

# 19CSE201 :Advanced Programming

## Lecture 17-19

# Hello World Again!

### This time in Python

By  
Ritwik M  
Assistant Professor(SrGr)  
Dept. Of Computer Science & Engg

# About the Language

- Python was developed by Guido van Rossum at the National Research Institute for Mathematics and Computer Science in the Netherlands
- High-level language, can do a lot with relatively fewer lines of code
- Fairly popular among high-level languages
- Robust support for object-oriented programming
- Support for integration with other languages
- Runs on an interpreter system, meaning that code can be executed as soon as it is written.
  - This means that prototyping can be very quick.
- Can be treated in a procedural way, an object-oriented way or a functional way.

# Why Python?

- **Python is Interpreted**
  - Python is processed at runtime by the interpreter. You do not need to compile your program before executing it.
- **Python is Interactive**
  - You can actually sit at the Python prompt and interact with the interpreter directly to write your programs.
- **Python is Object-Oriented**
  - Python supports Object-Oriented style or technique of programming that encapsulates code within objects.
- **Python is a Beginner's Language**
  - Supports the development of a wide range of applications from simple text processing to WWW browsers to games

# Very Basic Stuff

- Running python programs
- Variables
- Printing
- Operators
- Input
- Comments
- Scope

# Python Data Types

Category	Type
Numeric Types:	int, float, complex
Sequence Types:	list, tuple, range, string
Mapping Type:	dict
Set Types:	set, frozenset
Boolean Type:	bool
Binary Types:	bytes, bytearray, memoryview

# Python Data Types

- variables can hold values, and every value has a data-type.
- Python is a dynamically typed language; hence we do not need to define the type of the variable while declaring it.
- The interpreter implicitly binds the value with its type.
- For Example, `a = 5` . The variable `a` holds integer value five and we did not define its type.
- Python interpreter will automatically interpret variables `a` as an integer type.
- Python provides us the `type()` function, which returns the type of the variable passed.

# Numbers

- Check out the examples discussed live on HPOJ

# String

- String literals in python are surrounded by either single quotation marks, or double quotation marks.
  - 'hello' is the same as "hello".
- You can display a string literal with the print() function:
  - ```
print("Hello")  
print('Hello')
```
- Assign String to a variable
  - ```
a = "Hello"  
print(a)
```
- Multiline Strings
  - ```
a = """multi  
line  
strings."""  
print(a)
```



# String Cont.

- **Strings are Arrays**

- Python does not have a character data type; a single character is simply a string with a length of 1.
- Square brackets can be used to access elements of the string.

- `a = "Hello, World!"`  
`print(a[1])`

- **Slicing**

- You can return a range of characters by using the slice syntax.
- Specify the start index and the end index, separated by a colon, to return a part of the string.

- `b = "Hello, World!"`  
`print(b[2:5])`

# String Cont.

- Negative Indexing

- use negative indexes to start the slice from the end of the string:

- `b = "Hello, World!"`  
`print(b[-5:-2])`

- String Length

- To get the length of a string, use the `len()` function.

- `a = "Hello, World!"`  
`print(len(a))`

# String Methods

- The `strip()` method removes any whitespace from the beginning or the end:
  - `a = " Hello, World! "`  
`print(a.strip())` # returns "Hello, World!"
- The `lower()` / `upper()` methods return the string in lower/uppercase:
  - `a = "Hello, World!"`  
`print(a.lower())`
- The `split()` method splits the string into substrings if it finds instances of the separator:
  - `a = "Hello, World!"`  
`print(a.split(","))` # returns ['Hello', ' World!']

# String Methods Cont.

- To check if a certain phrase or character is present in a string, we can use the keywords `in` or `not in`.
  - ```
txt = "The rain in Spain stays mainly in the plain"
x = "ain" in txt
print(x)
```
- To concatenate, or combine, two strings you can use the `+` operator.
  - ```
a = "Hello"
b = "World"
c = a + b
print(c)
```

# String Methods Cont.

- Explore these methods as well.
  - `format()`
  - `endswith()`
  - `index()`
  - `join()`
  - `lstrip()`
  - `replace()`
  - `swapcase()`

# List

Don't just read, Try it!!

