

Applied Calculus for IT - 501031

Python tutorial 01

We will use the Python language for all assignments in this course. In this Laboratory, we will introduce basic features of Python via common calculations and algorithms.

1. What is Python?

Python is a popular programming language. It was created by Guido van Rossum, and released in 1991. It is used for web development (server-side), software development, mathematics, system scripting.

2. Python install

We can download Python for free from the following website (the latest version at this time is 3.10.8): <https://www.python.org/downloads/>

To check if you have python installed on:

- a Windows PC:

Search in the start bar for Python or run the following on the Command Line (cmd.exe), and type:

```
C:\Users\Your Name>python --version
```

- a Linux or Mac:

Open the command line (Linux) or the Terminal (Mac), and type:

```
python --version
```

3. Python Quickstart

Let's write our first Python file, called **helloworld.py**, which can be done in any text editor.

The content of the file "helloworld.py" is only one line:

```
print("Hello, World!")
```

Simple as that. Save your file. Open your command line, navigate to the directory where you saved your file (for ex., in the drive D:\), and run:

```
D:\>python helloworld.py
```

The output is:

```
Hello, World!
```

4. Python on Google Colab

You can access the website <https://colab.research.google.com/> to write and execute Python in your browser.

5. Python Indentation

Indentation refers to the spaces at the beginning of a code line. The indentation in Python is very important, and it indicate a block of code.

- Example:

```
if 5 > 2:  
    print("Five is greater than two!")
```

- Python will give you an error if you skip the indentation:

```
if 5 > 2:  
print("Five is greater than two!")
```

The content of error is: *IndentationError: expected an indented block*

- The number of spaces is up to you as a programmer, but it has to be at least one.

```
if 5 > 2:  
    print("Five is greater than two!")  
if 5 > 2:  
    print("Five is greater than two!")
```

- You have to use the same number of spaces in the same block of code, otherwise Python will give you an error:

```
if 5 > 2:  
    print("Five is greater than two!")  
    print("Five is greater than two!")
```

The content of error is: *IndentationError: unexpected indent*

6. Python Comments

Comments can be used to explain Python code, make the code more readable, or prevent execution when testing code.

- Comments starts with a **#**, and Python will ignore them:

```
#This is a comment  
print("Hello, World!")
```

```
print("Hello, World!") #This is a comment
```

- Multi Line Comments

```
"""  
This is a comment  
written in  
more than just one line  
"""  
print("Hello, World!")
```

7. Python Variables

- Creating Variables

Python has no command for declaring a variable.

A variable is created the moment you first assign a value to it.

```
x = 5  
y = "John"  
print(x)  
print(y)
```

- Casting

If you want to specify the data type of a variable, this can be done with casting.

```
x = str(3)    # x will be '3'
y = int(3)    # y will be 3
z = float(3)  # z will be 3.0
```

- Variable Names

Rules for Python variables:

- A variable name must start with a letter or the underscore character
- A variable name cannot start with a number
- A variable name can only contain alpha-numeric characters and underscores (A-z, 0-9, and _)
- Variable names are case-sensitive (age, Age and AGE are three different variables)

Legal variable names:

```
myvar = "John"
my_var = "John"
_my_var = "John"
myVar = "John"
MYVAR = "John"
myvar2 = "John"
```

Illegal variable names:

```
2myvar = "John"
my-var = "John"
my var = "John"
```

Multi Words Variable Names:

Variable names with more than one word can be difficult to read. There are several techniques you can use to make them more readable:

- Camel Case

Each word, except the first, starts with a capital letter:

```
myVariableName = "John"
```

- Pascal Case

Each word starts with a capital letter:

```
MyVariableName = "John"
```

- Snake Case

Each word is separated by an underscore character:

```
my_variable_name = "John"
```

8. Python Data Types

Python has the following data types built-in by default, in these categories:

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`

You can get the data type of any object by using the `type()` function:

```
x = 5  
print(type(x))
```

9. Python Numbers

There are three numeric types in Python: int, float, and complex.

```
x = 1    # int
y = 2.8  # float
z = 1j   # complex
```

