Python

- easy to learn, powerful programming language.
- has efficient high-level data structures and a simple but effective approach to object-oriented programming.
  - elegant syntax
  - dynamic typing
  - interpreted nature,

Whetting Your Appetite

- You could write a Unix shell script or Windows batch files for some tasks, but:
  - Shell scripts are best at moving around files and changing text data, not well-suited for GUI applications or games.
- You could write a C/C++/Java program, but:
  - It can take a lot of development time to get even a first-draft program.

Python

- Simpler to use
- Available on Windows, Mac OS X, and Unix
- Help you get the job done more quickly
- Split your program into modules that can be reused
- Python is an interpreted language:
  - Save you considerable time during program development because no compilation and linking is necessary.
  - Interpreter can be used interactively

Python

- Python is *extensible*: if you know how to program in C it is easy to add a new built-in function or module to the interpreter,
- Named after the BBC show “Monty Python’s Flying Circus” and has nothing to do with reptiles.

Using the Python Interpreter

- Python interpreter is usually installed as /usr/local/bin/python
- Invoking the Interpreter `python`
  - A second way of starting the interpreter is python -c command [arg] ..., which executes the statement(s) in *command*
  - Some Python modules are also useful as scripts. These can be invoked using python -m module [arg] ..., which executes the source file for *module*

Using Python Interpreter

- Argument Passing
- Interactive Mode

```
python
Python 2.7 (#1, Feb 28 2010, 00:02:06)
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

```
>>> the_world_is_flat = 1
>>> if the_world_is_flat:
...     print "Be careful not to fall off!"
...
Be careful not to fall off!
```

- Error Handling

Executable Python Scripts

```
#! /usr/bin/env python
```

```
$ chmod +x myscript.py
```

Source Code Encoding

- It is possible to use encodings different than ASCII in Python source files.
- The best way to do it is to put one more special comment line right after the #! line to define the source file encoding:

```
# -*- coding: iso-8859-15 -*-

currency = u"€"
print ord(currency)
```

Informal Introduction

```
# this is the first comment
SPAM = 1                 # and this is the second comment
                         # ... and now a third!
STRING = "# This is not a comment."
```

Using Python as a Calculator

```
>>> 2+2
4
>>> # This is a comment
... 2+2
4
>>> 2+2  # and a comment on the same line as code
4
>>> (50-5*6)/4
5
>>> # Integer division returns the floor:
... 7/3
2
>>> 7/-3
-3
```

Numbers

```
>>> width = 20
>>> height = 5*9
>>> width * height
900
```

```
>>> x = y = z = 0  # Zero x, y and z
>>> x
0
>>> y
0
>>> z
0
```

```
>>> # try to access an undefined variable
... n
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'n' is not defined
```

```
>>> 3 * 3.75 / 1.5
7.5
>>> 7.0 / 2
3.5
```

```
>>> a=1.5+0.5j
>>> a.real
1.5
>>> a.imag
0.5
```

Strings

```
>>> 'spam eggs'
'spam eggs'
>>> 'doesn\'t'
"doesn't"
>>> "doesn't"
"doesn't"
>>> '"Yes," he said.'
'"Yes," he said.'
>>> "\"Yes,\" he said."
'"Yes," he said.'
>>> '"Isn\'t," she said.'
'"Isn\'t," she said.'
```

Strings

```
hello = "This is a rather long string containing\n\
several lines of text just as you would do in C.\n\
    Note that whitespace at the beginning of the line is\
 significant."

print hello
```

```
print """
Usage: thingy [OPTIONS]
     -h                        Display this usage message
     -H hostname               Hostname to connect to
"""
```

```
hello = r"This is a rather long string containing\n\
several lines of text much as you would do in C."

print hello
```

String Concatenation

```
>>> 'str' 'ing'                    #  <-  This is ok
'string'
>>> 'str'.strip() + 'ing'   #  <-  This is ok
'string'
>>> 'str'.strip() 'ing'     #  <-  This is invalid
  File "<stdin>", line 1, in ?
    'str'.strip() 'ing'
                  ^
SyntaxError: invalid syntax
```

String Indexing

