



# Intro to Python

By Craig Sakuma

# Introductions

## **Craig Sakuma**

- Founder of QuantSprout
- General Assembly Instructor for Data Science
- Wharton MBA
- Northwestern University B.Eng

## Fun Fact

Developed a novelty  
BBQ product that  
was featured in USA  
Today



# Class Introductions

- Name
- What's your job?
- How do you plan to apply skills your Python skills?
- Fun Fact

# Objectives for Class

- Build strong foundation of Python
- Remove barriers/frustration
- Enable you to approach more advanced topics
  - Data Analytics
  - Web Development
  - Machine Learning

**HAVE FUN!**

# Course Structure

- Lectures on topics
  - Interaction is good
  - Feel free to ask questions
  - If there's not enough time to cover questions, we'll put it in a parking lot for after class
- Hands on exercises
  - Pair programming
  - Mix up partners

# Schedule

Time	Topic
10:00 – 10:30	Overview of Python
10:30 – 12:30	Python Fundamentals
12:30 – 1:30	Lunch
1:30 – 2:30	If Statements
2:30 – 3:00	Lists, Tuples and Dictionaries
3:00 – 3:15	Break
3:15 – 4:00	For Loops
4:00 – 4:30	Importing Packages
4:30 – 5:00	Additional Resources

# Why Python?

- Readability
- Dynamic typing
- Supports multiple programming paradigms
  - Object oriented
  - Functional
  - Procedural

**Libraries of Tools for Data Analysis**



# What is Anaconda?

- Distribution of Python and commonly used libraries of tools
- Easier than individually installing many libraries
- Ensures the versions of each library are compatible with each other

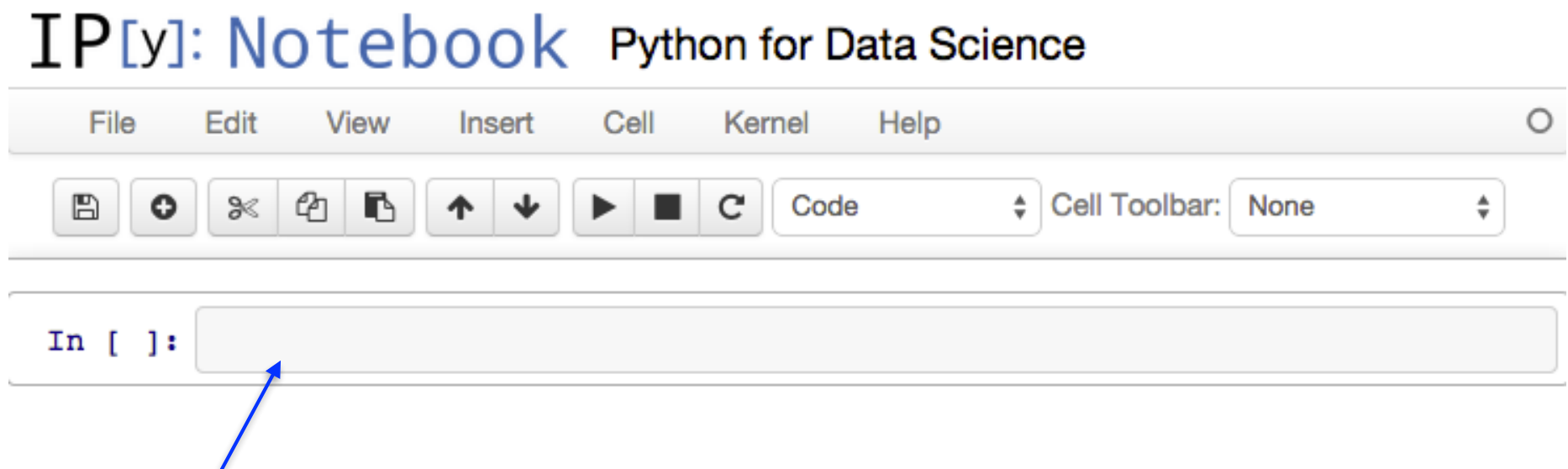
# How to Interact with Python

There are several ways to interact with python

- Python Command Line
- Operating System Command Line
- iPython
- iPython Notebook