- Python Lists are similar to arrays in C.
- A list object is an ordered collection of one or more data items and is changeable.
- The list can contain data of different types.
- The items stored in the list are separated with a comma (,) and enclosed within square brackets [ ].
- Example:
  - ```
thislist = ["apple", "banana", "cherry"]  
print(thislist)
```
- Lists have no fixed size and can be expanded or contracted as needed.
- Items in list can be retrieved using the index.
- Lists can be nested just like arrays, i.e., you can have a list of lists

# List Cont.

- Access Items

- You access the list items by referring to the index number:

- ```
thislist = ["apple", "banana", "cherry"]  
print(thislist[1])
```

- Range of Indexes

- You can specify a range of indexes by specifying where to start and where to end the range.
- When specifying a range, the return value will be a new list with the specified items.

- ```
thislist = ["apple", "banana", "cherry", "orange", "kiwi",  
"melon", "mango"]  
print(thislist[2:5])
```

# List Cont.

- Check if Item Exists

- To determine if a specified item is present in a list use the `in` keyword:

- ```
thislist = ["apple", "banana", "cherry"]  
if "apple" in thislist:  
    print("Yes, 'apple' is in the fruits list")
```

- List Length

- To determine how many items a list has, use the `len()` function:

- ```
thislist = ["apple", "banana", "cherry"]  
print(len(thislist))
```

- The `list()` Constructor

- It is also possible to use the `list()` constructor to make a new list.

- ```
thislist = list(("apple", "banana", "cherry"))  
#note:double round-brackets
```



# List Cont.

- Add Items

- To add an item to the end of the list, use the `append()` method:

- ```
thislist = ["apple", "banana", "cherry"]  
thislist.append("orange")  
print(thislist)
```

- To add an item at the specified index, use the `insert()` method:

- ```
thislist = ["apple", "banana", "cherry"]  
thislist.insert(1, "orange")  
print(thislist)
```

- Remove Item

- There are several methods to remove items from a list – Try them all

- `remove()`
  - `pop()`
  - `del`
  - `clear()`

# Tuple

- A tuple is a collection which is ordered and unchangeable.
- In Python tuples are written with round brackets.

- Example:

```
thistuple = ("apple", "banana", "cherry")  
print(thistuple)
```

- Access Tuple Items

```
thistuple = ("apple", "banana", "cherry")  
print(thistuple[1])
```

- Negative Indexing

- Negative indexing means beginning from the end, -1 refers to the last item, -2 refers to the second last item etc.

- Example:

```
thistuple = ("apple", "banana", "cherry")  
print(thistuple[-1])
```

What about a range of indexes? Try it!!

# Tuple Cont.

- **Change Tuple Values**

- Once a tuple is created, you cannot change its values. Tuples are unchangeable, or immutable as it also is called.
- But there is a workaround. You can convert the tuple into a list, change the list, and convert the list back into a tuple.

```
x = ("apple", "banana", "cherry")  
y = list(x)  
y[1] = "kiwi"  
x = tuple(y)  
print(x)
```

- **Create Tuple With One Item**

- To create a tuple with only one item, you have to add a comma after the item, otherwise Python will not recognize it as a tuple.

- **The tuple() Constructor**

- It is also possible to use the tuple() constructor to make a tuple.

# Tuple Cont.

- Tuple Methods

- Python has two built-in methods that you can use on tuples.
- `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
- `del`
  - Tuples are unchangeable, so you cannot remove items from it, but you can delete the tuple completely using `del`

# Set

- A set is a collection which is unordered and unindexed. In Python, sets are written with curly brackets.

- Example:

```
thisset = {"apple", "banana", "cherry"}  
print(thisset)
```

- Access Items

- You cannot access items in a set by referring to an index or a key.
- But you can loop through the set items using a `for` loop, or ask if a specified value is present in a set, by using the `in` keyword.
- Example:

```
thisset = {"apple", "banana", "cherry"}  
for x in thisset:  
    print(x)
```

# Set Cont.

- Add Items

- To add one item to a set use the `add()` method.
- To add more than one item to a set use the `update()` method.
- Example

```
thisset = {"apple", "banana", "cherry"}  
thisset.add("orange")  
print(thisset)
```

- Add multiple items to a set

- using the `update()` method
- Example:

```
thisset = {"apple", "banana", "cherry"}  
thisset.update(["orange", "mango", "grapes"])  
print(thisset)
```

# Set Cont.

- Remove Item

- To remove an item in a set, use the `remove()`, or the `discard()` method.

- Using `remove()`

- ```
thisset = {"apple", "banana", "cherry"}  
thisset.remove("banana")  
print(thisset)
```

- Note: If the item to remove does not exist, `remove()` will raise an error.

- Using `discard()`

- ```
thisset = {"apple", "banana", "cherry"}  
thisset.discard("banana")  
print(thisset)
```

- Note: If the item to remove does not exist, `discard()` will NOT raise an error.

# Set Cont.

- *Additional Operations on Sets*
  - `union()`
  - `update()` - has an additional use
  - `clear()`
  - `set()`
  - `pop()`
  - `intersection()`
  - `symmetric_difference()`



# Dictionary

- A dictionary is a collection which is unordered, changeable and indexed.
- In Python dictionaries are written with curly brackets, and they have keys and values.
- Example:
  - ```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
print(thisdict)
```
- A dictionary can also contain many dictionaries, this is called nested dictionaries.

