

Coding Bootcamp Code in Python

**PYTHON?**

# enter, python!

- Python is an *interpreted* language
  - We can code either using the interpreter directly or using *scripts* (text files with python code)
- Python is an *object-oriented language*
  - Each variable is an *object* with a *name*, *value*, and *type*
  - The *type* determines what you can do with the variable
- Current 3.8.2

# Python2 or Python3

- There are still a lot of Python2 in Linux.
- Python2 still exists in many commercial solutions
  - Instagram Makes a Smooth Move to Python 3
  - <https://thenewstack.io/instagram-makes-smooth-move-python-3/>
- Python2.7 was retired in 2020
- <https://pythonclock.org/>

Coding Bootcamp Code in Python

# **HOW TO RUN PYTHON FROM THE TERMINAL?**

# Say hello to Python: terminal

- Write script using your favorite editor (gedit/vim/emacs) and save to file, e.g., `hello_world.py`
- Run script using Python interpreter

```
$ python hello_world.py  
hello world!
```

- Make script executable

```
$ chmod u+x hello_world.py
```

- Run script directly

```
$ ./hello_world.py  
hello world!
```

For Linux/macOS:  
2.7.x comes with  
distribution

# Interactive: interpreter in terminal

- Useful for experimentation, prototyping

```
$ python
Python 3.6.1 (default, Apr  4 2017, 05:16:07)
[GCC 5.4.0] on linux2
Type "help", "copyright", "credits" or "license"...
>>> t = (3, 7)
>>> a, _ = t
>>> a
3
```

- Quit using `quit()` function or Ctrl-d

# Interactive: iPython

- More features than standard python shell

```
$ ipython
Python 3.6.1 (default, Apr  4 2017, 15:28:02)
Type "copyright", "credits" or "license" for more information.

IPython 4.0.3 -- An enhanced Interactive Python.
?                -> Introduction and overview of IPython's features.
%quickref        -> Quick reference.
help             -> Python's own help system.
object?         -> Details about 'object', use 'object??' for extra
                  details.

In [1]:
```

- Not standard, requires install

# Interactive: jupyter notebooks

The image shows a Jupyter Notebook interface with several annotations. A large, tilted box in the center contains the text "TOOLBOX INTERACTIVE NOTEBOOKS: SHARING THE CODE" and a quote: "The free IPython notebook makes data analysis easier to record, understand and reproduce." Below this, a citation reads "6 NOVEMBER 2014 | VOL 515 | NATURE | 151".

Annotations include:

- Styled text**: Points to the text "Text and" in the notebook content.
- Typeset LaTeX formulas**: Points to the formula  $\sqrt{x^2 + y^2}$  in the notebook content.
- Python input**: Points to the code cell "In [6]: distance(3.1, 4.5)".
- Output**: Points to the output "Out[6]: 5.4644304369257".
- Interface in web browser**: Points to the overall notebook interface.

The notebook interface includes a menu bar (File, Edit, View, Insert, Cell, Kernel, Help) and a toolbar with icons for saving, adding cells, and running code. The notebook title is "test\_notebook (unsaved changes)" and the kernel is "Python 3".



# Jupyter use cases

- Excellent for
  - Explorative programming
  - Data exploration
  - Communication, especially across domains
- Problems
  - What was (re-)executed, what not?
  - Version control?

Use Jupytertext

# Python help

- Built-in help: interpreter/iPython

```
>>> import sys
>>> help(sys.exit)
Help on built-in function exit in module sys:

exit(...)
    exit([status])

    Exit the interpreter by raising SystemExit(status).
    If the status is omitted or None, it defaults to ze...
```

- Works also in Jupyter notebooks

# Installing & upgrading packages

- Use `pip`

- Install new package

```
$ pip install pandas
```

- Upgrade a package

```
$ pip install -U pandas
```

- Install a package only for yourself

```
$ pip install --user -U pandas
```

# Conda: environments

- Install anaconda (<https://www.anaconda.com/distribution>)

- Create new environment

```
$ conda create -n science python=3 \
numpy scipy matplotlib
```

environment name

packages to install

Python version

- Use environment

```
$ conda activate science
```

- Deactivate environment

```
$ conda deactivate
```

# Conda: installing & updating

- Install new package

```
$ conda install holoviews
```

- Update package

```
$ conda update holoviews
```

- Update environment

```
$ conda update --all
```

- Uninstall package

```
$ conda remove holoviews
```

- List all installed packages

```
$ conda list
```

Note: will also install dependencies locally, including non-python libraries

# Conda: multiple environments

- Clone environment

```
$ conda create -n data_science --clone science \
pandas seaborn
```

environment name

additional packages to install

base environment

- List all environments

```
$ conda env list
```

- Remove environment

```
$ conda remove --name data_science --all
```

# Conda: sharing environments

- Export environment description
  - Export to YAML file

```
$ conda activate science
$ conda env export > science_environment.yml
```

- Create new environment based on description, portable across systems

```
$ conda env create -n science_env \
                  -f science_environment.yml
```

# Conda: caveats

- Conda installs dependencies
  - Easy & fast
  - System specific distribution: no compiles
  - Library dependencies, e.g., `zlib`, `mpich`,...
- Upgrading Python version: clone first!



