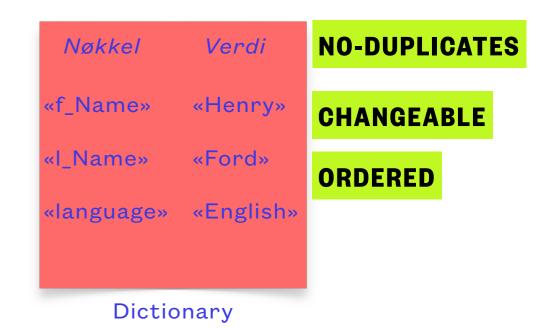
String

:::python
print("Hello")
print('Hello')
print("""Lorem ipsum dolor sit amet,
consectetur adipiscing elit,
sed do eiusmod tempor incididunt
ut labore et dolore magna aliqua.""")

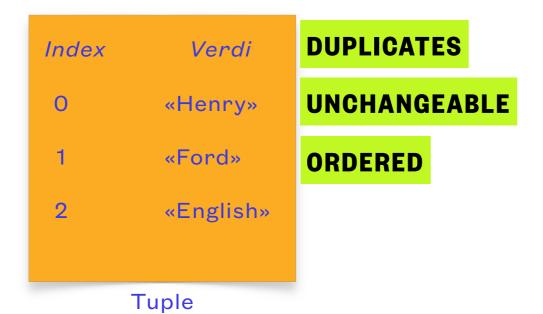
Boolean

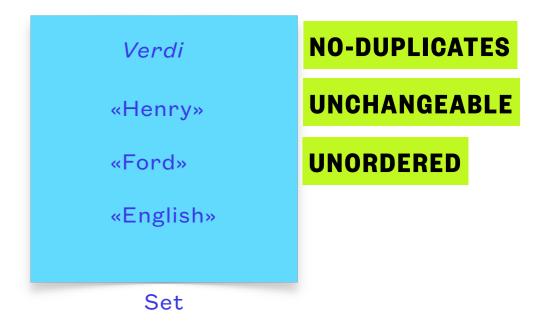
```
:::python
var_string = "Hello World!"
if ('ello' in var_string): # The values between ( and ) will evaluate to True or False, in this example True
  print("We found 'ello' in our string")
else:
  print("We did not find 'ello' in our string")
```





Collections





Lists

sort()

Sorts the list

:::python append() Adds an element at the end of the list clear() Removes all the elements from the list copy() Returns a copy of the list count() Returns the number of elements with the specified value extend() Add the elements of a list (or any iterable), to the end of the current list index() Returns the index of the first element with the specified value insert() Adds an element at the specified position Removes the element at the specified position pop() remove() Removes the item with the specified value reverse() Reverses the order of the list

Tuples

:::python

count() Returns the number of times a specified value occurs in a tuple

index() Searches the tuple for a specified value and returns the position of where it was found

Sets

add()

update()

Removes all the elements from the set clear() copy() Returns a copy of the set difference() Returns a set containing the difference between two or more sets difference_update() Removes the items in this set that are also included in another, specified set discard() Remove the specified item intersection() Returns a set, that is the intersection of two other sets intersection_update() Removes the items in this set that are not present in other, specified set(s) isdisjoint() Returns whether two sets have a intersection or not issubset() Returns whether another set contains this set or not issuperset() Returns whether this set contains another set or not Removes an element from the set pop() remove() Removes the specified element symmetric_difference() Returns a set with the symmetric differences of two sets symmetric_difference_update() inserts the symmetric differences from this set and another union() Return a set containing the union of sets

Update the set with the union of this set and others

Adds an element to the set

Dictionaries

:::python

clear()

Removes all the elements from the dictionary

copy() Returns a copy of the dictionary

fromkeys() Returns a dictionary with the specified keys and value

get() Returns the value of the specified key

items() Returns a list containing a tuple for each key value pair

keys() Returns a list containing the dictionary's keys

pop() Removes the element with the specified key popitem() Removes the last inserted key-value pair

setdefault() Returns the value of the specified key. If the key does not exist: insert the key, with the specified value

update() Updates the dictionary with the specified key-value pairs

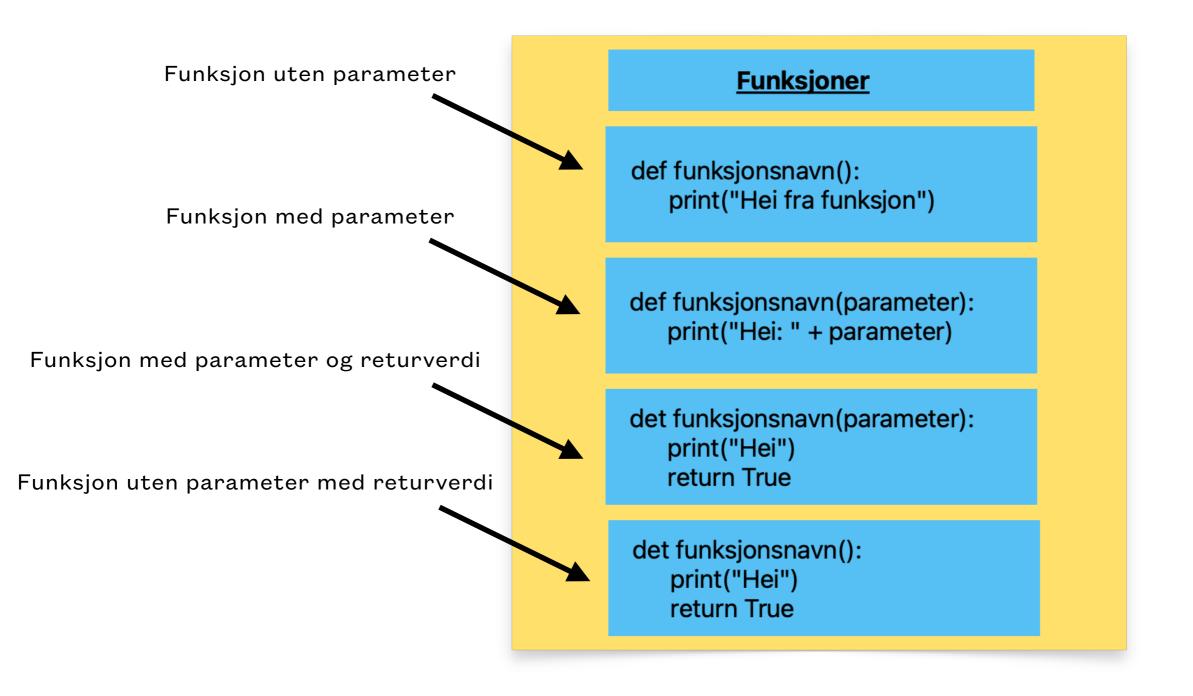
values() Returns a list of all the values in the dictionary