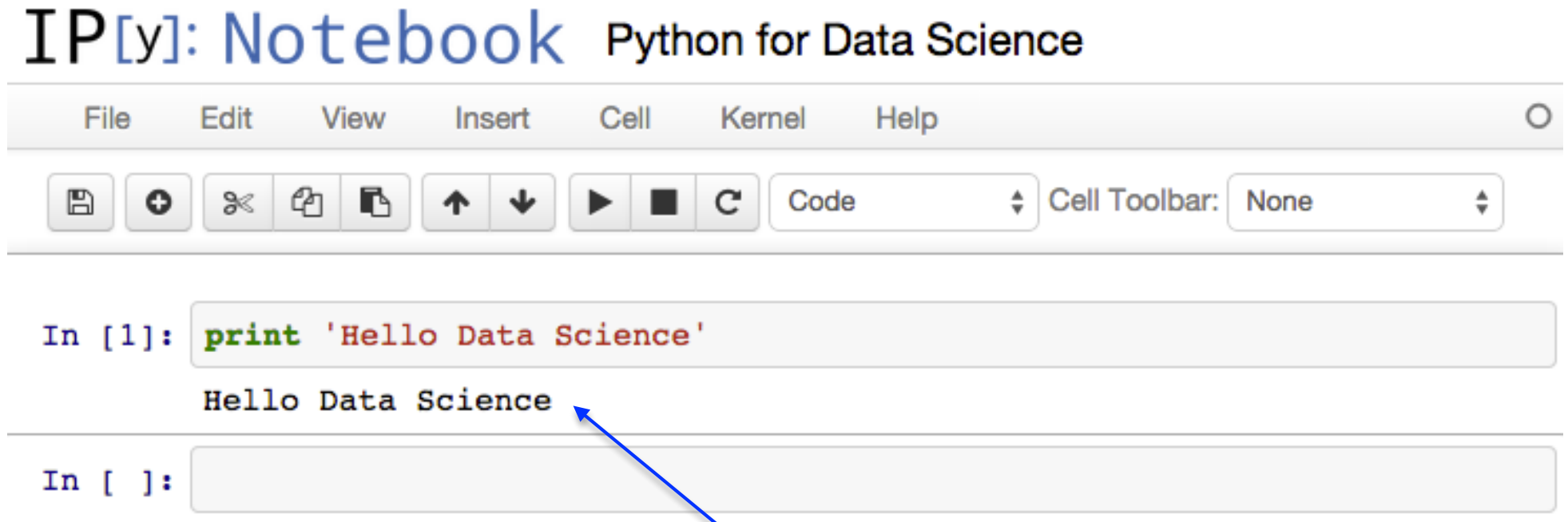
**We'll be using iPython Notebooks**

# iPython Notebook Basics



Enter code here

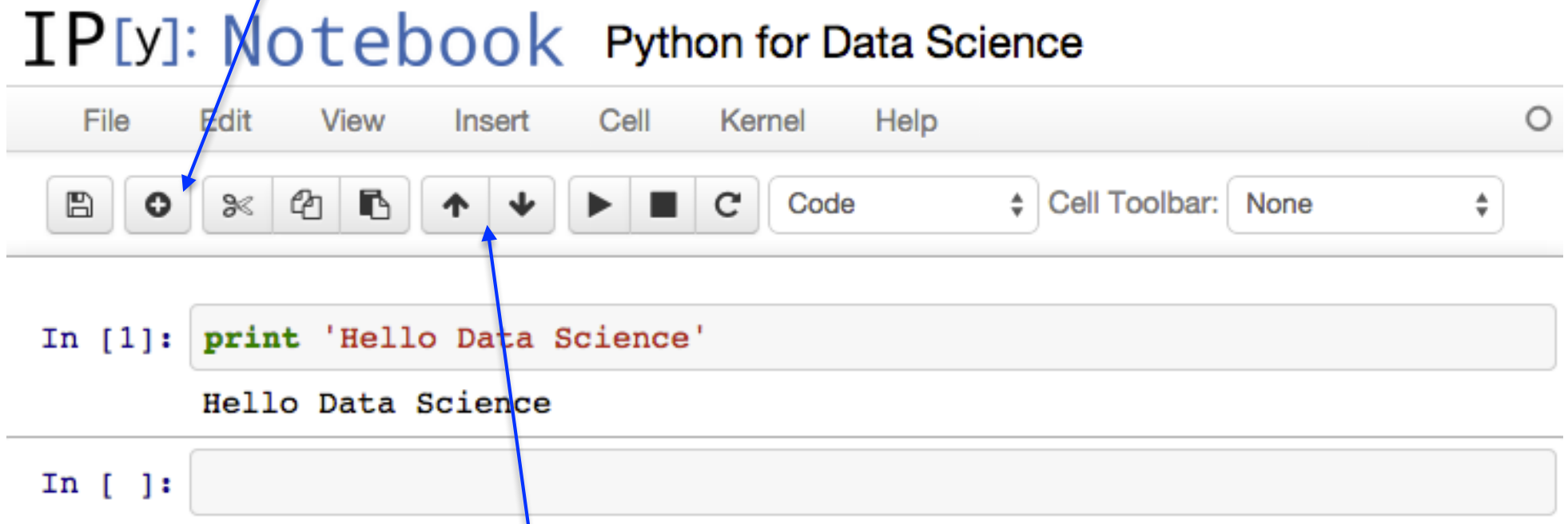
# iPython Notebook Basics



Shift + Enter runs code  
and returns results

# iPython Notebook Basics

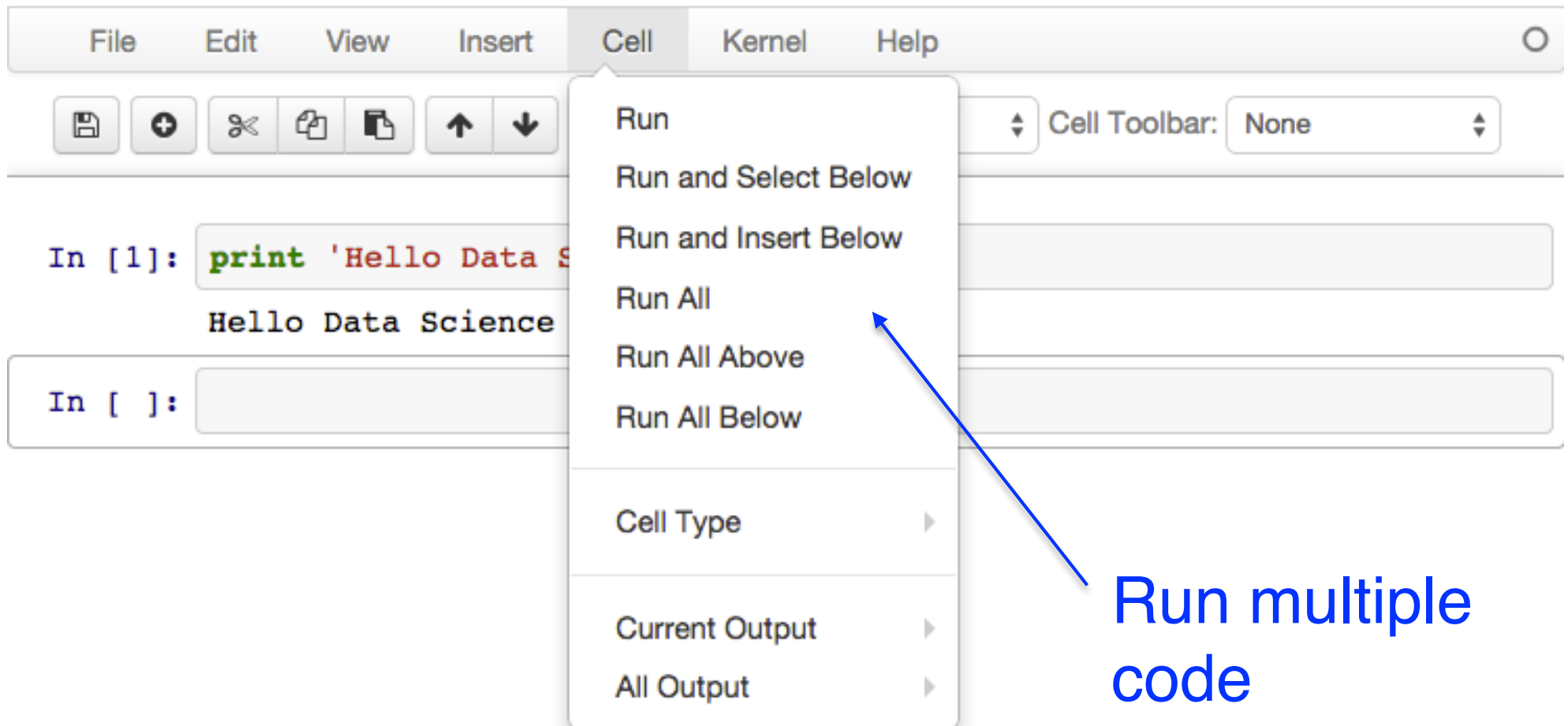
Add more code blocks



Re-order code blocks

# iPython Notebook Basics

IP[y]: Notebook Python for Data Science



The screenshot displays the IPython Notebook interface. At the top, there is a menu bar with 'File', 'Edit', 'View', 'Insert', 'Cell', 'Kernel', and 'Help'. Below the menu bar is a toolbar with icons for saving, adding cells, cutting, copying, pasting, and navigating between cells. The main area shows two code cells. The first cell contains the code `print 'Hello Data Science'` and has executed, showing the output 'Hello Data Science'. The second cell is empty. The 'Cell' menu is open, showing options: 'Run', 'Run and Select Below', 'Run and Insert Below', 'Run All', 'Run All Above', 'Run All Below', 'Cell Type', 'Current Output', and 'All Output'. A blue arrow points from the text 'Run multiple code blocks' to the 'Run All' option in the menu.