# Further reading

- Conda cheat sheet

[https://docs.conda.io/projects/conda/en/latest/\\_downloads/843d9e0198f2a193a3484886fa28163c/conda-cheatsheet.pdf](https://docs.conda.io/projects/conda/en/latest/_downloads/843d9e0198f2a193a3484886fa28163c/conda-cheatsheet.pdf)

- Jupyter notebook tips

<https://www.dataquest.io/blog/jupyter-notebook-tips-tricks-shortcuts/>

# Code Pack 01

- A. Hello Python
- B. Travelling to Jupyter
- C. Anaconda can bite you

Coding Bootcamp Code in Python

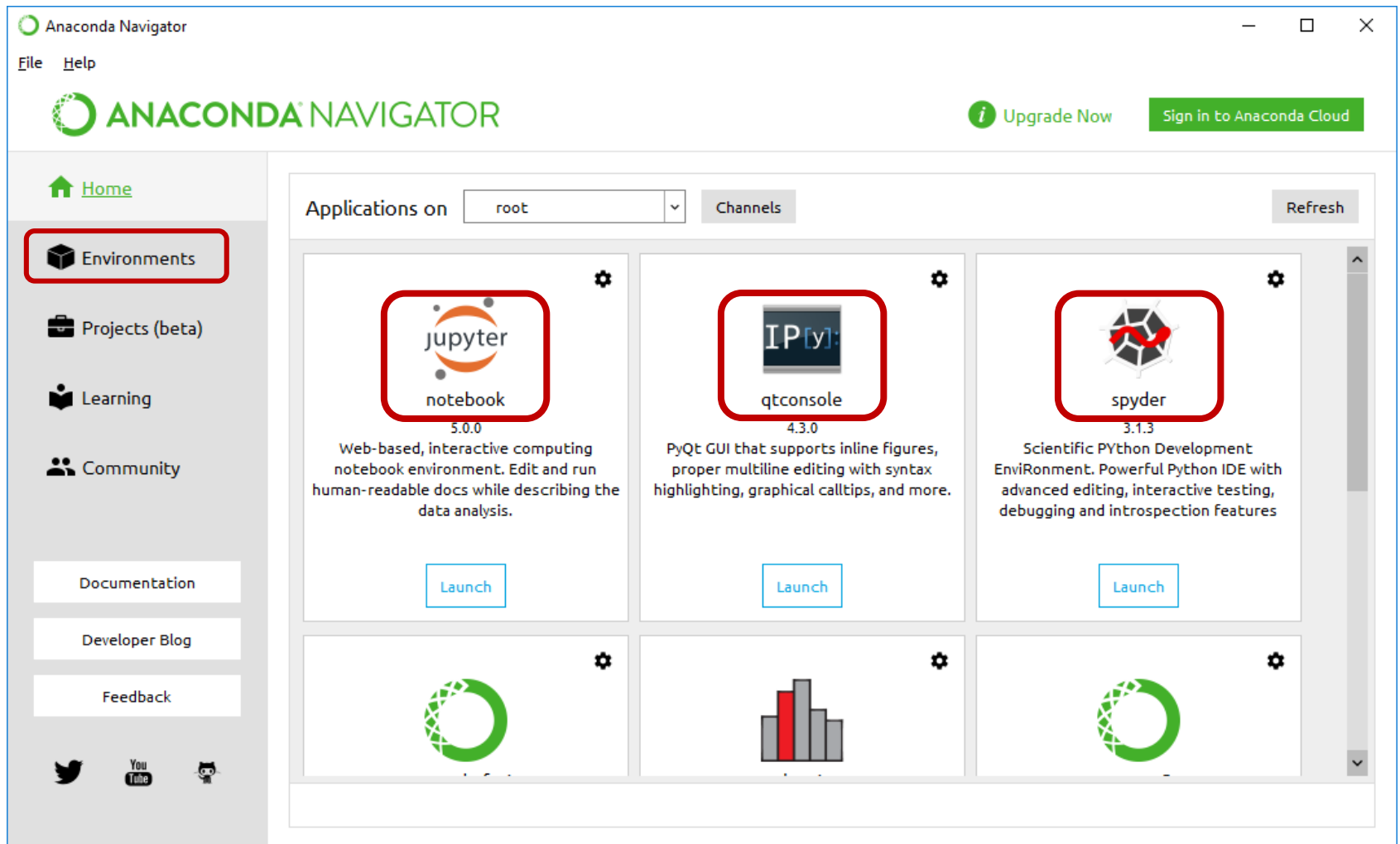
# **HOW TO RUN PYTHON USING ANACONDA?**

# ANACONDA: Anaconda

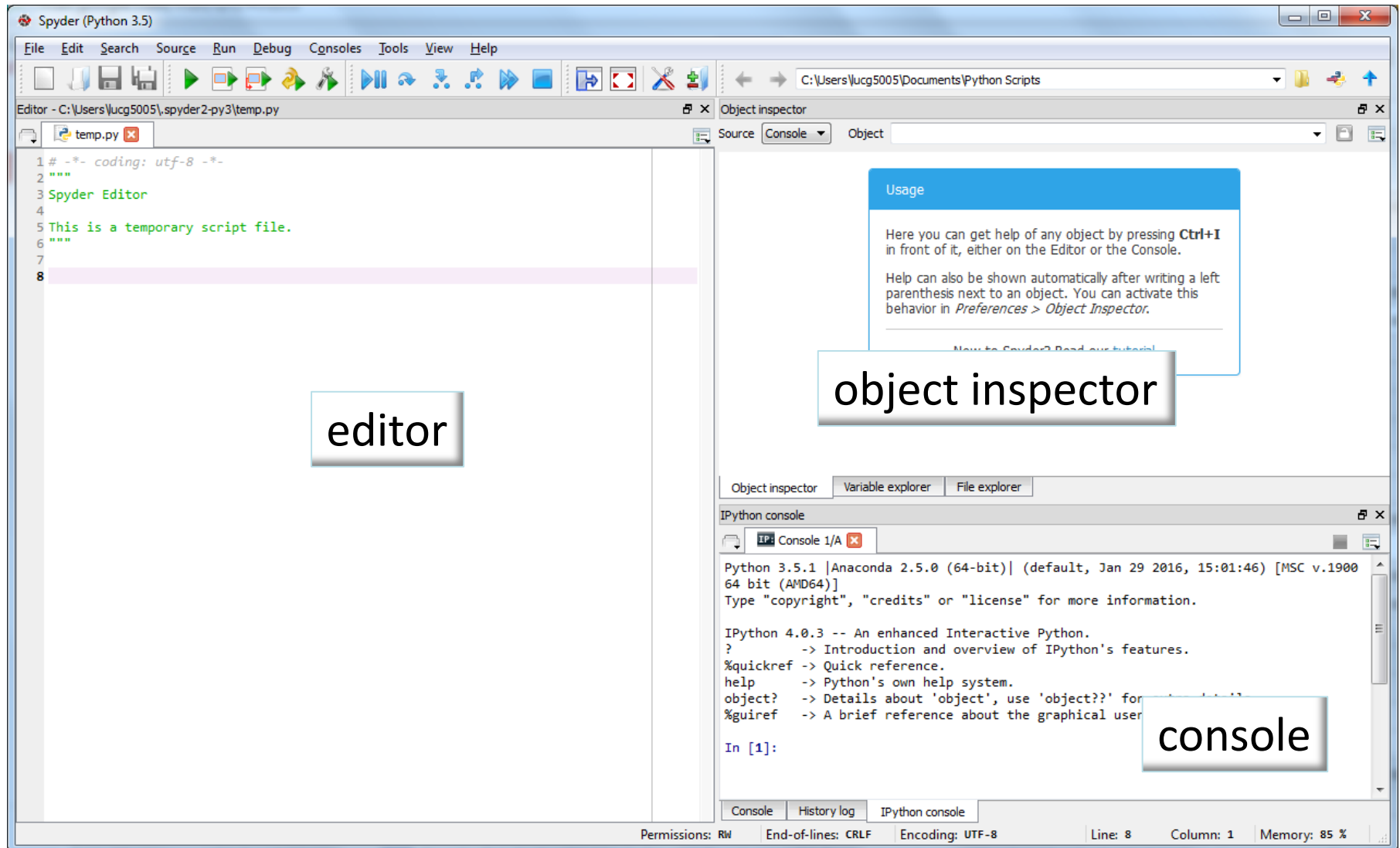
- spyder IDE
  - Editor: write scripts/modules
  - Console, i.e., iPython interpreter: execute code snippets, run scripts
  - Object inspector: from editor/console
- Standalone Qt iPython console
- jupyter notebooks
- Manage environments
- Platforms: Windows/macOS/Linux
- License: free for academic use