Funksjoner og moduler

```
:::python
def greet_function():
    print("Hello from a function")
greet_function()
```

Funksjoner

```
:::python
def fibonacci(n):
    if n <= 1: # If the number is 0, then the answer is 0. If the number is 1, then the answer is 1.
        return n
    else:
        return fibonacci(n - 1) + fibonacci(n - 2) # Each successive fibonacci number is found by adding up the two numbers before it.
print('Fibonacci sequence:')
for i in range(5):
    print(fibonacci(i))</pre>
```



```
import random

for i in range(10):
    print(random.randint(1, 25))
```

Moduler

```
import numpy as np
x = np.array([1, 2, 3])
print(x)
```

```
$ conda create --name envtest python
$ conda activate envtest
```

Environments

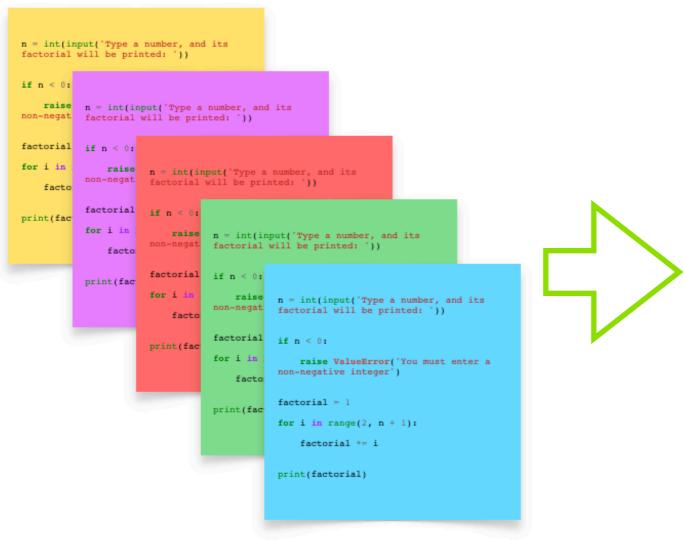
```
$ python -m venv envtest
$ source envtest/bin/activate
```

Versjonshåndtering

Hvorfor?

- Samarbeid
- Versjonshåndtering
- Gjenoppretting
- Dokumentasjon
- «Sikkerhetskopi»