File Edit View Insert Cell Kernel Help

Cell Toolbar: None

In [1]: `print 'Hello Data Science'`  
Hello Data Science

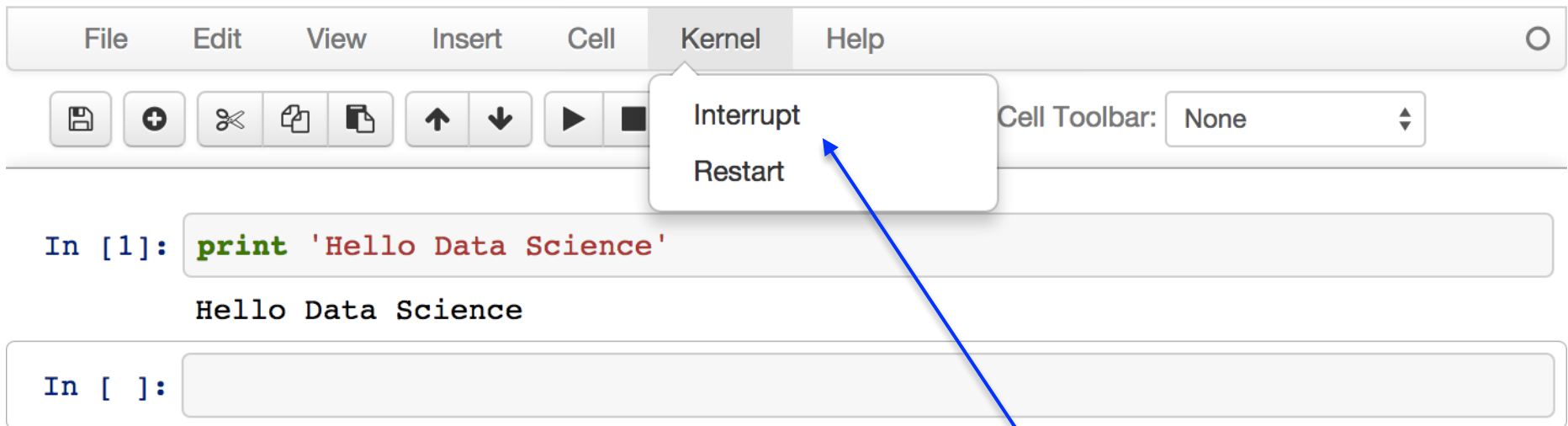
In [ ]:

Run  
Run and Select Below  
Run and Insert Below  
Run All  
Run All Above  
Run All Below  
Cell Type  
Current Output  
All Output

Run multiple  
code  
blocks

# iPython Notebook Basics

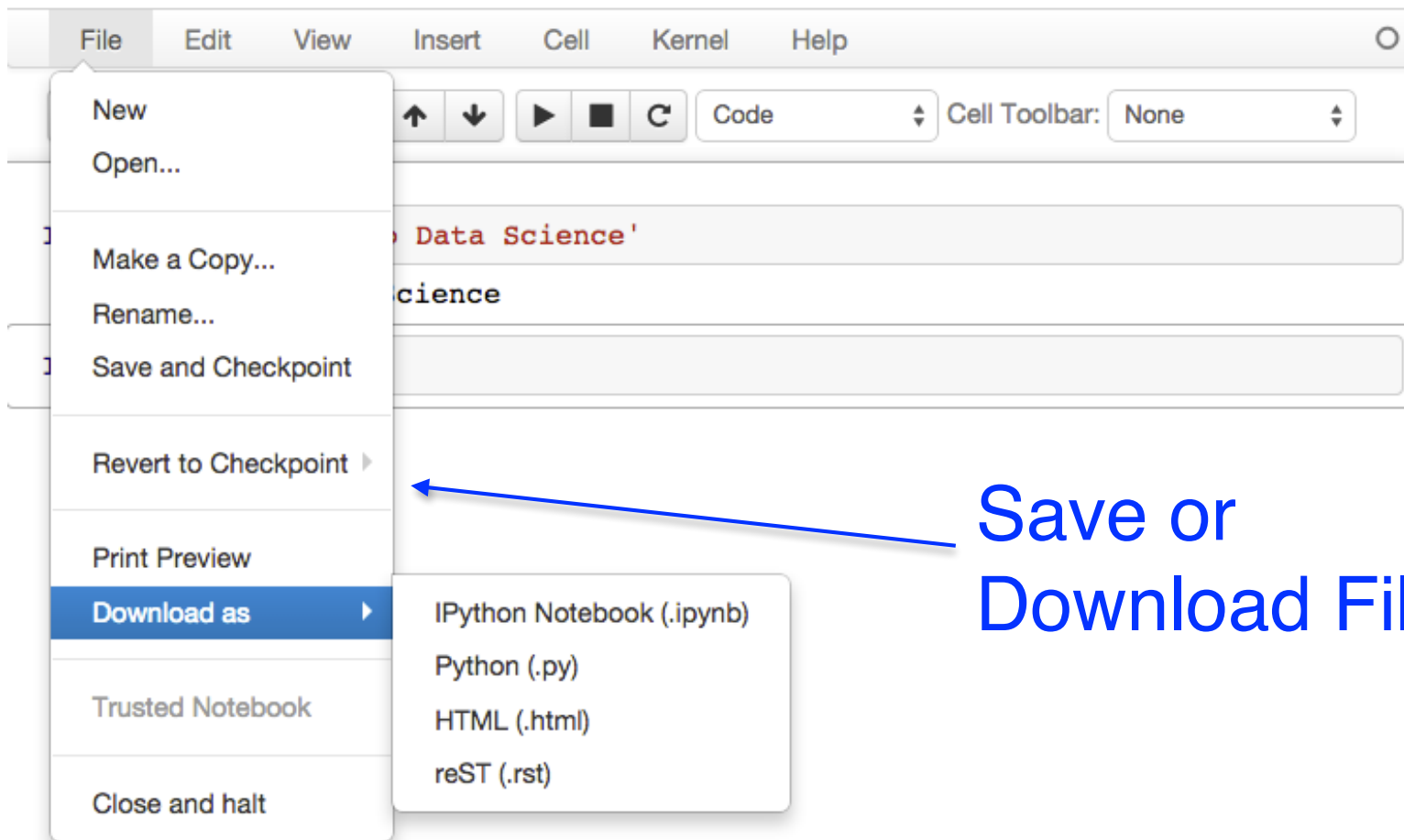
IP[y]: Notebook Python for Data Science



Restart  
Notebook to  
Clear Memory

# iPython Notebook Basics

IP[y]: Notebook Python for Data Science

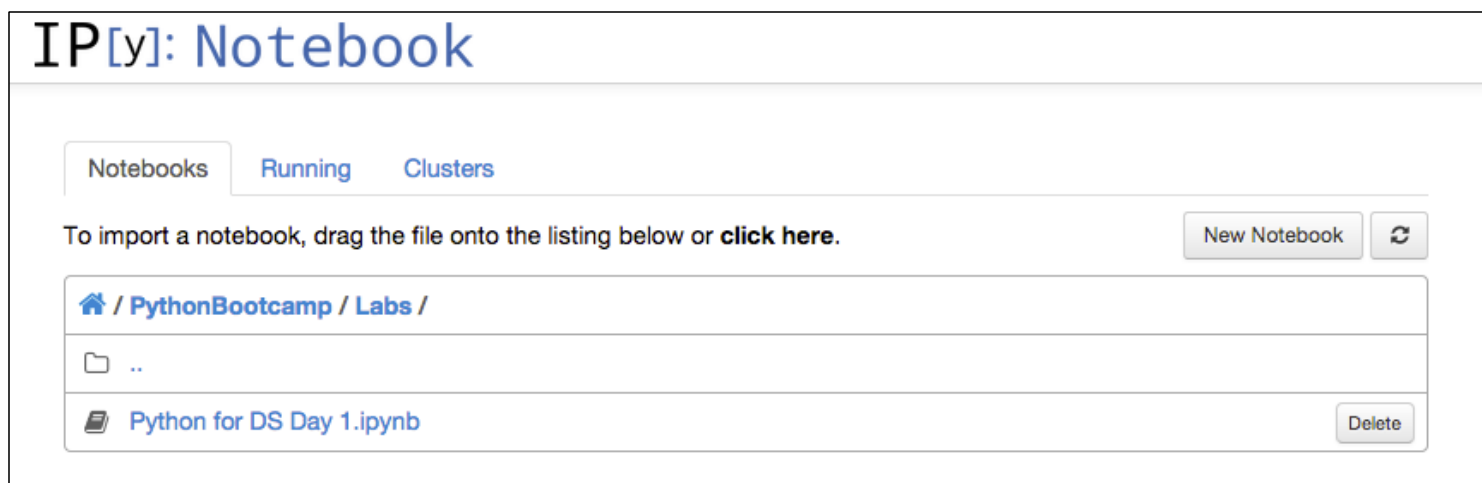


Save or  
Download File



# Set Up for iPython Notebooks

- Create a folder on your Desktop Called “intro\_python”
- Copy the files from my emails into the folder
- Open your terminal/command prompt and launch ipython notebook
- Open the Python Fundamentals.ipynb File