```
>>> word[4]
'A'
>>> word[0:2]
'He'
>>> word[2:4]
'lp'
```

String Slicing

```
>>> word[:2]    # The first two characters
'He'
>>> word[2:]    # Everything except the first two characters
'lpA'
```

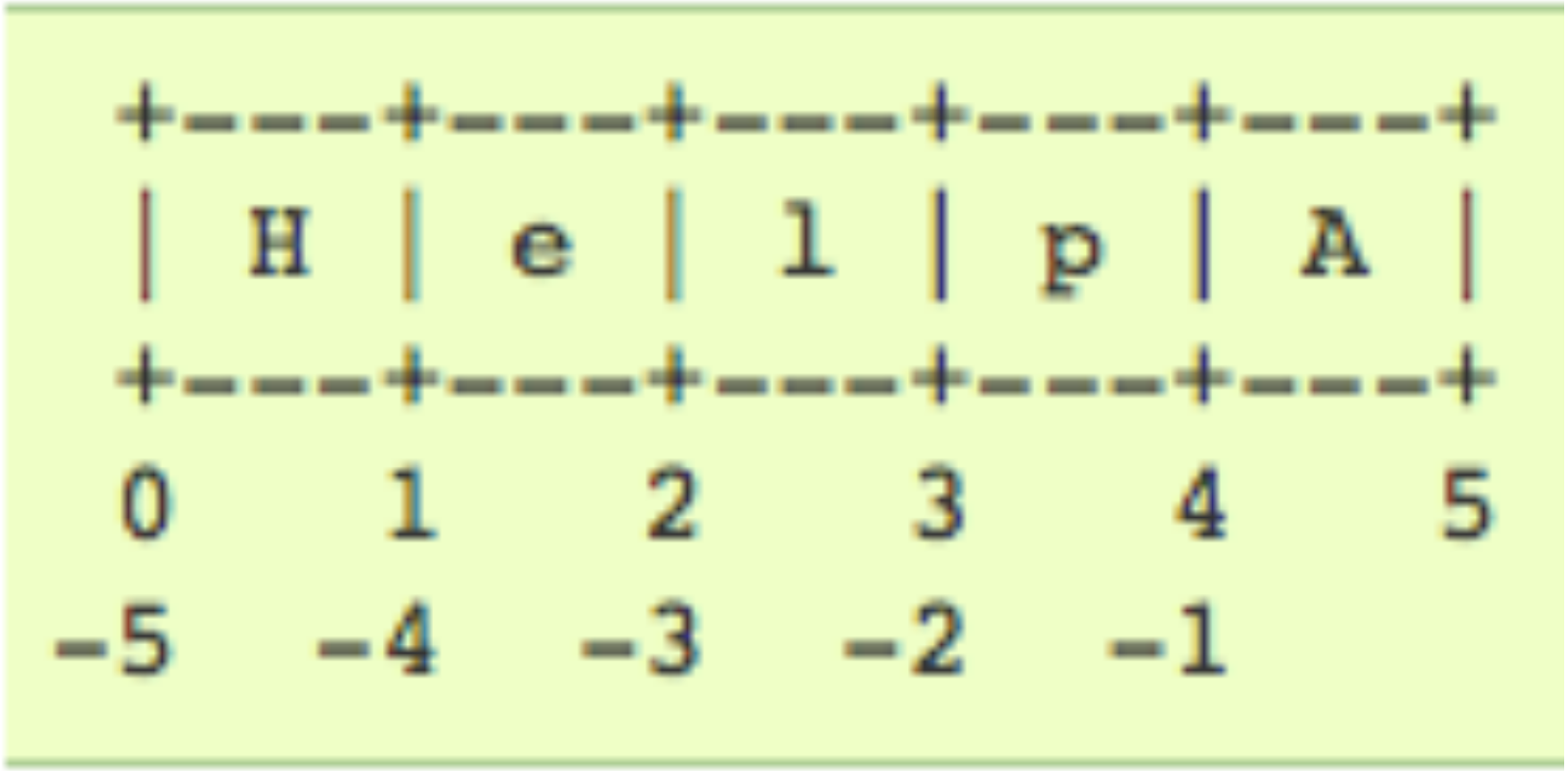
Strings are Immutable!