# Anaconda navigator



# spyder



# spyder: work cycle

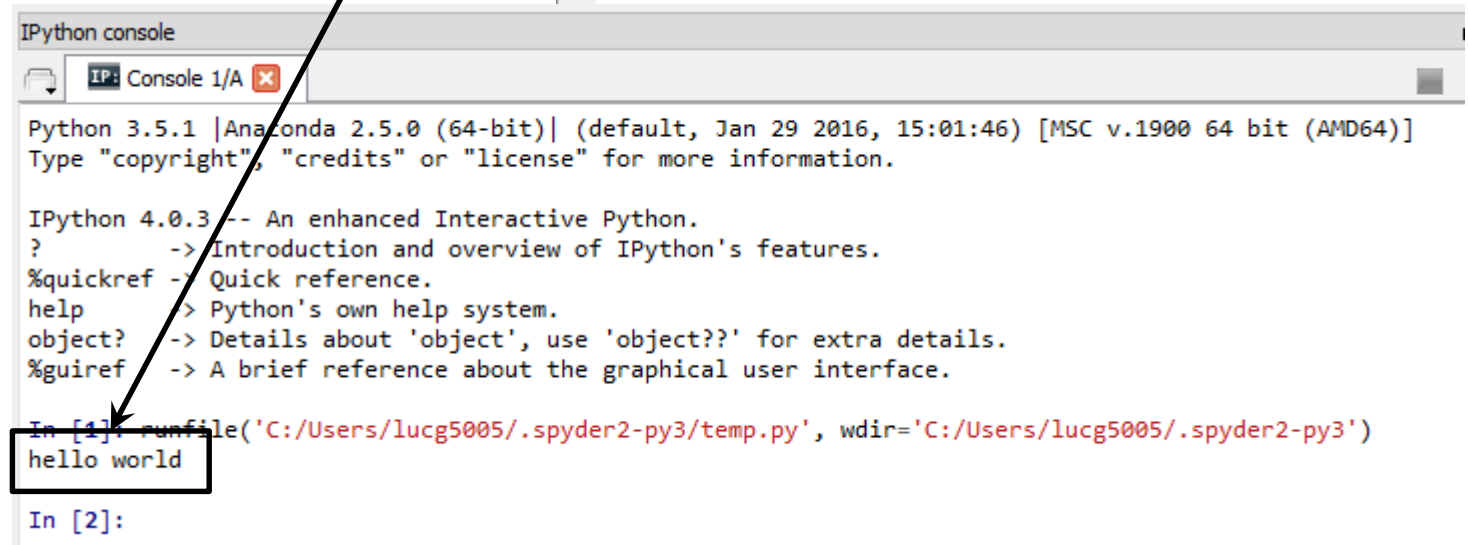
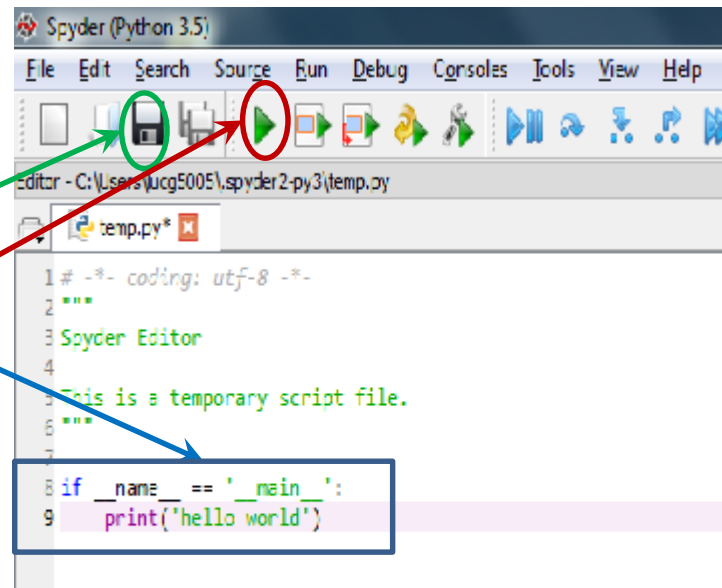
- Repeat until done

- Edit code

- Save file

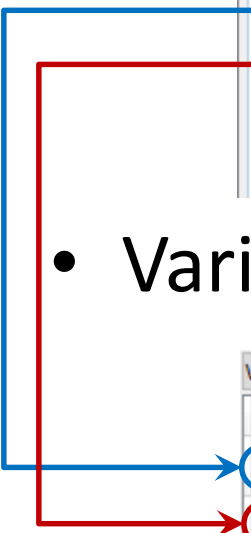
- Run file

- Check results



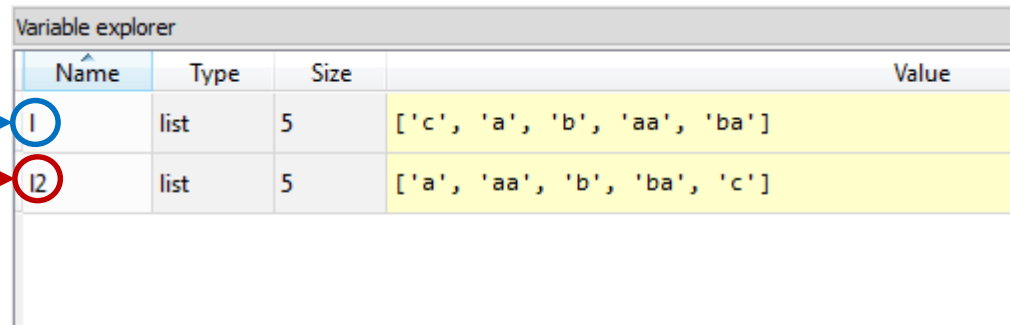
# spyder: object inspector

- Executing code snippets



```
IPython console
IP: Console 1/A
In [8]: l = ['c', 'a', 'b', 'aa', 'ba']
In [9]: l2 = sorted(l)
In [10]: |
```