Filer og mapper

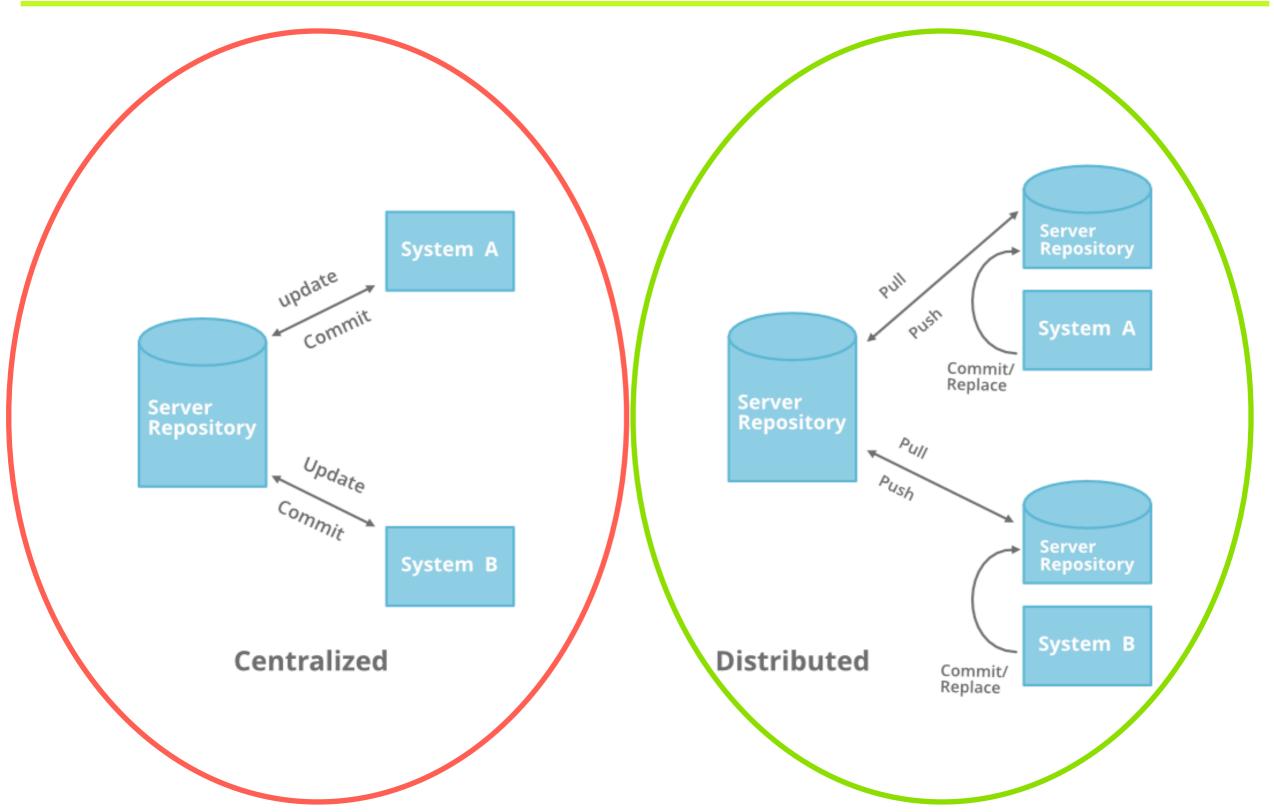


Prosjekt = En samling med filer og mapper

```
n = int(input('Type a number, and its
factorial will be printed: '))
if n < 0:
raise n = int(input('Type a number, and its
non-negat factorial will be printed: '))
factorial if n < 0:
for i in
              raise
non-negat
non-negat
factorial will be printed: '))
              factorial if n < 0:
print(fac
              for i
                                 raise
                                         n = int(input('Type a number, and its
factorial will be printed: '))
                   facto
                            factorial
                                         if n < 0:
              print(fac
                            for i
                                                        n = int(input('Type a number, and its
factorial will be printed: '))
                                          non-negat
                                 facto
                                          factorial
                                                        if n < 0:
                            print(fac
                                          for i in
                                                             raise ValueError('You must enter a
                                                        non-negative integer')
                                               facto
                                                        factorial = 1
                                          print(fac
                                                        for i in range(2, n + 1):
                                                             factorial *= i
                                                        print(factorial)
```

Repository = En samling med filer og mapper, som blir håndtert av versjonskontroll

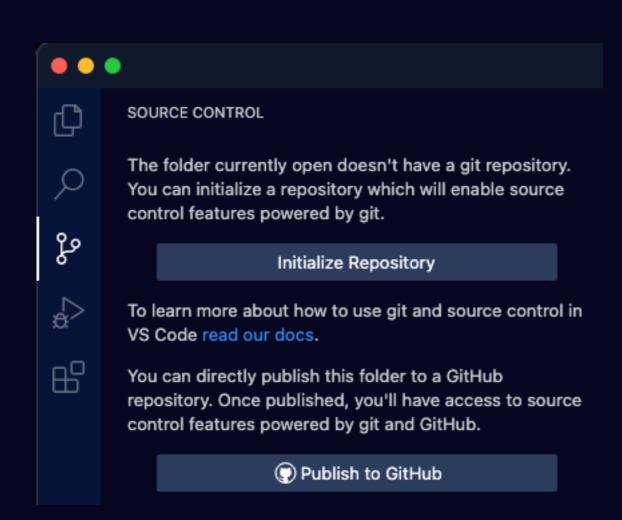




https://www.geeksforgeeks.org/centralized-vs-distributed-version-control-which-one-should-we-choose/