```
>>> word[0] = 'x'
Traceback (most recent call last):
  File "<stdin>", line 1, in ?
TypeError: object does not support item assignment
>>> word[:1] = 'Splat'
Traceback (most recent call last):
  File "<stdin>", line 1, in ?
TypeError: object does not support slice assignment
```

Indices May be Negative

```
>>> word[-1]     # The last character
'A'
>>> word[-2]     # The last-but-one character
'p'
>>> word[-2:]    # The last two characters
'pA'
>>> word[:-2]    # Everything except the last two characters
'Hel'
```

How Come?!



Lists

- *compound* data type
- used to group together other values
- The most versatile
- can be written as a list of comma-separated values (items) between square brackets.
- List items need not all have the same type.

Shallow Copy

```
>>> a = ['spam', 'eggs', 100, 1234]
>>> a
['spam', 'eggs', 100, 1234]
```

```
>>> a[:]
['spam', 'eggs', 100, 1234]
```

```
>>> a
['spam', 'eggs', 100, 1234]
>>> a[2] = a[2] + 23
>>> a
['spam', 'eggs', 123, 1234]
```

First Steps toward Programming

```
>>> # Fibonacci series:
... # the sum of two elements defines the next
... a, b = 0, 1
>>> while b < 10:
...     print b
...     a, b = b, a+b
...
1
1
2
3
5
8
```

If Statement

```
>>> x = int(raw_input("Please enter an integer: "))
Please enter an integer: 42
>>> if x < 0:
...         x = 0
...         print 'Negative changed to zero'
... elif x == 0:
...         print 'Zero'
... elif x == 1:
...         print 'Single'
... else:
...         print 'More'
...
More
```

For Statement

```
>>> # Measure some strings:
... a = ['cat', 'window', 'defenestrate']
>>> for x in a:
...     print x, len(x)
...
cat 3
window 6
defenestrate 12
```

For Statement with Shallow Copy

```
>>> for x in a[:]: # make a slice copy of the entire list
...     if len(x) > 6: a.insert(0, x)
...
>>> a
['defenestrate', 'cat', 'window', 'defenestrate']
```

Range Function

```
>>> range(5, 10)
[5, 6, 7, 8, 9]
>>> range(0, 10, 3)
[0, 3, 6, 9]
>>> range(-10, -100, -30)
[-10, -40, -70]
```

Break, Continue, Else

```
>>> for n in range(2, 10):
...     for x in range(2, n):
...         if n % x == 0:
...             print n, 'equals', x, '*', n/x
...             break
...     else:
...         # loop fell through without finding a factor
...         print n, 'is a prime number'
...
2 is a prime number
3 is a prime number
4 equals 2 * 2
5 is a prime number
6 equals 2 * 3
7 is a prime number
8 equals 2 * 4
9 equals 3 * 3
```

Pass

- Does Nothing!

```
>>> while True:
...     pass  # Busy-wait for keyboard interrupt (Ctrl+C)
...
```

```
>>> class MyEmptyClass:
...     pass
...
```

```
>>> def initlog(*args):
...     pass   # Remember to implement this!
...
```

Functions

```
>>> def fib(n):    # write Fibonacci series up to n
...     """Print a Fibonacci series up to n."""
...     a, b = 0, 1
...     while a < n:
...         print a,
...         a, b = b, a+b
...
>>> # Now call the function we just defined:
... fib(2000)
0 1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987 1597
```

Return Statement

```
>>> def fib2(n): # return Fibonacci series up to n
...     """Return a list containing the Fibonacci series up to n."""
...     result = []
...     a, b = 0, 1
...     while a < n:
...         result.append(a)    # see below
...         a, b = b, a+b
...     return result
...
>>> f100 = fib2(100)    # call it
>>> f100                # write the result
[0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89]
```

Default Argument Value

```
def ask_ok(prompt, retries=4, complaint='Yes or no, please!'):
    while True:
        ok = raw_input(prompt)
        if ok in ('y', 'ye', 'yes'):
            return True
        if ok in ('n', 'no', 'nop', 'nope'):
            return False
        retries = retries - 1
        if retries < 0:
            raise IOError('refusenik user')
        print complaint
```

Keyword Arguments

```
def parrot(voltage, state='a stiff', action='voom', type='Norwegian Blue'):
    print "-- This parrot wouldn't", action,
    print "if you put", voltage, "volts through it."
    print "-- Lovely plumage, the", type
    print "-- It's", state, "!"
```

```
parrot(1000)                                          # 1 positional argument
parrot(voltage=1000)                                  # 1 keyword argument
parrot(voltage=1000000, action='VOOOOOM')             # 2 keyword arguments
parrot(action='VOOOOOM', voltage=1000000)             # 2 keyword arguments
parrot('a million', 'bereft of life', 'jump')         # 3 positional arguments
parrot('a thousand', state='pushing up the daisies')  # 1 positional, 1 keyword
```