- Variable values in inspector

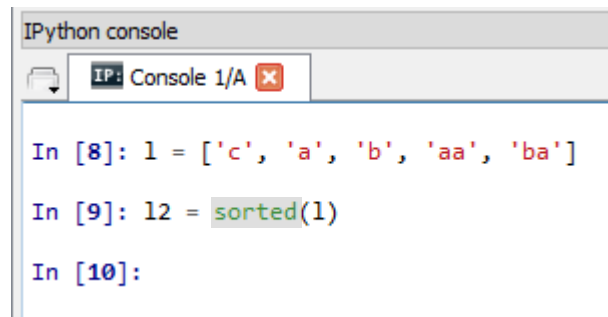


Name	Type	Size	Value
l	list	5	['c', 'a', 'b', 'aa', 'ba']
l2	list	5	['a', 'aa', 'b', 'ba', 'c']



# spyder: getting help

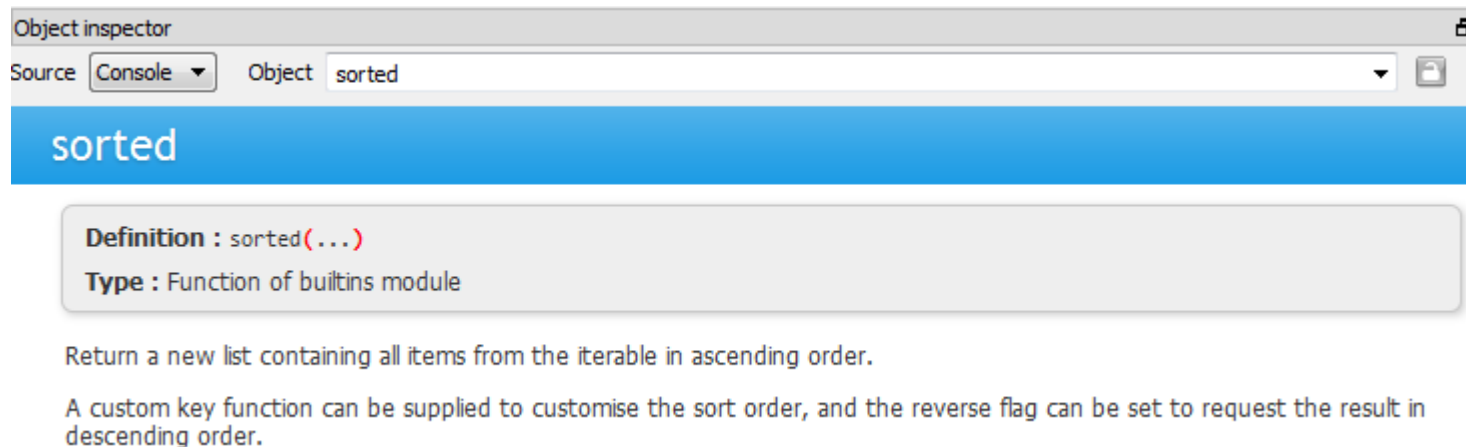
- Select function/method/... in editor/console, press `ctrl-i`



The screenshot shows the IPython console window with the following code entered:

```
In [8]: l = ['c', 'a', 'b', 'aa', 'ba']  
In [9]: l2 = sorted(l)  
In [10]:
```

- Help in object inspector



The screenshot shows the Object inspector window with the 'Source' dropdown set to 'Console' and the 'Object' dropdown set to 'sorted'. The main area displays the following information:

**sorted**

**Definition :** `sorted(...)`

**Type :** Function of builtins module

Return a new list containing all items from the iterable in ascending order.

A custom key function can be supplied to customise the sort order, and the reverse flag can be set to request the result in descending order.