Lokalt

Git init

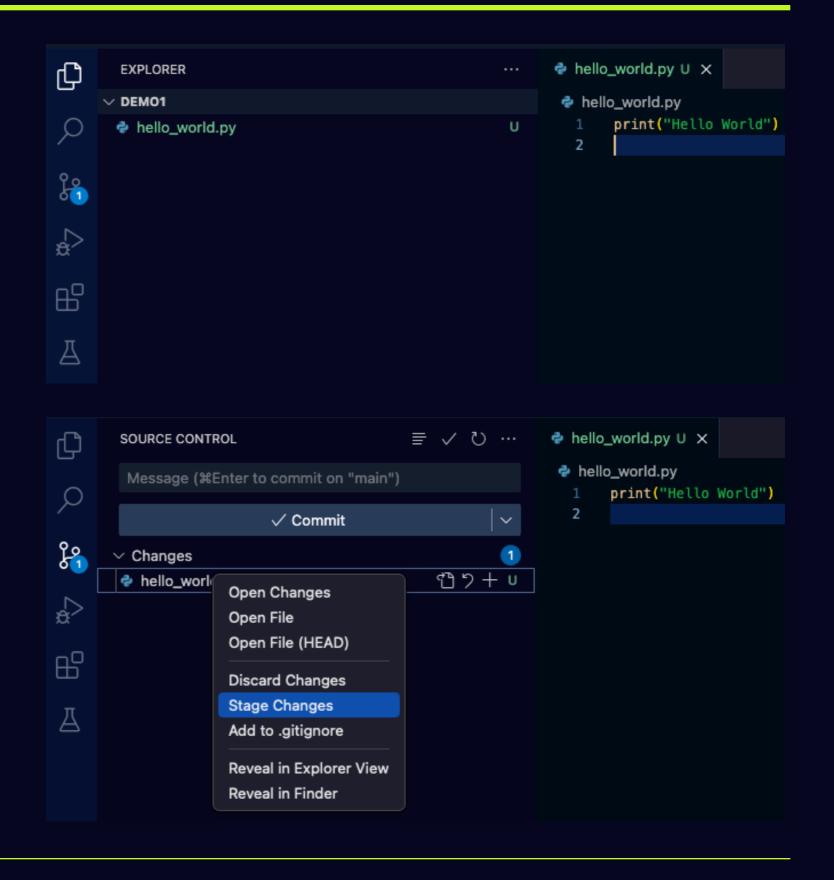


Git init

\$ git init

Oppretter et nytt repository på din maskin

Git add

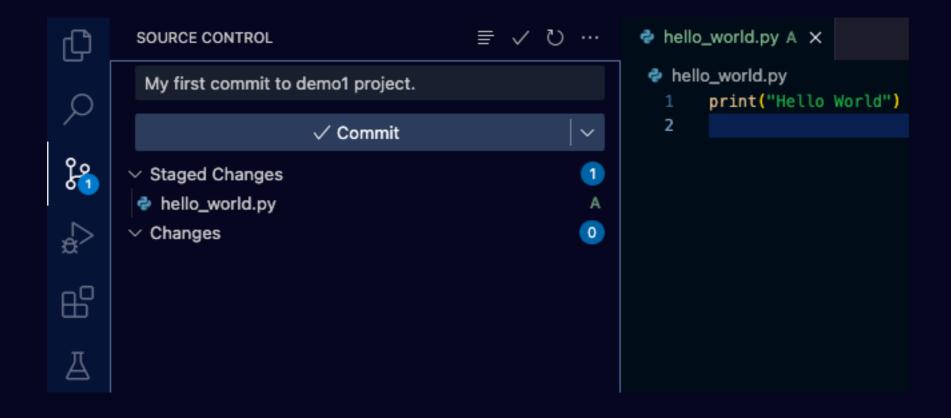


Git add

\$ git add filnavn1 filnavn2

Legg til en eller flere filer til repositoriet

Git commit

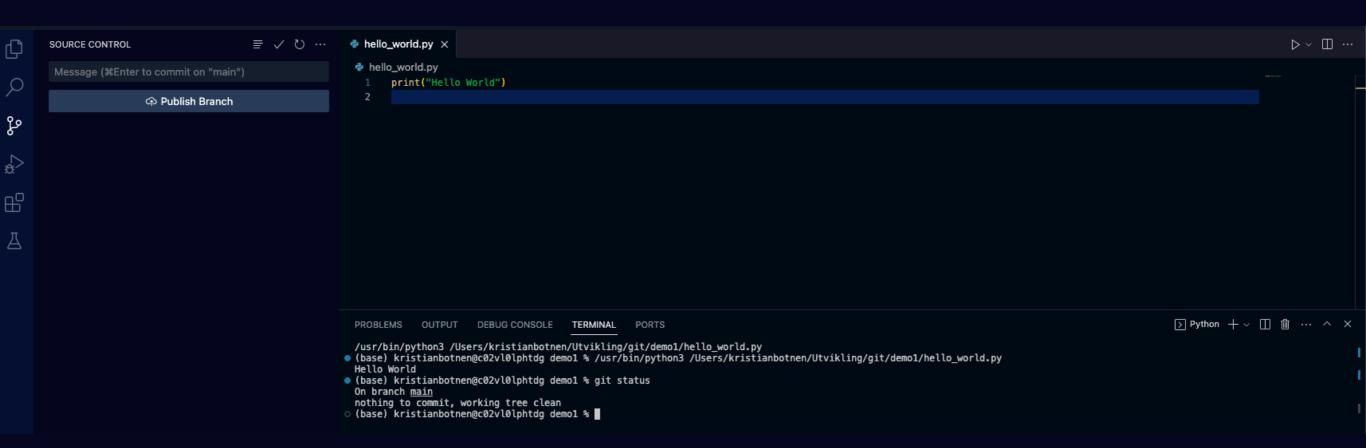


Git commit

\$ git commit -m «A descriptive message»