# Write Your First Python Code

Type in the first code block:

```
print "Hello Data Science"
```

Press Shift + Enter

# Data Types

- **Numeric Types**
  - Integer (whole numbers)
  - Float (includes decimals)
  - Boolean (True/False)
- **Strings**
  - Text
  - Must be in single or double quotes

Python has a function to return data type:  
`type(<value>)`

# Try Data Types

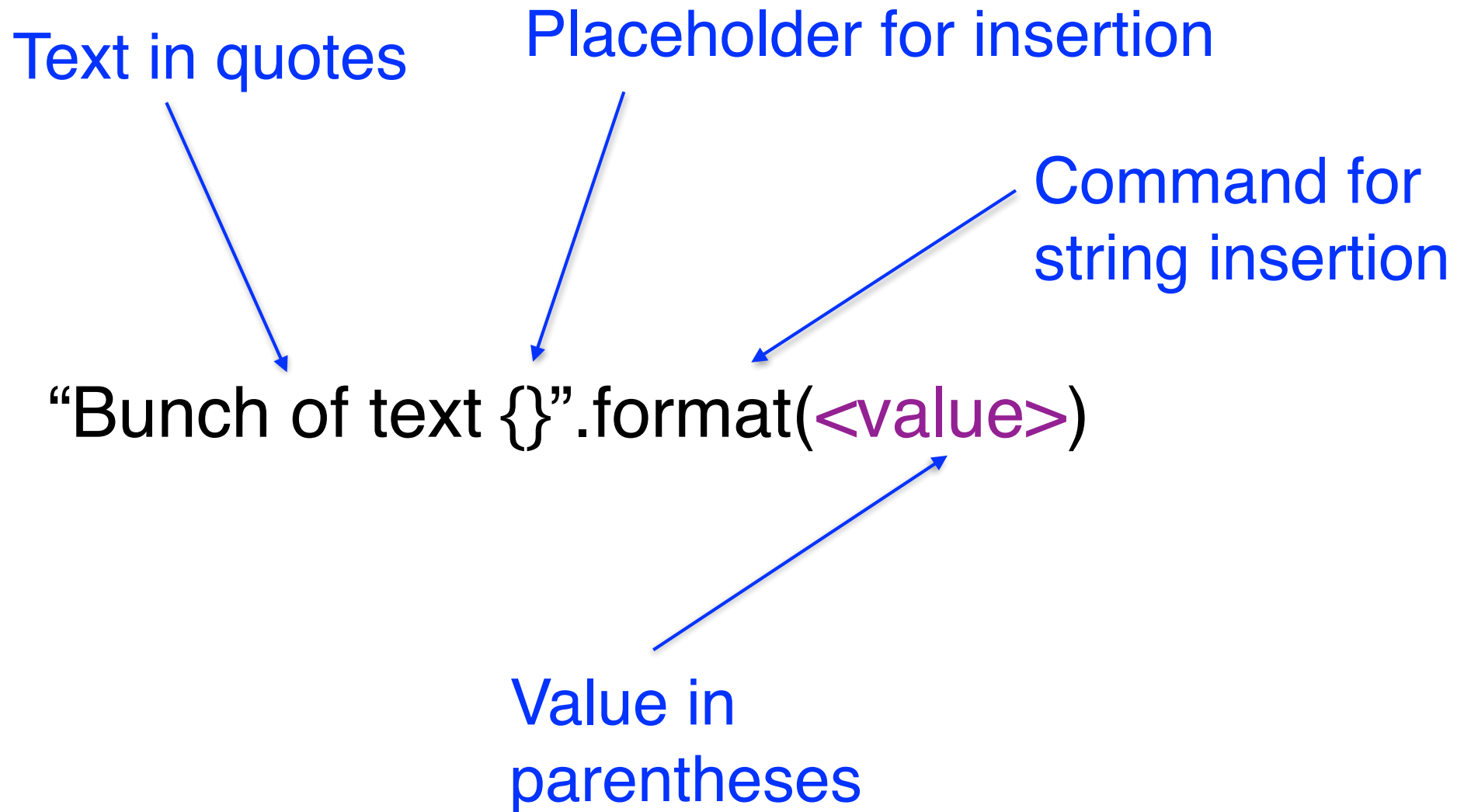
```
type(1)
```

```
type(2.5)
```

```
type(True)
```

```
type('string')
```

# String Insertion Syntax



# Try Basic String Insertion

```
“My name is {}".format(‘Craig’)
```

```
name = “Waldo”
```

```
“Where in the world is {}".format(name)
```

# Multiple Insertions

Multiple insertions require values in the brackets

```
place = "SF"
```

```
"{0} is in {1}".format(name, place)
```

What happens when you change the order of the variables?

# Using Names in Insertions

Names can be used in brackets

Easier to read but more verbose

```
"{nm} is in {pl}".format(nm=name, pl=place)
```

```
"I love {pl}. I love {pl}!".format(pl=place)
```



# Basic Math

Some operators are pretty obvious

$$5 + 5$$

$$3 * 7$$

# Basic Math

Some are less intuitive

```
print "Hello " + "World"
```

```
10 % 4 # modulo
```

```
10 ** 2 # exponent
```

```
1E3 + 1E-3 # exponent base 10
```

# Variables

- Variables are objects that hold values
- Name variable using letters, numbers and underscore
- Special characters can't be used for naming variables (e.g., [ , \*, @)
- Python commands can't also be used as variable names
- Assign values to variables using single =
- You can re-assign values to variables