```
parrot()                     # required argument missing
parrot(voltage=5.0, 'dead')  # non-keyword argument after a keyword argument
parrot(110, voltage=220)     # duplicate value for the same argument
parrot(actor='John Cleese')  # unknown keyword argument
```

Keyword Arguments

- When a final formal parameter of the form **name is present, it receives a dictionary containing all keyword arguments except for those corresponding to a formal parameter.
- This may be combined with a formal parameter of the form *name which receives a tuple containing the positional arguments beyond the formal parameter list.
- (*name must occur before **name.)

Declaration

```
def cheeseshop(kind, *arguments, **keywords):
    print "-- Do you have any", kind, "?"
    print "-- I'm sorry, we're all out of", kind
    for arg in arguments:
        print arg
    print "-" * 40
    keys = sorted(keywords.keys())
    for kw in keys:
        print kw, ":", keywords[kw]
```

Calling

```
cheeseshop("Limburger", "It's very runny, sir.",
           "It's really very, VERY runny, sir.",
           shopkeeper='Michael Palin',
           client="John Cleese",
           sketch="Cheese Shop Sketch")
```

Output

```
-- Do you have any Limburger ?
-- I'm sorry, we're all out of Limburger
It's very runny, sir.
It's really very, VERY runny, sir.
------------------------------------
client : John Cleese
shopkeeper : Michael Palin
sketch : Cheese Shop Sketch
```

Lambda Strings

```
>>> def make_incrementor(n):
...     return lambda x: x + n
...
>>> f = make_incrementor(42)
>>> f(0)
42
>>> f(1)
43
```

Documentation String

```
>>> def my_function():
...     """Do nothing, but document it.
...
...     No, really, it doesn't do anything.
...     """
...     pass
...
>>> print my_function.__doc__
Do nothing, but document it.

    No, really, it doesn't do anything.
```

Coding Style - PEP8

- Use 4-space indentation, and no tabs.
- 4 spaces are a good compromise between small indentation (allows greater nesting depth) and large indentation (easier to read). Tabs introduce confusion, and are best left out.
- Wrap lines so that they don't exceed 79 characters.
- This helps users with small displays and makes it possible to have several code files side-by-side on larger displays.
- Use blank lines to separate functions and classes, and larger blocks of code inside functions.

Coding Style - PEP8

- When possible, put comments on a line of their own.
- Use docstrings.
- Use spaces around operators and after commas, but not directly inside bracketing constructs: a = f(1, 2) + g(3, 4).
- Name your classes and functions consistently; the convention is to use CamelCase for classes and lower_case_with_underscores for functions and methods. Always use self as the name for the first method argument.
- Don’t use fancy encodings if your code is meant to be used in international environments. Plain ASCII works best in any case.

Data Structures - Lists

- list.append(*x*) Add an item to the end of the list.
- list.extend(*L*) Extend the list by appending all the items in the given list.
- list.insert(*i*, *x*) Insert an item at a given position. The first argument is the index of the element before which to insert, so a.insert(0, x) inserts at the front of the list, and a.insert(len(a), x) is equivalent to a.append(x).
- list.remove(*x*) Remove the first item from the list whose value is *x*. It is an error if there is no such item.

Data Structures - Lists

- list.pop([*i*]) Remove the item at the given position in the list, and return it. If no index is specified, a.pop() removes and returns the last item in the list.
- list.index(*x*) Return the index in the list of the first item whose value is *x*. It is an error if there is no such item.
- list.count(*x*) Return the number of times *x* appears in the list.
- list.sort() Sort the items of the list, in place.
- list.reverse() Reverse the elements of the list, in place.

Lists Example

```
>>> a = [66.25, 333, 333, 1, 1234.5]
>>> print a.count(333), a.count(66.25), a.count('x')
2 1 0
>>> a.insert(2, -1)
>>> a.append(333)
>>> a
[66.25, 333, -1, 333, 1, 1234.5, 333]
>>> a.index(333)
1
>>> a.remove(333)
>>> a
[66.25, -1, 333, 1, 1234.5, 333]
>>> a.reverse()
>>> a
[333, 1234.5, 1, 333, -1, 66.25]
>>> a.sort()
>>> a
[-1, 1, 66.25, 333, 333, 1234.5]
```

Using Lists as Stack