# spyder: more features

- Project/file manager
- Debug code
- Profile code

# Anaconda environments

Anaconda Navigator

File Help

ANACONDA NAVIGATOR

Upgrade Now Sign in to Anaconda Cloud

Home

**Environments**

Projects (beta)

Learning

Community

Documentation

Developer Blog

Feedback

Twitter YouTube GitHub

Create Clone Import Remove

Search Environments

root

Not installed

Channels Update index... Search Packages

Name	T	Description	Version
<input type="checkbox"/> bcolz		Provides columnar, chunked and compressable data containers.	1.0.0
<input type="checkbox"/> bcrypt		Modern password hashing for your software and your servers	3.1.3
<input type="checkbox"/> binstar			0.12
<input type="checkbox"/> binstar-build			0.10.7
<input checked="" type="checkbox"/> biopython		Freely available tools for biological computation	1.68
<input type="checkbox"/> blaze-core			0.9.0
<input type="checkbox"/> bleach			1.5.0
<input type="checkbox"/> blist			1.3.6
<input type="checkbox"/> blosc			1.7.0

856 packages available (root)

Apply Clear

# Code Pack 02

A. Spyder for now

Coding Bootcamp Code in Python

# **PYTHON FUNDAMENTALS: DATA TYPES & STATEMENTS**

# Hello world!

- Minimal code for Python script

```
if __name__ == '__main__':  
    print('hello world!')
```

Python interpreter executes  
all code in body

Indentation is relevant!  
Code structure

Python Is case-sensitive!

# Say hello!

- Save script in file `hello_world.py`
- Run script using Python interpreter

```
$ python hello_world.py  
hello world!
```

- Make script executable

```
$ chmod u+x hello_world.py
```

- Run script directly

```
$ ./hello_world.py  
hello world!
```

That's what the shebang is for:  
`#!/usr/bin/env python`

# Hello again!

- Encapsulate script in main function

```
import sys
```

```
def main():  
    print('hello world!')  
    return 0
```

Simple function, no arguments, return status only

```
if __name__ == '__main__':  
    status = main()  
    sys.exit(status)
```

Function call



# Generating data

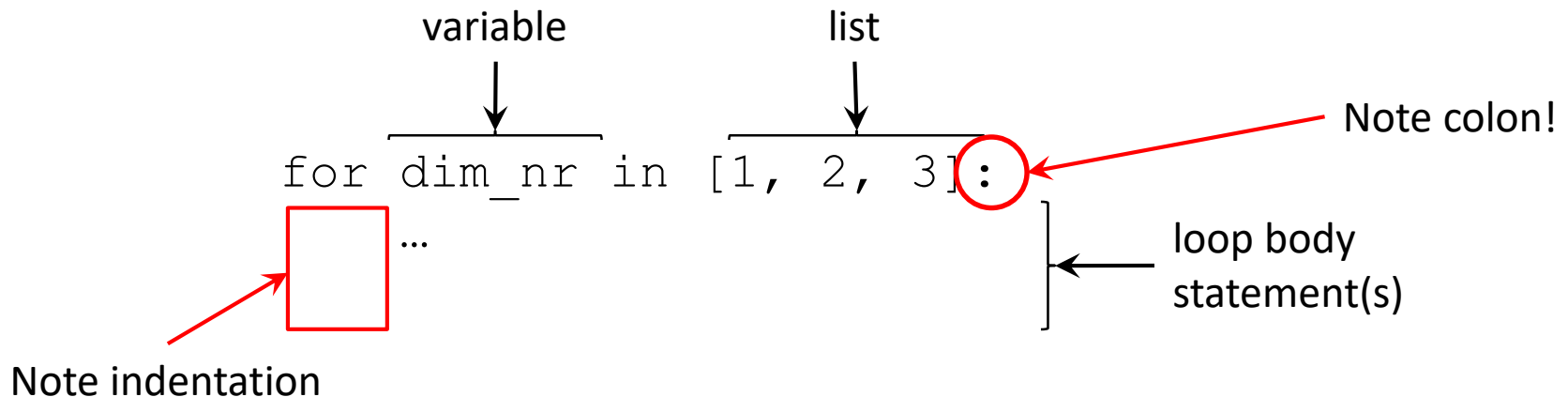
- Need some data?
  - first column, case number: sequential number
  - second column, dimension number: integer 1, 2, 3
  - third column, temperature: float value -0.5, 0.0, 0.5

```
def main():  
    print('case', 'dim', 'temp')  
    case_nr = 0  
    for dim_nr in [1, 2, 3]:  
        for temp in [-0.5, 0.0, 0.5]:  
            case_nr += 1  
            print(case_nr, dim_nr, temp)  
    return 0
```

```
case dim temp  
1 1 -0.5  
2 1 0.0  
3 1 0.5  
4 2 -0.5  
5 2 0.0  
...  
9 3 0.5
```