# Assign Values to Variables

Create a few variables

$$x = 10$$

$$y = 5$$

$$z = 4$$

Try math with variables

$$x - y$$

$$x * y$$

# Data Types in Math

Try dividing two integers

$$x / z$$

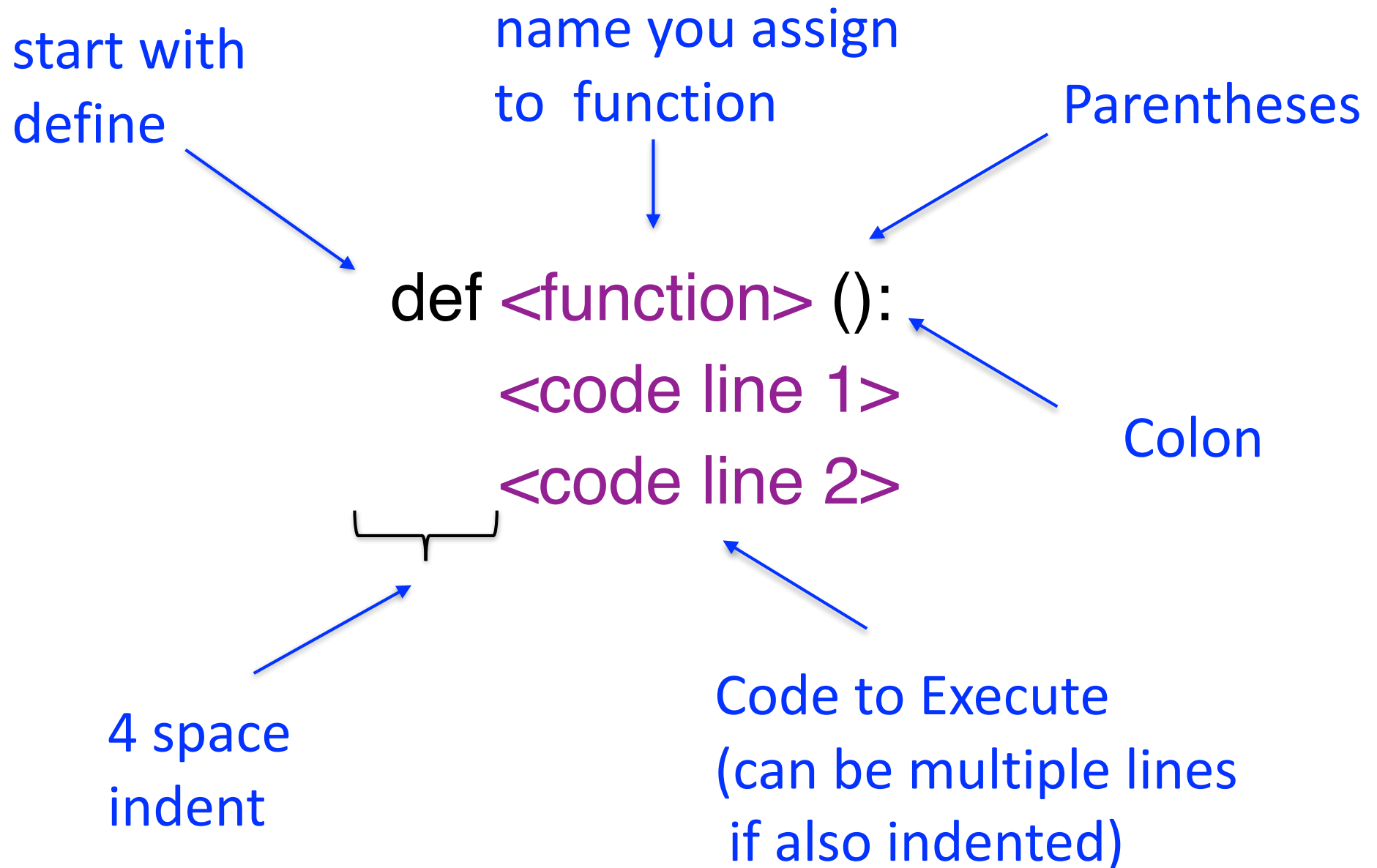
Now try using one float

$$x / 4.0$$

# Functions

- Reusable snippets of code
- Define the function once
- Call the function to execute your code as many times as you like
- Can receive inputs and return results

# Function Syntax



# Create a simple function

Write a function

```
def simplestFunction():  
    print "I made a function"
```

Call the function

```
simplestFunction()
```



# Function with Input

Write a function that requires an input

```
def square(x):  
    return x ** 2
```

Call the function

```
square(5)
```

# Line Continuation

- Sometimes code gets too long to write on one line
- Python automatically recognizes line continuation in specific cases like commas
- Backslashes ( \ ) can be used to continue line of code

# Line Continuation

## Line continuation with commas

```
numbers = [1, 2, 3,  
           4, 5, 6,  
           7, 8, 9]  
print numbers
```

## Backslash for line continuation

```
long_string = 'This is a really, really, really ' \  
              + 'long sentence'  
print long_string
```

# Instructions for Exercises

- Pair programming
  - Using only one computer
  - Take turns typing
  - Collaborate on solutions
- Save Examples for Future Reference
  - Add notes using # Comments
- Error Tracking
  - Create a text file to keep notes on your errors
- Trouble-shooting References
  - Online documentation
  - Stackoverflow / Google

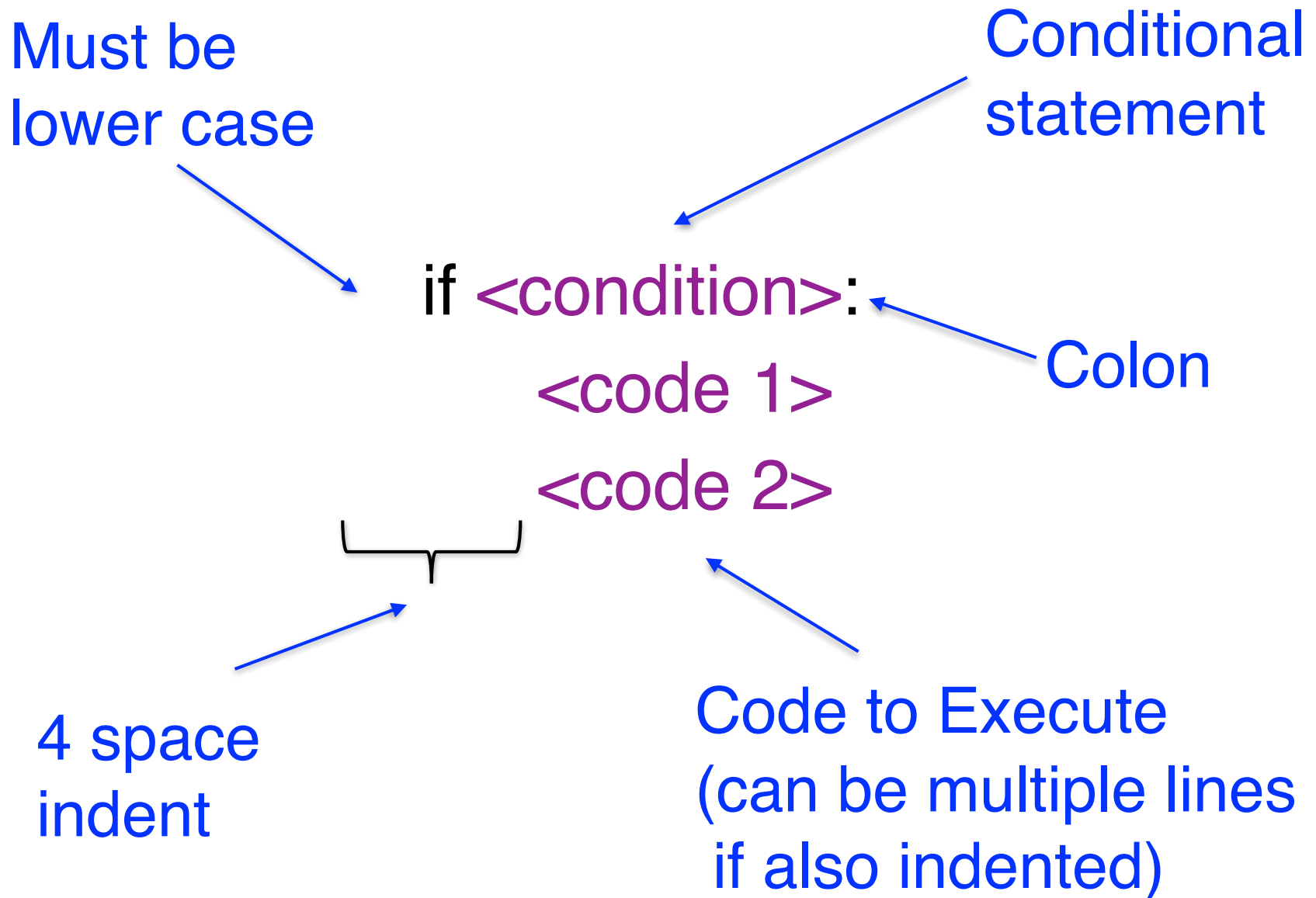
# Exercise

1. Create a function that converts Celsius to Fahrenheit. Results should be accurate to at least one decimal point.
2. Update your function to return a sentence (string type) with the Celsius and Fahrenheit values inserted into the string.