Registrer nye endringer i repositoriet

Git status

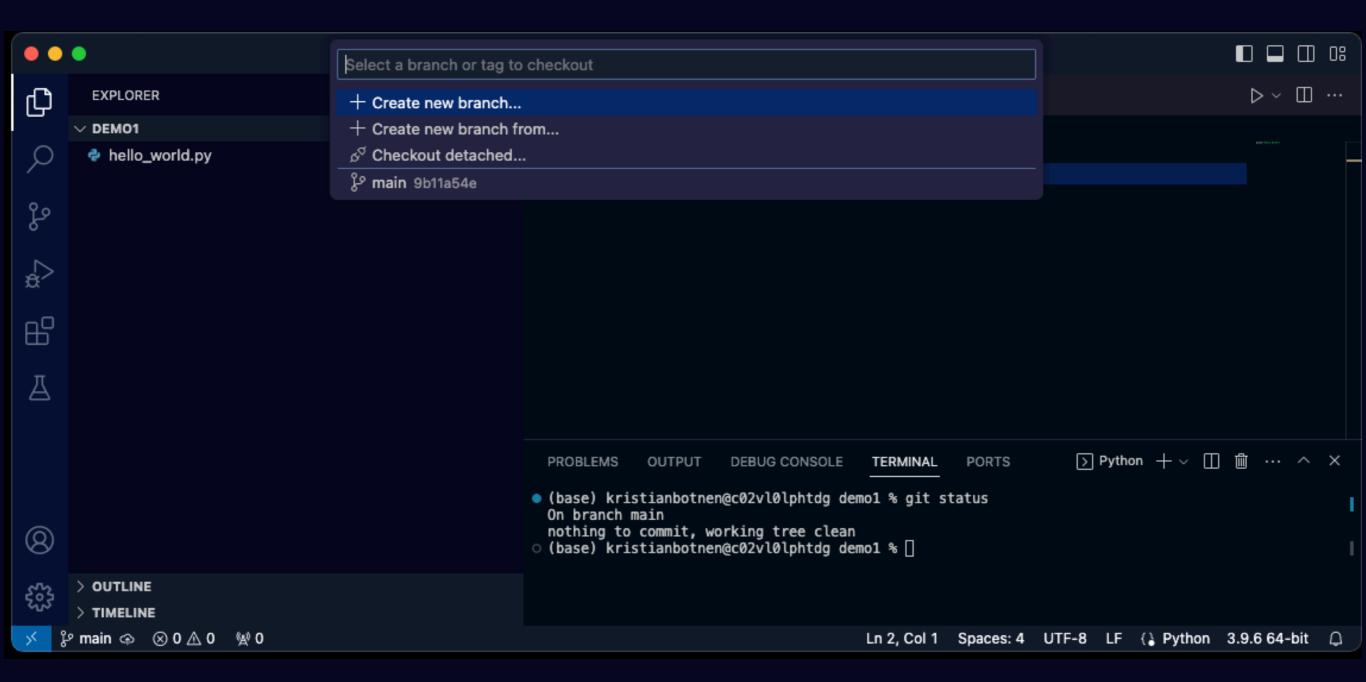


Git status

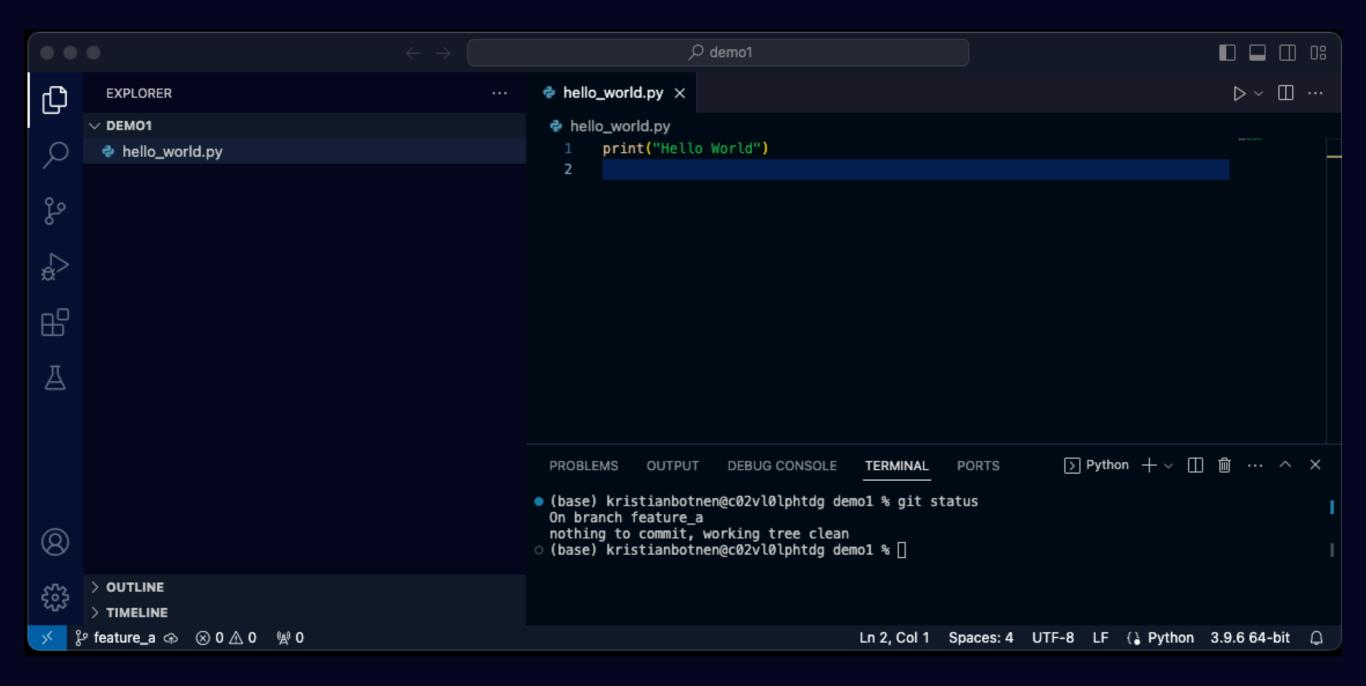
\$ git status

Sjekk status på ditt lokale repositorie

Git branch



Git branch 2



Git branch

\$ git checkout -b rts1245

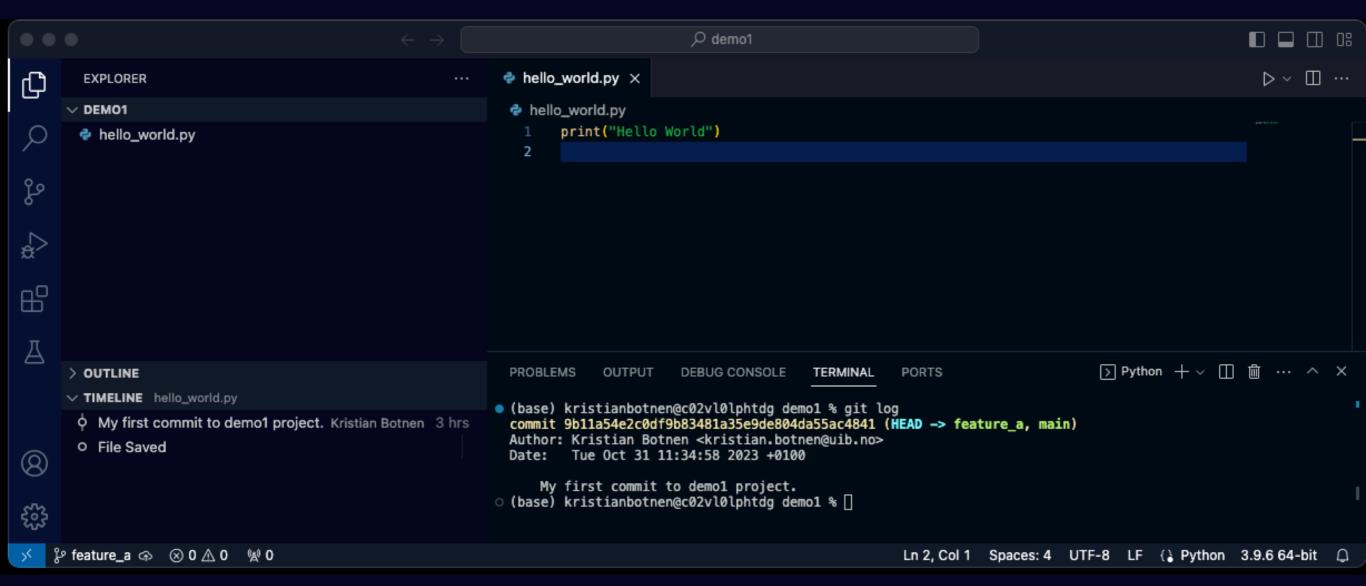
Oppretter en ny gren i repositoriet ditt