# for loop

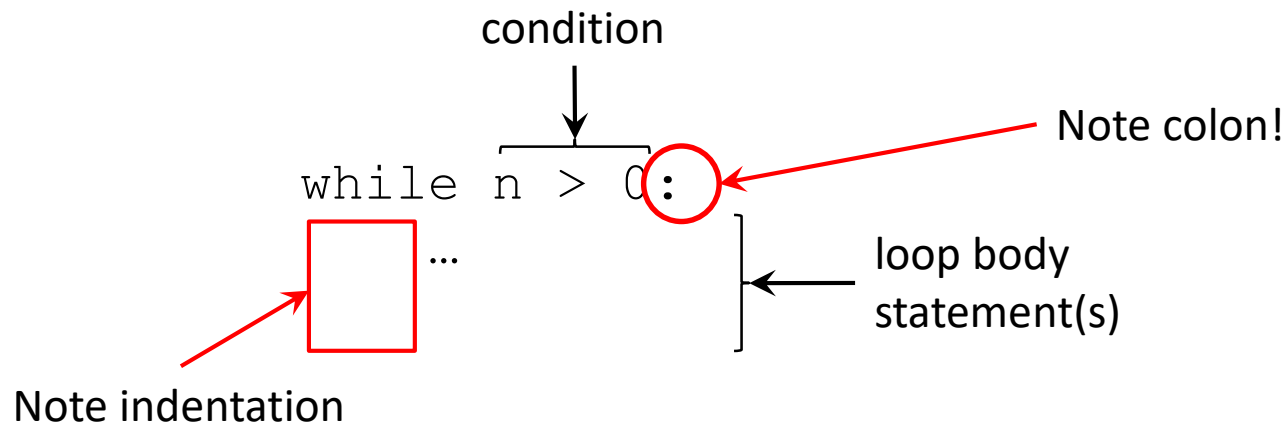
- Semantics: for each element in list do...



- Actually, not only lists, anything one can iterate over (e.g., sets, dictionaries, I/O streams,...)

# while loop

- Semantics: while boolean condition holds do...



# Skipping and quitting

- **Skipping loop iterations:** `continue`

```
for n in range(100):  
    if is_prime(n):  
        continue  
    print(n)
```

- **Ending loop execution:** `break`

```
n = 100  
while n < 1000:  
    if is_prime(n):  
        break  
    n += 1
```

Works for both for and while loops
---------------------------------------

# Data types

- `str`: sequence of characters, e.g., `'temp'`
- `int`: integer, e.g., `2`, `-1234`, `1_203_107` 3.6+
- `float`: floating point number, e.g., `-0.5`

```
def main():  
    print('case', 'dim', 'temp')  
    case_nr = 0  
    for dim_nr in [1, 2, 3]:  
        for temp in [-0.5, 0.0, 0.5]:  
            case_nr += 1  
            print(case_nr, dim_nr, temp)
```

- `complex`: complex number, e.g., `1.3 + 4.8j`

# Lists

- Very useful data structure
- Elements can be of same, or different type
- Literal list
  - `[-0.5, 0.0, 0.5]`
  - `['alpha', 'beta', 'gamma', 'delta']`
- Empty list: `[]` or `list()`
- List constructor
  - `list(range(3))`  $\equiv$  `[0, 1, 2]`
  - `list(range(1, 4))`  $\equiv$  `[1, 2, 3]`
  - `list(range(1, 8, 2))`  $\equiv$  `[1, 3, 5, 7]`
  - `list(range(0, -9, -3))`  $\equiv$  `[0, -3, -6]`

Note: explicit list construction can often be avoided,  
`range(...)` returns iterable

# More list operations

- Example list: `l = ['a', 'b']`
- Number of elements: `len(l) == 2`
- Append to a list:  
`l.append('c'), l ≡ ['a', 'b', 'c']`
- Remove last element:  
`l.pop() == 'c', l ≡ ['a', 'b']`
- Insert element at position:  
`l.insert(1, 'c'), l ≡ ['a', 'c', 'b']`
- Remove element at:  
`l.pop(1) == 'c', l ≡ ['a', 'b']`
- Extend a list:  
`l.extend(['c', 'd']),`  
`l ≡ ['a', 'b', 'c', 'd']`

# Using list elements

- Example list: `l = ['a', 'b', 'c']`
- Use first element: `a = l[0], a == 'a'`
- Use second element: `a = l[1], a == 'b'`

Note: list index is 0-based!

- Use last element: `a = l[-1], a == 'c'`
- One before last: `a = l[-2], a == 'b'`
- Assignment:  
`l[2] = 'de', l == ['a', 'b', 'de']`



# Slicing & dicing

- Example list: `l = list(range(1, 6))`,  
`l ≡ [1, 2, 3, 4, 5]`
- Creating sublists:
  - `l_sub = l[2:4]`, `l_sub ≡ [3, 4]`
  - `l_sub = l[:4]`, `l_sub ≡ [1, 2, 3, 4]`
  - `l_sub = l[2:]`, `l_sub ≡ [3, 4, 5]`
  - `l_sub = l[0:4:3]`, `l_sub ≡ [1, 4]`
  - `l_sub = l[::2]`, `l_sub ≡ [1, 3, 5]`
  - `l_sub = l[4:1:-1]`, `l_sub ≡ [5, 4, 3]`
  - `l_r = l[::-1]`, `l_r ≡ [5, 4, 3, 2, 1]`
- Assigning to slices: `l[::2] = ['a', 'b', 'c']`,  
`l ≡ ['a', 2, 'b', 4, 'c']`