Float can also be scientific numbers with an "e" to indicate the power of 10.

```
x = 35e3
y = 12E4
z = -87.7e100
```

Complex numbers are written with a "j" as the imaginary part:

```
x = 3+5j
y = 5j
z = -5j
```

You can convert from one type to another with the int(), float(), and complex() methods:

```
x = 1    # int
y = 2.8  # float
z = 1j   # complex

#convert from int to float:
a = float(x)

#convert from float to int:
b = int(y)

#convert from int to complex:
c = complex(x)
```

10. Python Booleans

Booleans represent one of two values: **True** or **False**.

In programming you often need to know if an expression is True or False. When you compare two values, the expression is evaluated and Python returns the Boolean answer:

```
print(10 > 9)
print(10 == 9)
print(10 < 9)
```

11. Python Operators

- Python 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

```
x = 5
y = 3

print(x + y)
print(5 + 3)
print(x * y)

x = 2
y = 5
print( x ** y ) #same as 2*2*2*2*2
print( x ** (1/2) )
print( (x + y) / (x - y) )
```

- Python Assignment 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

- Python Comparison Operators

Operator	Name	Example
==	Equal	x == y
!=	Not equal	x != y
>	Greater than	x > y
<	Less than	x < y

\geq	Greater than or equal to	$x \geq y$
\leq	Less than or equal to	$x \leq y$

$x = 5$

$y = 3$

`print(x == y)` # returns False because 5 is not equal to 3

`print(x >= y)` # returns True because five is greater, or equal, to 3

- Python Logical Operators

Operator	Description	Example
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	<code>not(x < 5 and x < 10)</code>

Exercise 1

Write a Python program to calculate the following expressions:

1. $15 \times 4 - 30 + 12$

2. $\frac{10+5}{3+1} - \frac{18}{5+1}$

3. $\frac{(10+2)^2}{(3+1)}$

4. $\frac{(10+2)^2 - 24}{(3+1)}$

Exercise 2

Write a Python program to calculate the following expressions:

a. $\frac{\sqrt{2} + \sqrt{3}}{\sqrt{2} \times \sqrt{3}}$ b. $5^{\frac{2}{3}} + \sqrt[3]{5} + 5^5$

12. Python Functions

A function is a block of code which only runs when it is called. You can pass data, known as parameters, into a function. A function can return data as a result.

To call a function, use the function name followed by parenthesis, and then parameters can be passed inside the parentheses.

```
print("sum of a and b:")
```

13. Python Math

Python has a set of built-in math functions, including an extensive math module, that allows you to perform mathematical tasks on numbers.

13.1 Built-in Math Functions

- The **min()** and **max()** functions can be used to find the lowest or highest value in an iterable:

```
x = min(5, 10, 25)
y = max(5, 10, 25)

print(x)
print(y)
```

- The **abs()** function returns the absolute (positive) value of the specified number:

```
x = abs(-7.25)

print(x)
```

13.2 The Math Module

Python has also a built-in module called math, which extends the list of mathematical functions. To use it, you must **import** the **math** module, and then you can start using methods and constants of the module.

```
import math

x = math.ceil(1.4)
y = math.floor(1.4)

print(x) # returns 2
print(y) # returns 1
```

Math Methods:

Method	Description
<u>math.acos()</u>	Returns the arc cosine of a number
<u>math.acosh()</u>	Returns the inverse hyperbolic cosine of a number
<u>math.asin()</u>	Returns the arc sine of a number
<u>math.asinh()</u>	Returns the inverse hyperbolic sine of a number
<u>math.atan()</u>	Returns the arc tangent of a number in radians
<u>math.atan2()</u>	Returns the arc tangent of y/x in radians
<u>math.atanh()</u>	Returns the inverse hyperbolic tangent of a number
<u>math.ceil()</u>	Rounds a number up to the nearest integer
<u>math.comb()</u>	Returns the number of ways to choose k items from n items without repetition and order
<u>math.copysign()</u>	Returns a float consisting of the value of the first parameter and the sign of the second parameter
<u>math.cos()</u>	Returns the cosine of a number