# If Statements

- Used to execute commands when defined conditions are met
- Contains a conditional statement that has a True/False value
- If statement is True then a series of commands will be executed
- If the statement is False then commands are skipped

# If Statements Syntax



# Conditional Statements

**$a == b$**

***Equal***

**$a != b$**

***Not Equal***

**$a > b$**

***Greater Than***

**$a >= b$**

***Greater Than or Equal***

**$a <= b$**

***Less Than or Equal***



# Multiple Conditions

***True and True = True***

***True & False = False***

} and, & are  
interchangeable

***True or False = True***

***False | False = False***

} or, | are  
interchangeable

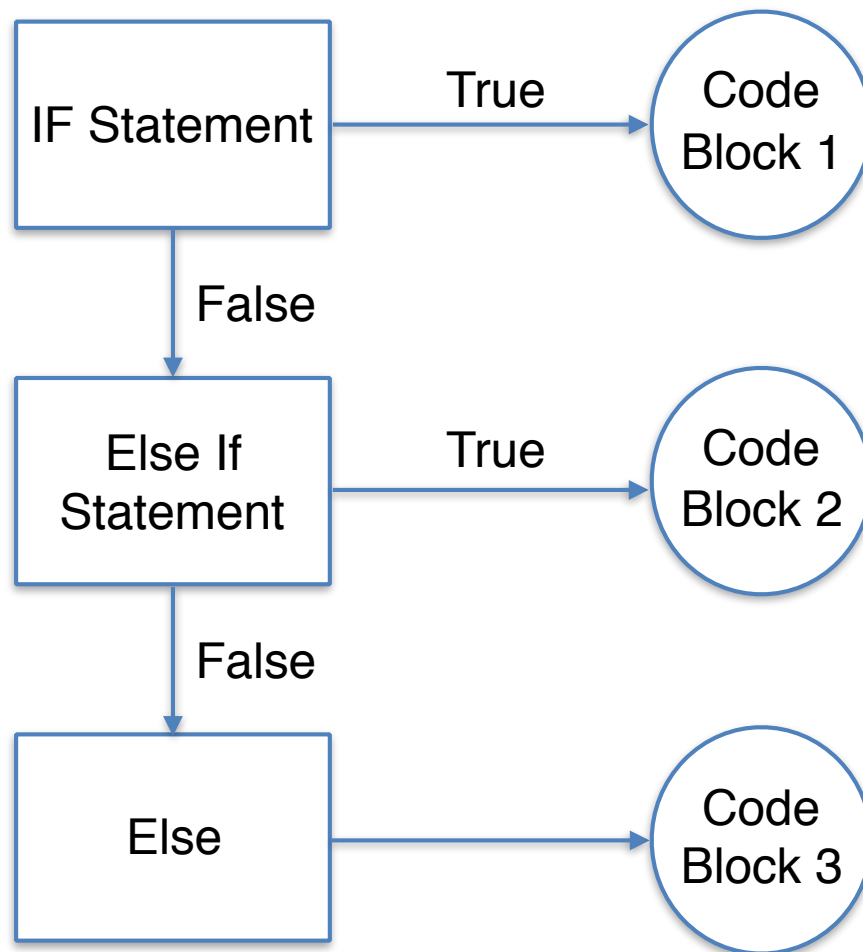
# If Statement

Write a simple if statement

```
x = 3  
if x > 0:  
    print x
```

# Else and Else If

Allow additional conditions and actions



Executes First True Statement

Else is catch all and must be at the end

# Else If Statement

If statement with Else If

```
x = 3
if x > 0:
    print "{} is a positive number".format(x)
elif x < 0:
    print "{} is a negative number".format(x)
else:
    print "x equals 0"
```

# Exercise

1. Create a function that checks the type of an input and returns True if the input is numeric (float or integer) or a False if it is another data type.
2. Update your temperature function from the Python Fundamentals exercise to return an error message if a string is entered instead of a number

# Lists, Tuples and Dictionaries

- Python has built-in objects that can hold multiple values
- Can be assigned to variables
- Has built-in methods
- Methods are functions for object

# Lists

- Lists are ordered data containers
- Lists are defined with square brackets [ ]
- They can contain any type of objects
  - Mix of data types (e.g., integer, string, float)
  - Lists can even contain other lists
- Lists are mutable (you can edit them)
- Uses index to reference items in lists
- Lists can be empty

# List Basics

Use brackets to define list

```
x = [1, 'b', True]
```

Use index position to reference items

```
print x[2]
```

Reassign values in a list

```
x[1] = 'a'  
print x
```



# Indexing Lists

Create list of lists

```
a = [[1,2,3], 4, 5]
```

Use multiple indexes for lists within lists

```
print a[0][1]
```

Index from the end of the list

```
print a[-1]
```

# Appending and Indexing

Append an item to a list

```
a.append('one more item')  
print a
```

Reference multiple items in a list

```
print a[2:4]
```

Open ended indexes go to the ends of lists

```
print a[:3]
```

# Tuples

- Tuples are similar to lists
- Tuples are defined using parentheses ( )
- Only difference is that tuples are immutable (you can't change them)
- Tuples with single value must have a comma (1,)

# Tuple Basics

Use parentheses to define tuple

```
y = (1, 'a', 2.5)  
print y
```

Use index position to reference items

```
print y[0]
```

Try reassigning values in a tuple

```
y[0] = 2
```

# Dictionaries

- Dictionaries are collections of key-value pairs
- Dictionaries are indicated by curly braces { }
- Values are looked up by key
- Dictionaries are unordered