```
>>> stack = [3, 4, 5]
>>> stack.append(6)
>>> stack.append(7)
>>> stack
[3, 4, 5, 6, 7]
>>> stack.pop()
7
>>> stack
[3, 4, 5, 6]
>>> stack.pop()
6
>>> stack.pop()
5
>>> stack
[3, 4]
```

Using List as a Queue

```
>>> from collections import deque
>>> queue = deque(["Eric", "John", "Michael"])
>>> queue.append("Terry")           # Terry arrives
>>> queue.append("Graham")          # Graham arrives
>>> queue.popleft()                 # The first to arrive now leaves
'Eric'
>>> queue.popleft()                 # The second to arrive now leaves
'John'
>>> queue                           # Remaining queue in order of arrival
deque(['Michael', 'Terry', 'Graham'])
```

Functional Programming Tools

- There are three built-in functions that are very useful when used with lists: filter(), map(), and reduce().

Filter()

- filter(function, sequence) returns a sequence consisting of those items from the sequence for which function(item) is true.
- If sequence is a string or tuple, the result will be of the same type; otherwise, it is always a list.
- For example, to compute a sequence of numbers not divisible by 2 and 3:

Filter()

```
>>> def f(x): return x % 2 != 0 and x % 3 != 0
...
>>> filter(f, range(2, 25))
[5, 7, 11, 13, 17, 19, 23]
```

Map()

- map(function, sequence) calls function(item) for each of the sequence's items and returns a list of the return values.
- For example, to compute some cubes:

```
>>> def cube(x): return x*x*x
...
>>> map(cube, range(1, 11))
[1, 8, 27, 64, 125, 216, 343, 512, 729, 1000]
```

Map()

- More than one sequence may be passed; the function must then have as many arguments as there are sequences and is called with the corresponding item from each sequence (or None if some sequence is shorter than another). For example:

```
>>> seq = range(8)
>>> def add(x, y): return x+y
...
>>> map(add, seq, seq)
[0, 2, 4, 6, 8, 10, 12, 14]
```

Reduce()

- reduce(function, sequence) returns a single value constructed by calling the binary function *function* on the first two items of the sequence, then on the result and the next item, and so on.
- For example, to compute the sum of the numbers 1 through 10:

```
>>> def add(x,y): return x+y
...
>>> reduce(add, range(1, 11))
55
```

List Comprehension

- List comprehensions provide a concise way to create lists.
- Common applications are to make new lists where each element is the result of some operations applied to each member of another sequence or iterable, or to create a subsequence of those elements that satisfy a certain condition.

List of Squares

```
>>> squares = []
>>> for x in range(10):
...     squares.append(x**2)
...
>>> squares
[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```

```
squares = [x**2 for x in range(10)]
```

List Comprehension

- A list comprehension consists of brackets containing an expression followed by a for clause, then zero or more for or if clauses. The result will be a new list resulting from evaluating the expression in the context of the for and if clauses which follow it.
- For example, this listcomp combines the elements of two lists if they are not equal:

```
>>> combs = []
>>> for x in [1,2,3]:
...     for y in [3,1,4]:
...         if x != y:
...             combs.append((x, y))
...
>>> combs
[(1, 3), (1, 4), (2, 3), (2, 1), (2, 4), (3, 1), (3, 4)]
```

```
>>> [(x, y) for x in [1,2,3] for y in [3,1,4] if x != y]
[(1, 3), (1, 4), (2, 3), (2, 1), (2, 4), (3, 1), (3, 4)]
```

Del()

```
>>> a = [-1, 1, 66.25, 333, 333, 1234.5]
>>> del a[0]
>>> a
[1, 66.25, 333, 333, 1234.5]
>>> del a[2:4]
>>> a
[1, 66.25, 1234.5]
>>> del a[:]
>>> a
[]
```

Tuples and Sequences

```
>>> t = 12345, 54321, 'hello!'
>>> t[0]
12345
>>> t
(12345, 54321, 'hello!')
>>> # Tuples may be nested:
... u = t, (1, 2, 3, 4, 5)
>>> u
((12345, 54321, 'hello!'), (1, 2, 3, 4, 5))
```

Comma at the end!

```
>>> empty = ()
>>> singleton = 'hello',    # <-- note trailing comma
>>> len(empty)
0
>>> len(singleton)
1
>>> singleton
('hello',)
```