<u>math.cosh()</u>	Returns the hyperbolic cosine of a number
<u>math.degrees()</u>	Converts an angle from radians to degrees
<u>math.dist()</u>	Returns the Euclidean distance between two points (p and q), where p and q are the coordinates of that point
<u>math.erf()</u>	Returns the error function of a number
<u>math.erfc()</u>	Returns the complementary error function of a number
<u>math.exp()</u>	Returns E raised to the power of x
<u>math.expm1()</u>	Returns $E^x - 1$
<u>math.fabs()</u>	Returns the absolute value of a number
<u>math.factorial()</u>	Returns the factorial of a number
<u>math.floor()</u>	Rounds a number down to the nearest integer
<u>math.fmod()</u>	Returns the remainder of x/y
<u>math.frexp()</u>	Returns the mantissa and the exponent, of a specified number
<u>math.fsum()</u>	Returns the sum of all items in any iterable (tuples, arrays, lists, etc.)
<u>math.gamma()</u>	Returns the gamma function at x
<u>math.gcd()</u>	Returns the greatest common divisor of two integers
<u>math.hypot()</u>	Returns the Euclidean norm
<u>math.isclose()</u>	Checks whether two values are close to each other, or not
<u>math.isfinite()</u>	Checks whether a number is finite or not
<u>math.isinf()</u>	Checks whether a number is infinite or not
<u>math.isnan()</u>	Checks whether a value is NaN (not a number) or not

<code>math.isqrt()</code>	Rounds a square root number downwards to the nearest integer
<code>math.ldexp()</code>	Returns the inverse of <code>math.frexp()</code> which is $x * (2^{**i})$ of the given numbers x and i
<code>math.lgamma()</code>	Returns the log gamma value of x
<code>math.log()</code>	Returns the natural logarithm of a number, or the logarithm of number to base
<code>math.log10()</code>	Returns the base-10 logarithm of x
<code>math.log1p()</code>	Returns the natural logarithm of 1+x
<code>math.log2()</code>	Returns the base-2 logarithm of x
<code>math.perm()</code>	Returns the number of ways to choose k items from n items with order and without repetition
<code>math.pow()</code>	Returns the value of x to the power of y
<code>math.prod()</code>	Returns the product of all the elements in an iterable
<code>math.radians()</code>	Converts a degree value into radians
<code>math.remainder()</code>	Returns the closest value that can make numerator completely divisible by the denominator
<code>math.sin()</code>	Returns the sine of a number
<code>math.sinh()</code>	Returns the hyperbolic sine of a number
<code>math.sqrt()</code>	Returns the square root of a number
<code>math.tan()</code>	Returns the tangent of a number
<code>math.tanh()</code>	Returns the hyperbolic tangent of a number
<code>math.trunc()</code>	Returns the truncated integer parts of a number

Math Constants:

Constant	Description
<code>math.e</code>	Returns Euler's number (2.7182...)
<code>math.inf</code>	Returns a floating-point positive infinity
<code>math.nan</code>	Returns a floating-point NaN (Not a Number) value
<code>math.pi</code>	Returns PI (3.1415...)
<code>math.tau</code>	Returns tau (6.2831...)

The **`math.sqrt()`** method for example, returns the square root of a number:

```
import math

x = math.sqrt(64)

print(x)
```

The **`math.pi`** constant, returns the value of PI (3.14...):

```
import math

x = math.pi

print(x)
```

Exercise 3

Write a Python program to calculate the following expressions:

a. $\frac{\sin \pi + \cos \pi}{\tan \pi / 4}$

b. $\ln e^2 + \log_{10} 1000 + \log_2 8 + \log_5 125$

Homework

Do the examples of all math functions and constants of the above section 13.2.

14. References

- Python Tutorial on the W3schools website: <https://www.w3schools.com/python/default.asp>
- Python Tutorial on the Tutorials Point website:
<https://www.tutorialspoint.com/python/index.htm>

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