Git branch

\$ git branch -d rts1245

Sletter en gren i repositoriet ditt

Git log

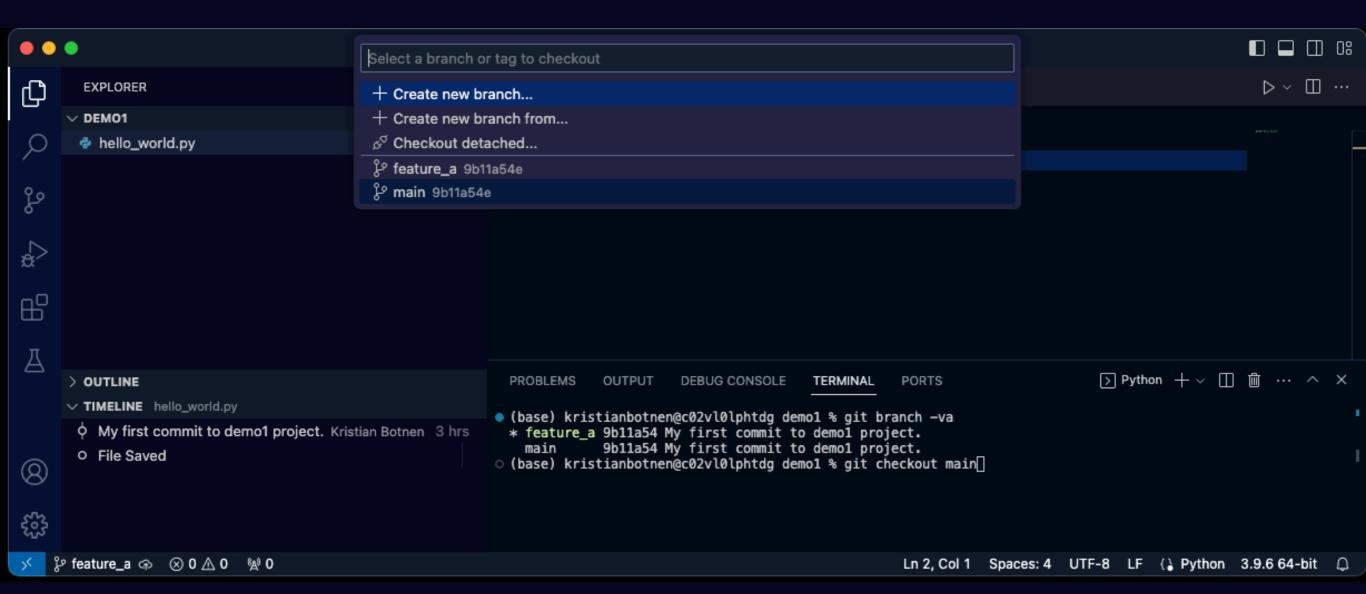


Git log

\$ git log

Viser endringsloggen for en gren

Git checkout



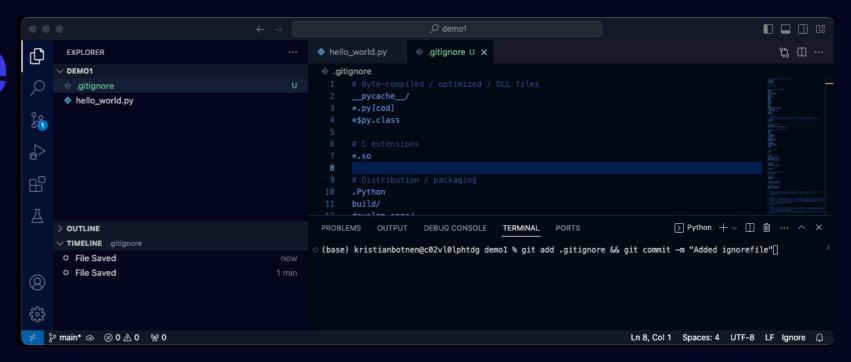
Git checkout

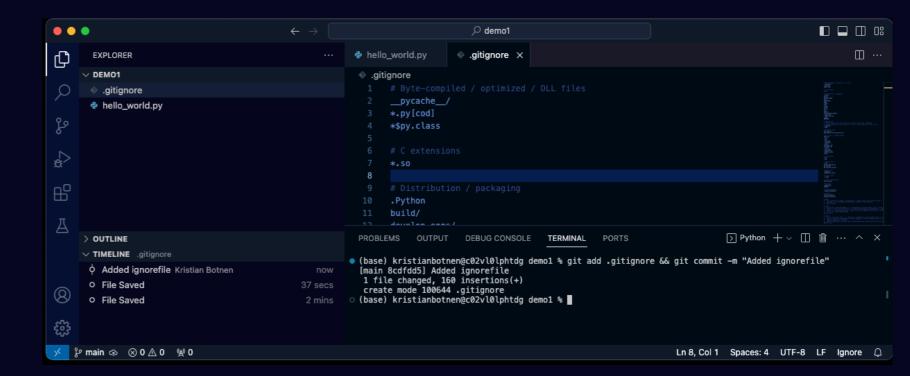
\$ git checkout master

\$ git checkout rts12345

Bytter mellom grener i repositoriet

Git ignore





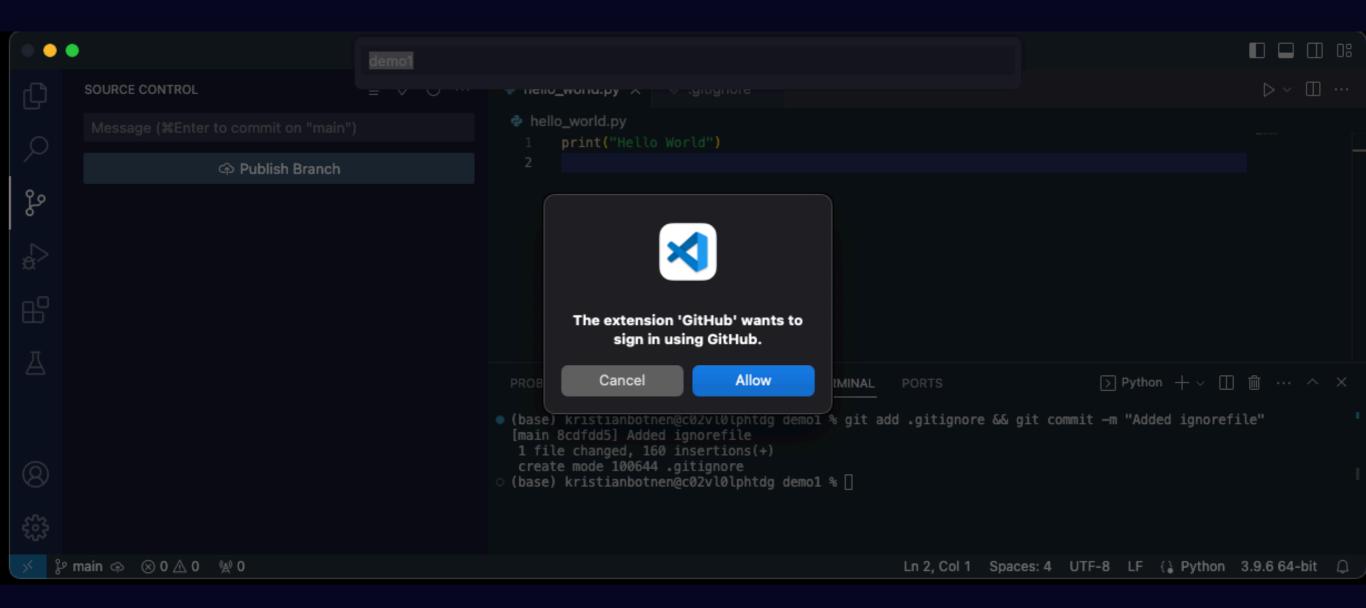