# Dictionary Basics

## Create a dictionary

```
info = {'name': 'Bob', 'age': 54, 'kids': ['Henry', 'Phil']}  
print info
```

## Use key to reference a value

```
print info['name']
```

## Change the value for a key-pair

```
info['age'] = 55  
print info
```

# Dictionary Methods

View all keys

```
info.keys()
```

View all values

```
info.values()
```

Check if a key exists

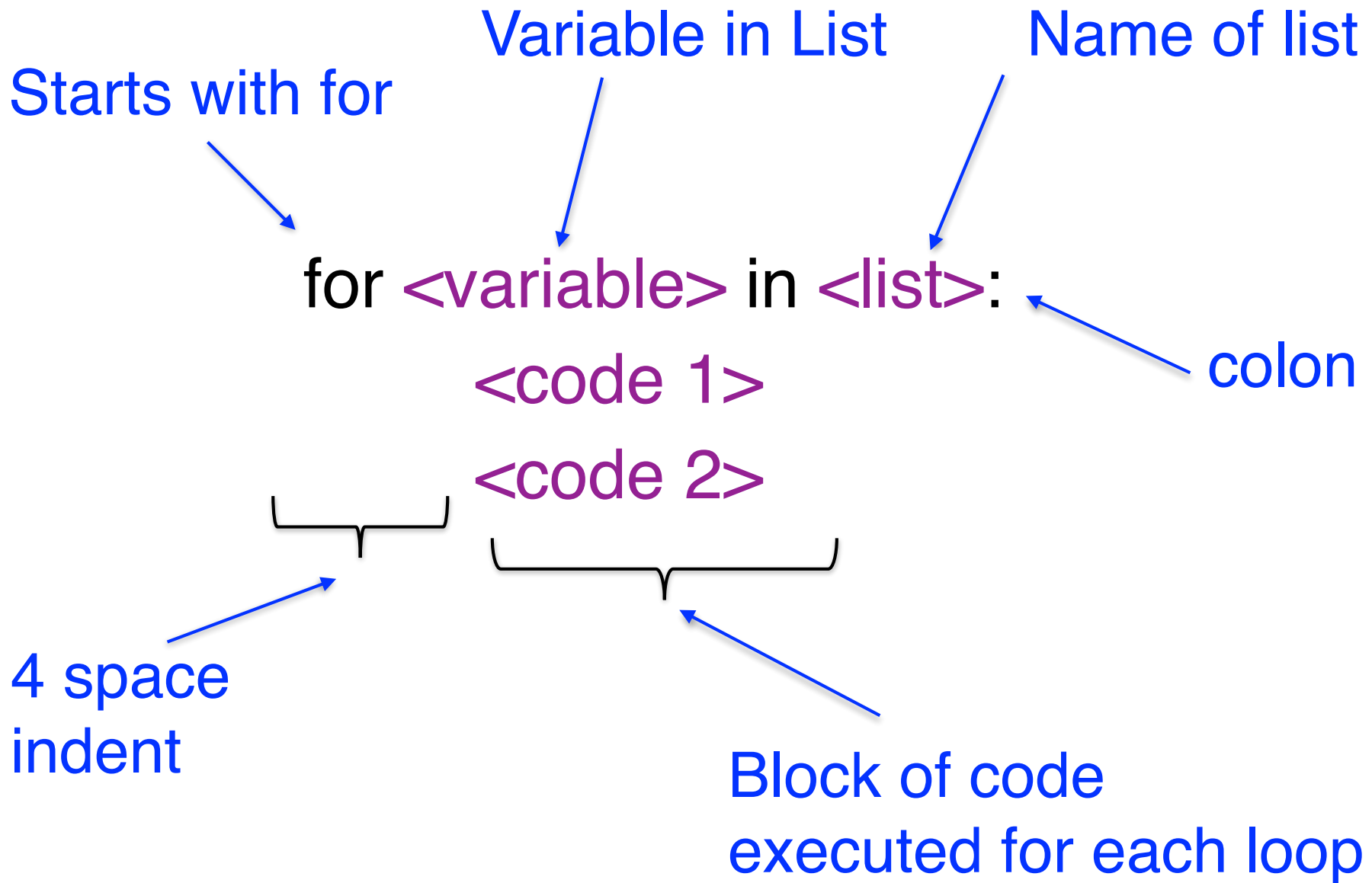
```
info.has_key('age')
```

# For Loops

- Iterates through multiple values
- Commonly used to process values in a list
- Loop of code is executed for each item



# For Loop Syntax



# Functions Used with For

**range(<integer>)**

- Creates list of integers
- Starts with zero and each subsequent value is incremented by 1
- Returns list with length = input integer
- Last item in list is input -1 since list starts with zero

# Basic For Loops

Create basic for loop

```
for x in [1,2,3]:  
    print x
```

Create a for loop with range

```
for x in range(10):  
    print x
```

# For Loop with Multiple Values

Create for loop with multiple values

```
for x, y in [[1, 4], [2, 5], [3, 6]]:  
    print x * y
```

# For Loops with Empty List

Capture the all the results of a for loop

```
results = []  
for x in [1,2,3]:  
    squared = x ** 2  
    results.append(squared)  
  
print results
```

# Exercise

1. Create a function that receives a list of numbers as an input, adds 1 to each number and returns the results as a list
2. Update your temperature conversion function from the Python Fundamentals exercise to accept a list of Celsius temperatures and return a list of Fahrenheit temperatures

## **Bonus:**

Add error handling to your temperature conversion function.

# Python Packages

- Data analytics packages are what make python so powerful
- Packages are just files of python code
- Importing packages allow you to use the functions from these files
- Most packages have online documentation and code examples

# Common Packages for Data Science

Package	Usage
<b>numpy</b>	Scientific computing
<b>pandas</b>	Data slicing and manipulation
<b>datetime</b>	Manage date and time formats
<b>matplotlib</b>	Creating charts and graphs
<b>scikit-learn</b>	Machine learning
<b>statsmodels</b>	Statistics



# Importing Packages

- Plain import statement:  
`import <package name>`
- Use a nickname:  
`import <package name> as <nickname>`
- Import a subset of the package:  
`from <package> import <function>`
- Avoid this technique, because it can create namespace conflicts  
`from <package> import *`

# Import Packages

Let's import a package

```
import datetime as dt
```

Type `datetime.` and press `tab`. Highlight `time` and press `enter`. Hit `shift-tab`

```
dt.
```

Use a function from the `datetime` package

```
print dt.time(1)
```

# Datetime Package

Use the now function to get the current datetime stamp.

```
ts_now = dt.datetime.now()  
print ts_now
```

Extract the day from the timestamp

```
print ts_now.day
```

# Datetime Package

Extract some other datetime elements

```
print ts_now.year  
print ts_now.month  
print ts_now.minute  
print ts_now.second
```

Create a timestamp for Christmas

```
ts_xmas = dt.datetime(2015,12,25)  
print ts_xmas
```

# Datetime Documentation

## Table Of Contents

8.1. `datetime` — Basic date and time types

- 8.1.1. Available Types
- 8.1.2. `timedelta` Objects
- 8.1.3. `date` Objects
- 8.1.4. `datetime` Objects
- 8.1.5. `time` Objects
- 8.1.6. `tzinfo` Objects
- 8.1.7. `strftime()` and `strptime()` Behavior

## Previous topic

8. Data Types

## Next topic

8.2. `calendar` — General calendar-related functions

## This Page

[Report a Bug](#)  
[Show Source](#)

## Quick search

Enter search terms or a module, class or function name.

## 8.1.4. `datetime` Objects

A `datetime` object is a single object containing all the information from a `date` object and a `time` object. Like a `date` object, `datetime` assumes the current Gregorian calendar extended in both directions; like a `time` object, `datetime` assumes there are exactly 3600\*24 seconds in every day.

Constructor:

```
class datetime.datetime(year, month, day[, hour[, minute[, second[, microsecond[, tzinfo]]]])
```

The year, month and day arguments are required. `tzinfo` may be `None`, or an instance of a `tzinfo` subclass. The remaining arguments may be ints or longs, in the following ranges:

- `MINYEAR <= year <= MAXYEAR`
- `1 <= month <= 12`
- `1 <= day <= number of days in the given month and year`
- `0 <= hour < 24`
- `0 <= minute < 60`
- `0 <= second < 60`
- `0 <= microsecond < 1000000`

If an argument outside those ranges is given, `ValueError` is raised.