Sets

- A set is an unordered collection with no duplicate elements.
- Basic uses include membership testing and eliminating duplicate entries.
- Set objects also support mathematical operations like union, intersection, difference, and symmetric difference.

```
>>> basket = ['apple', 'orange', 'apple', 'pear', 'orange', 'banana']
>>> fruit = set(basket)               # create a set without duplicates
>>> fruit
set(['orange', 'pear', 'apple', 'banana'])
>>> 'orange' in fruit                 # fast membership testing
True
>>> 'crabgrass' in fruit
False

>>> # Demonstrate set operations on unique letters from two words
...
>>> a = set('abracadabra')
>>> b = set('alacazam')
>>> a                                 # unique letters in a
set(['a', 'r', 'b', 'c', 'd'])
>>> a - b                             # letters in a but not in b
set(['r', 'd', 'b'])
>>> a | b                             # letters in either a or b
set(['a', 'c', 'r', 'd', 'b', 'm', 'z', 'l'])
>>> a & b                             # letters in both a and b
set(['a', 'c'])
>>> a ^ b                             # letters in a or b but not both
set(['r', 'd', 'b', 'm', 'z', 'l'])
```

Dictionaries

- Dictionaries are sometimes found in other languages as “associative memories” or “associative arrays”.
- Unlike sequences, which are indexed by a range of numbers, dictionaries are indexed by *keys*, which can be any immutable type; strings and numbers can always be keys.
- Tuples can be used as keys if they contain only strings, numbers, or tuples; if a tuple contains any mutable object either directly or indirectly, it cannot be used as a key.

Dictionaries

- You can't use lists as keys, since lists can be modified in place using index assignments, slice assignments, or methods like append() and extend().
- It is best to think of a dictionary as an unordered set of *key: value* pairs, with the requirement that the keys are unique (within one dictionary).
- A pair of braces creates an empty dictionary: {}. Placing a comma-separated list of key:value pairs within the braces adds initial key:value pairs to the dictionary; this is also the way dictionaries are written on output.

Dictionaries

- The main operations on a dictionary are storing a value with some key and extracting the value given the key.
- It is also possible to delete a key:value pair with del. If you store using a key that is already in use, the old value associated with that key is forgotten. It is an error to extract a value using a non-existent key.
- The keys() method of a dictionary object returns a list of all the keys used in the dictionary, in arbitrary order (if you want it sorted, just apply the sorted() function to it).
- To check whether a single key is in the dictionary, use the in keyword.

```
>>> tel = {'jack': 4098, 'sape': 4139}
>>> tel['guido'] = 4127
>>> tel
{'sape': 4139, 'guido': 4127, 'jack': 4098}
>>> tel['jack']
4098
>>> del tel['sape']
>>> tel['irv'] = 4127
>>> tel
{'guido': 4127, 'irv': 4127, 'jack': 4098}
>>> tel.keys()
['guido', 'irv', 'jack']
>>> 'guido' in tel
True
```

Dict() Constructor

```
>>> dict(sape=4139, guido=4127, jack=4098)
{'sape': 4139, 'jack': 4098, 'guido': 4127}
```

Looping Techniques

```
>>> for i, v in enumerate(['tic', 'tac', 'toe']):
...     print i, v
...
0 tic
1 tac
2 toe
```

Looping over Two Sequences

```
>>> questions = ['name', 'quest', 'favorite color']
>>> answers = ['lancelot', 'the holy grail', 'blue']
>>> for q, a in zip(questions, answers):
...     print 'What is your {0}?  It is {1}.'.format(q, a)
...
What is your name?  It is lancelot.
What is your quest?  It is the holy grail.
What is your favorite color?  It is blue.
```

Loop in Reverse

```
>>> for i in reversed(xrange(1,10,2)):
...     print i
...
9
7
5
3
1
```

More on Conditions

- Include and, or

```
>>> string1, string2, string3 = '', 'Trondheim', 'Hammer Dance'
>>> non_null = string1 or string2 or string3
>>> non_null
'Trondheim'
```

Comparing Objects of Different Types

```
(1, 2, 3)                  < (1, 2, 4)
[1, 2, 3]                  < [1, 2, 4]
'ABC' < 'C' < 'Pascal' < 'Python'
(1, 2, 3, 4)               < (1, 2, 4)
(1, 2)                     < (1, 2, -1)
(1, 2, 3)                 == (1.0, 2.0, 3.0)
(1, 2, ('aa', 'ab'))       < (1, 2, ('abc', 'a'), 4)
```