Git ignore

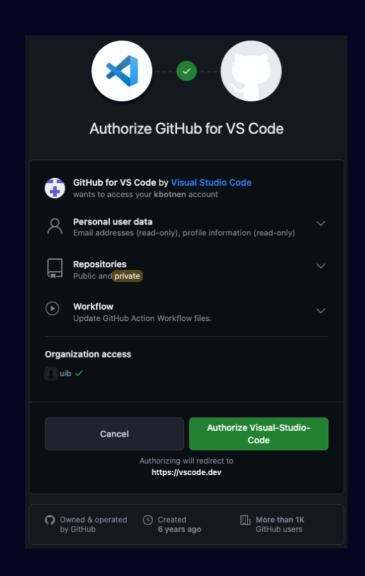
\$ touch .gitignore

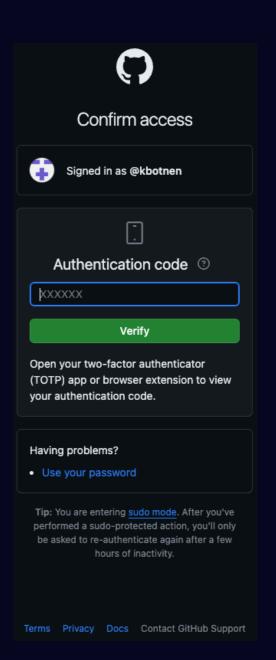
Oppgaver - Del 1 - Lokalt

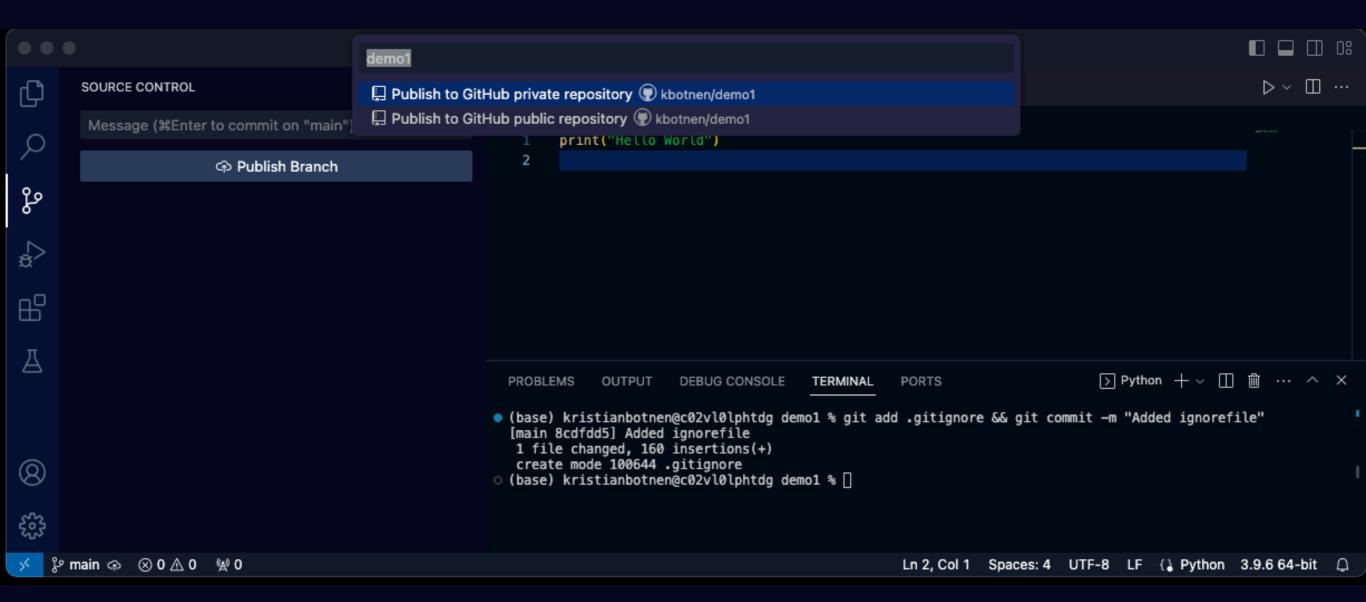
- 1: Lag et nytt repo lokalt på din maskin
- 2: Opprett noen filer og registrer endringene
- 3: Opprett en ny gren, bytt til denne og gjenta punkt 2
- 4: Lag en .gitignore fil og tilpass denne til ditt repo / prosjekt
- 5: Registrer endringene du gjorde i punkt 4