Other constructors, all class methods:

```
classmethod datetime.today()
```

Return the current local `datetime`, with `tzinfo` `None`. This is equivalent to `datetime.fromtimestamp(time.time())`. See also `now()`, `fromtimestamp()`.

# Timedelta Documentation

## Table Of Contents

8.1. `datetime` — Basic date and time types

- 8.1.1. Available Types
- 8.1.2. `timedelta` Objects
- 8.1.3. `date` Objects
- 8.1.4. `datetime` Objects
- 8.1.5. `time` Objects
- 8.1.6. `tzinfo` Objects
- 8.1.7. `strftime()` and `strptime()` Behavior

## Previous topic

8. Data Types

## Next topic

8.2. `calendar` — General calendar-related functions

## This Page

[Report a Bug](#)  
[Show Source](#)

## Quick search

Enter search terms or a module, class or function name.

## 8.1.2. `timedelta` Objects

A `timedelta` object represents a duration, the difference between two dates or times.

```
class datetime.timedelta([days[, seconds[, microseconds[, milliseconds[, minutes[, hours[, weeks]]]]]]])
```

All arguments are optional and default to 0. Arguments may be ints, longs, or floats, and may be positive or negative.

Only *days*, *seconds* and *microseconds* are stored internally. Arguments are converted to those units:

- A millisecond is converted to 1000 microseconds.
- A minute is converted to 60 seconds.
- An hour is converted to 3600 seconds.
- A week is converted to 7 days.

and days, seconds and microseconds are then normalized so that the representation is unique, with

- `0 <= microseconds < 1000000`
- `0 <= seconds < 3600*24` (the number of seconds in one day)
- `-999999999 <= days <= 999999999`

If any argument is a float and there are fractional microseconds, the fractional microseconds left over from all arguments are combined and their sum is rounded to the nearest microsecond. If no argument is a float, the conversion and normalization processes are exact (no information is lost).

If the normalized value of days lies outside the indicated range, `OverflowError` is raised.

Note that normalization of negative values may be surprising at first. For example,

```
>>> from datetime import timedelta
>>> d = timedelta(microseconds=-1)
>>> (d.days, d.seconds, d.microseconds)
(-1, 86399, 999999)
```

>>>

# Timedeltas

Do math with the timestamps

```
ts_diff = ts_xmas - ts_now  
print ts_diff  
print type(ts_diff)
```

# Strptime Function

Converts string to datetime

Starts with function

String to be converted

`dt.datetime.strptime( <string> , <format> )`

Format Examples:

%Y    Year

%m    Month

%d    Day

Format of string in quotes  
(e.g., “%Y-%m-%d”)



# Strptime Function

Convert a string to datetime format

```
date_str = "01-10-2015"  
date_ts = dt.datetime.strptime(date_str,  
                                "%m-%d-%Y")  
print date_ts  
print type(date_ts)
```

# Strptime Documentation

## Table Of Contents

8.1. `datetime` — Basic date and time types

- 8.1.1. Available Types
- 8.1.2. `timedelta` Objects
- 8.1.3. `date` Objects
- 8.1.4. `datetime` Objects
- 8.1.5. `time` Objects
- 8.1.6. `tzinfo` Objects
- 8.1.7. `strptime()` and `strftime()` Behavior

## Previous topic

8. Data Types

## Next topic

8.2. `calendar` — General calendar-related functions

## This Page

[Report a Bug](#)  
[Show Source](#)

## Quick search

Enter search terms or a module, class or function name.

Directive	Meaning	Example	Notes
%a	Weekday as locale's abbreviated name.	Sun, Mon, ..., Sat (en_US); So, Mo, ..., Sa (de_DE)	(1)
%A	Weekday as locale's full name.	Sunday, Monday, ..., Saturday (en_US); Sonntag, Montag, ..., Samstag (de_DE)	(1)
%w	Weekday as a decimal number, where 0 is Sunday and 6 is Saturday.	0, 1, ..., 6	
%d	Day of the month as a zero-padded decimal number.	01, 02, ..., 31	
%b	Month as locale's abbreviated name.	Jan, Feb, ..., Dec (en_US); Jan, Feb, ..., Dez (de_DE)	(1)
%B	Month as locale's full name.	January, February, ..., December (en_US); Januar, Februar, ..., Dezember (de_DE)	(1)
%m	Month as a zero-padded decimal number.	01, 02, ..., 12	
%y	Year without century as a zero-padded decimal number.	00, 01, ..., 99	
%Y	Year with century as a decimal number.	1970, 1988, 2001, 2013	
%H	Hour (24-hour clock) as a zero-padded decimal number.	00, 01, ..., 23	
%I	Hour (12-hour clock) as a zero-padded decimal number.	01, 02, ..., 12	
%p	Locale's equivalent of either AM or PM.	AM, PM (en_US); am, pm (de_DE)	(1), (2)
%M	Minute as a zero-padded decimal number.	00, 01, ..., 59	
%S	Second as a zero-padded decimal number.	00, 01, ..., 59	(3)
%f	Microsecond as a decimal number, zero-padded on the left.	000000, 000001, ..., 999999	(4)
%z	UTC offset in the form +HHMM or -HHMM (empty string if the object is naive).	(empty), +0000, -0400, +1030	(5)
%Z	Time zone name (empty string if the object is naive).	(empty), UTC, EST, CST	
%j	Day of the year as a zero-padded decimal number.	001, 002, ..., 366	
%U	Week number of the year (Sunday as the first day of the week) as a zero padded decimal number. All days in a new year preceding the first Sunday are considered to be in week 0.	00, 01, ..., 53	(6)

# Strftime Function

Convert a datetime object to a string

```
new_date_str = dt.datetime.strftime(  
    ts_now,"%H:%M:%S %m-%d-%Y")  
print new_date_str
```

# Exercise

1. Create a variable called future with a datetime value of January 15, 2016 at 5:30pm
2. Create a variable with a timedelta equal to the difference between future and now
3. Print the number of seconds from the timedelta

## **Bonus:**

Try converting strings to datetime objects and datetime objects back to strings. What are some interesting datetime formats you can find in the documentation?

# Coding Best Practices

## PEP-8 Style Guide

- <https://www.python.org/dev/peps/pep-0008/>
- maximum line length of 79 characters
- indentation
- line continuation
- commenting

**Hard to Use at First But Review Once a Month and You'll Incrementally Improve**

# Functional Programming

- Popular programming technique for data science
- Build a set of tools that you can reuse - great way to practice
- Functional programs should only take inputs and provide outputs
- Complex programs can be broken down as a collection of smaller functions
- Easier to test than large complex programs

# Coding Best Practices

## Documentation

- Write a simple description of your functions in first line after defining function
- Include descriptions of each input parameter and return value (e.g., name, description, data type)
- Use intuitive variable names

# Debugging Tips

- Test early and often
- print command is your best friend
- Identify common mistakes and use as checklist for debugging
- Use google and stackoverflow
- Check documentation
- Ask for help



# Next Steps

- Practice, Practice, Practice
  - Find a fun project
  - Get a pair programming buddy
  - Don't Be Afraid to Ask for Help
- Join a Python Meetup
  - San Francisco Python
  - Bay Area Python Interest Group (BayPIGgies)
- Keep Learning
  - Pycon videos on YouTube
  - Python for Data Science Bootcamp
- Keep in Touch



[yelp.com/biz/quantSprout-san-francisco](https://www.yelp.com/biz/quantSprout-san-francisco)