# Dictionary Cont.

- Accessing Items

- You can access the items of a dictionary by referring to its key name, inside square brackets
  - `x = thisdict["model"]`
- There is also a method called `get()` that will give you the same result
  - `x = thisdict.get("model")`

- Change Values

- You can change the value of a specific item by referring to its key name
  - ```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
thisdict["year"] = 2020
```

# Dictionary Cont.

- Loop Through a Dictionary

- You can loop through a dictionary by using a for loop.
- When looping through a dictionary, the return value are the *keys* of the dictionary, but there are methods to return the *values* as well.
- Eg. Print all key names in the dictionary, one by one

- `for x in thisdict:`  
`print(x)`

- Eg. Print all values in the dictionary, one by one

- `for x in thisdict:`  
`print(thisdict[x])`

- You can also use the `values()` method to return values of a dictionary

- `for x in thisdict.values():`  
`print(x)`

- Loop through both keys and values, by using the `items()` method

- `for x, y in thisdict.items():`  
`print(x, y)`

# Dictionary Cont.

- Check if Key Exists

- To determine if a specified key is present in a dictionary use the `in` keyword

```
• thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
if "model" in thisdict:  
    print("Yes, 'model' is a key in the thisdict dictionary")
```

- To determine how many items (key-value pairs) a dictionary has, use the `len()` function.

```
• print(len(thisdict))
```

# Dictionary Cont.

- Adding Items

- Adding an item to the dictionary is done by using a new index key and assigning a value to it

- ```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
thisdict["color"] = "red"  
print(thisdict)
```

- Removing Items

- There are several methods to remove items from a dictionary – try them!

- `pop()`
  - `popitem()`
  - `del`
  - `clear()`

# Python Operators

- Python divides the operators in the following groups:
  - Arithmetic operators
  - Assignment operators
  - Comparison operators
  - Logical operators
  - Identity operators
  - Membership operators
  - Bitwise operators

# Arithmetic Operators

Operator	Name	Example
+	Addition	$x + y$
-	Subtraction	$x - y$
*	Multiplication	$x * y$
/	Division	$x / y$
%	Modulus	$x \% y$
**	Exponentiation	$x ** y$
//	Floor division	$x // y$

# Arithmetic Operators

Operator	Example	Same As
=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3
//=	x //= 3	x = x // 3
**=	x **= 3	x = x ** 3
&=	x &= 3	x = x & 3
=	x  = 3	x = x   3
^=	x ^= 3	x = x ^ 3
>>=	x >>= 3	x = x >> 3
<<=	x <<= 3	x = x << 3



# Comparison Operators

Operator	Name	Example
==	Equal	<code>x == y</code>
!=	Not equal	<code>x != y</code>
>	Greater than	<code>x &gt; y</code>
<	Less than	<code>x &lt; y</code>
>=	Greater than or equal to	<code>x &gt;= y</code>
<=	Less than or equal to	<code>x &lt;= y</code>

# Logical Operators

Operator	Description	Example
and	Returns True if both statements are true	<code>x &lt; 5 and x &lt; 10</code>
or	Returns True if one of the statements is true	<code>x &lt; 5 or x &lt; 4</code>
not	Reverse the result, returns False if the result is true	<code>not(x &lt; 5 and x &lt; 10)</code>

# Identity Operators:

- They are used to check if two values (or variables) are located on the same part of the memory.
- Two variables that are equal does not imply that they are identical.

Operator	Description	Example
is	Returns True if both variables are the same object	x is y
is not	Returns True if both variables are not the same object	x is not y

# Membership Operators:

- Membership operators are used to test whether a value or variable is found in a sequence (string, list, tuple, set and dictionary).
- In a dictionary we can only test for presence of key, not the value.

Operator	Description	Example
in	Returns True if a sequence with the specified value is present in the object	x in y
not in	Returns True if a sequence with the specified value is not present in the object	x not in y

# Bitwise Operators:

Operator	Name	Description
&	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

# Python Conditional Statements

- If

- ```
a = 33
b = 200
if b > a:
    print("b is greater
than a")
```

- Elif

- ```
a = 33
b = 33
if b > a:
    print("b is greater
than a")
elif a == b:
    print("a and b are
equal")
```

- Else

- ```
a = 200
b = 33
if b > a:
    print("b is greater
than a")
elif a == b:
    print("a and b are
equal")
else:
    print("a is greater
than b")
```

# Python Conditional Statements Cont.

- Indentation

- Python relies on indentation (whitespace at the beginning of a line) to define scope in the code. Other programming languages often use curly-brackets for this purpose.

- The Pass statement

- If statements cannot be empty, but if you for some reason have an if statement with no content, put in the pass statement to avoid getting an error.
- ```
a = 33
b = 200
if b > a:
    pass
```

# Exercise 1

- Which of the following is invalid?

- 

- a) `_a = 1`

- b) `__a = 1`

- c) `__str__ = 1`

- d) none of the mentioned

- 

- Answer: d



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Up Next

More on Basic Python – functions