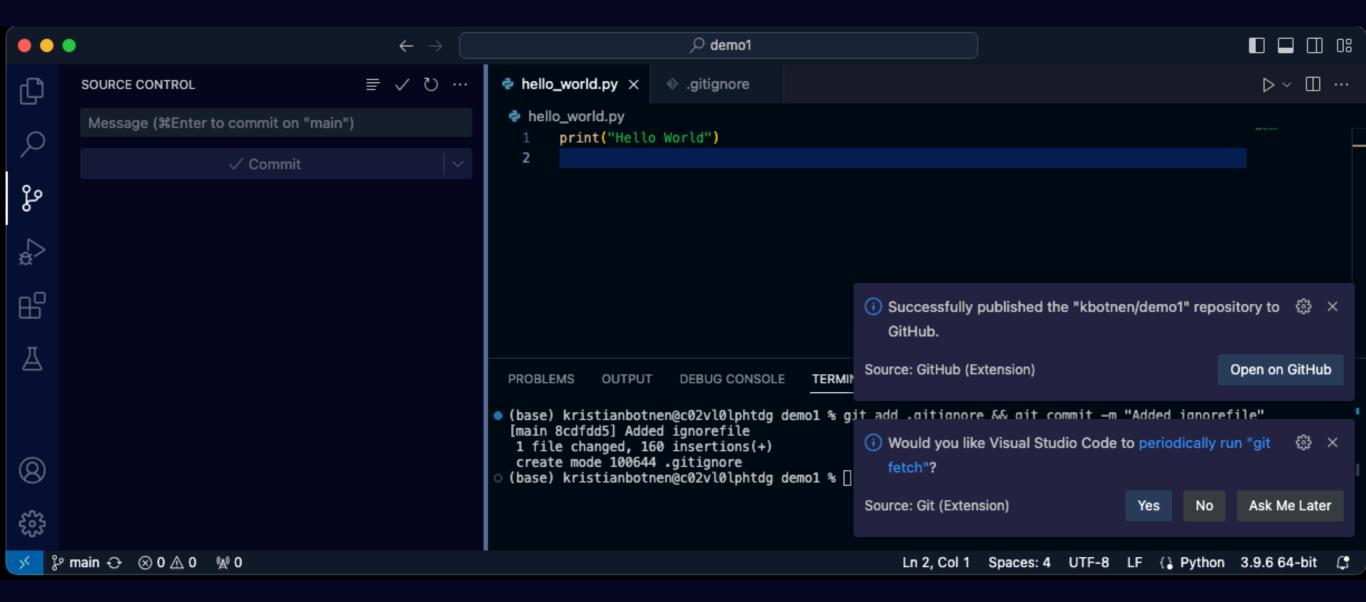
Server

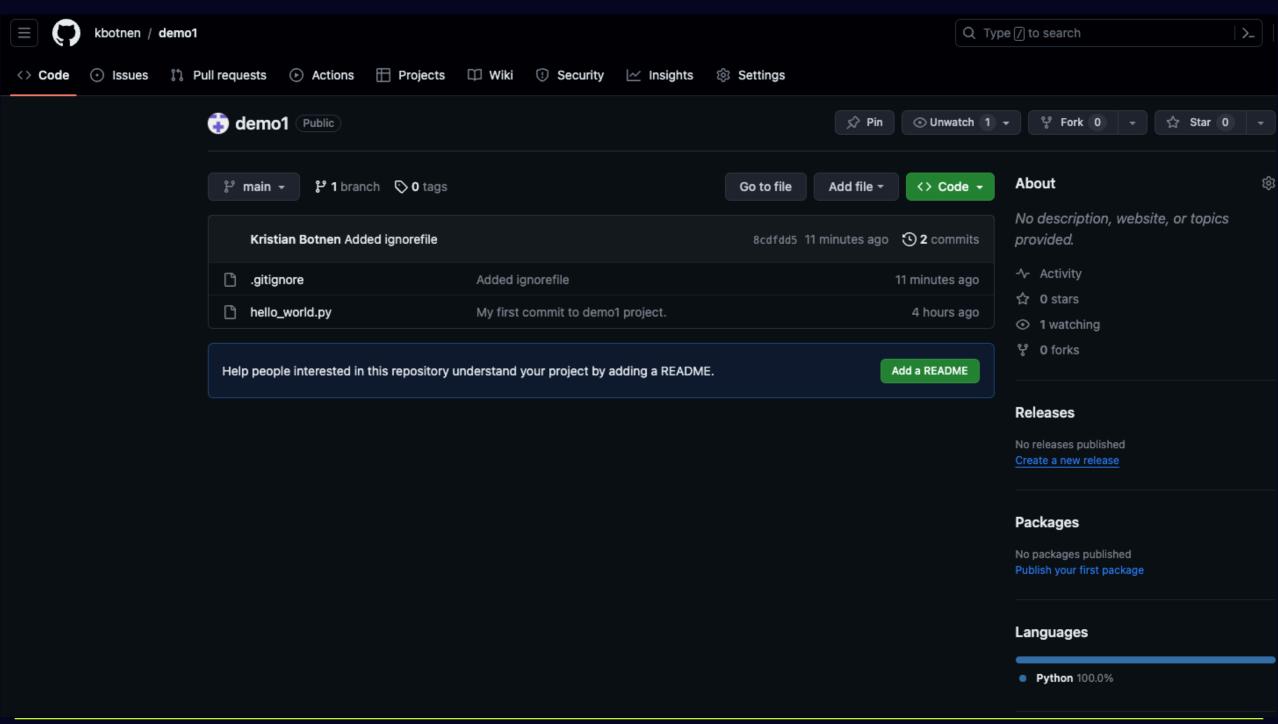












Oppgaver - Del 2 - Server

- 1: Publiser det du gjorde i oppgave 1 til et offentlig GitHub repo
- 2: Gjør endringer i koden din v.h.a nettsiden på GitHub
- 3: Synkroniser endringene du gjorde i punkt 2 til ditt lokale repo
- 4: Gjør endringer i koden din v.h.a Visual Studio Code
- 5: Synkroniser / publiser endringene du gjorde i punkt 4 til ditt lokale repo

Git push

\$ git push

Sender endringene dine til repositorie på server

GIT Push origin

\$ git push origin rts12345

Sender endringene dine til en spesifikk gren på server

GIT Fetch

\$ git fetch

Henter oppdatert info fra server

GIT Pull

\$ git pull

Henter oppdatert info fra server, og fletter den samtidig

GIT Branch

\$ git branch -va

Lister ut alle brancher lokalt og server

GIT Merge

\$ git merge rts12345

Fletter endringene fra rts12345 grenen inn i grenen du står i