# Iterating over lists

- Example list: `data = list(range(1, 6))`

- Straightforward iteration

```
for e in data:  
    f(e)
```



- Need index?

```
for i in range(len(data)):  
    g(i, data[i])
```



- Better

```
for i, e in enumerate(data):  
    g(i, e)
```



# Generating data revisited

- Use `range(...)`
- How to do lists of floats?

looks a lot like math

  - `[0.5*x for x in range(-1, 2)]`
  - list comprehensions: construct list from list

```
def main():  
    print('case', 'dim', 'temp')  
    case_nr = 0  
    for dim_nr in range(1, 4):  
        for temp in [0.5*x for x in range(-1, 2)]:  
            case_nr += 1  
            print(case_nr, dim_nr, temp)  
    return 0
```

consider using numpy

# Formatting strings

- Use tabs as separator
- Increase number of digits after decimal point to 4

The diagram illustrates the mapping of variables to format specifiers in the string `'{0}\t{1}\t{2:.4f}'`. Arrows point from the variables `case_nr`, `dim_nr`, and `temp` to their respective placeholders in the string. Specifically, `case_nr` maps to `{0}`, `dim_nr` maps to `{1}`, and `temp` maps to `{2:.4f}`. A vertical arrow points to the `.4f` specifier, indicating the requirement to increase the number of digits after the decimal point to 4. A horizontal bracket above `{2:.4f}` is also shown. The label `tab` is placed below the first tab character in the string.

```
'{0}\t{1}\t{2:.4f}'.format(case_nr, dim_nr, temp)
```

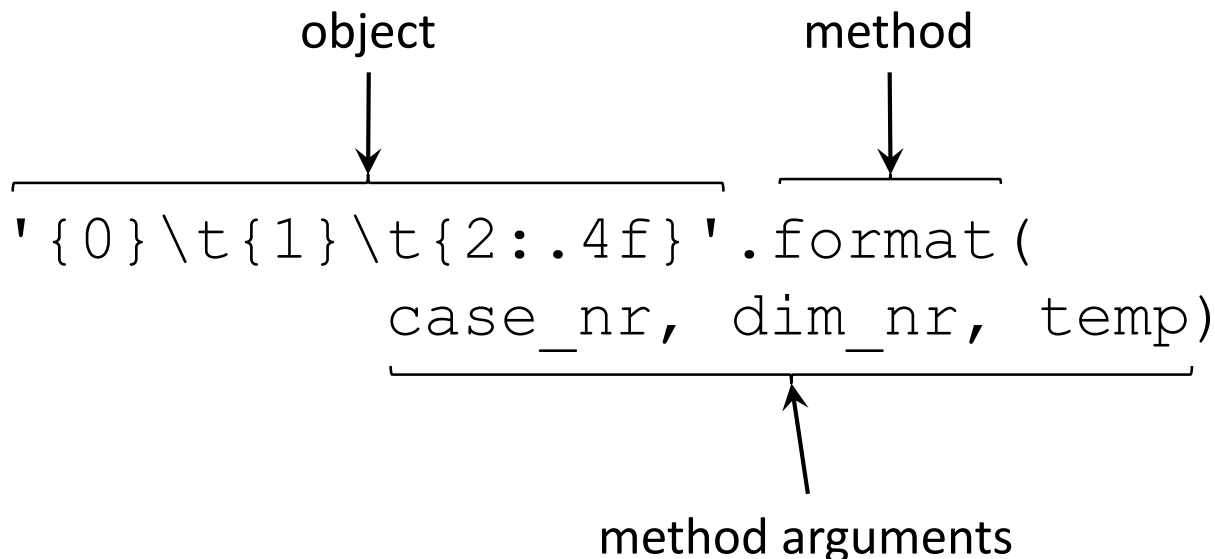
- f-string:

```
f'{case_nr}\t{dim_nr}\t{temp:.4f}'
```

3.6+

# Objects & methods

- a string is an object (class `str`), `format` is a method on that object



methods on strings produce new strings

# Modifying data

- Replace negative temperatures by 0.0

```
case dim temp
1 1 -0.5
2 1 0.0
3 1 0.5
4 2 -0.5
5 2 0.0
...
```



```
case dim temp
1 1 0.0000
2 1 0.0000
3 1 0.5000
4 2 0.0000
5 2 0.0000
...
```

```
import sys
def main():
    print(sys.stdin.readline().rstrip('\r\n'))
    for line in sys.stdin:
        data = line.rstrip('\r\n').split()
        if float(data[2]) < 0.0:
            data[2] = '0.0'
        print('{0} {1} {2:.4f}'.format(
            data[0], data[1], float(data[2])))
```

# Code Pack 03

## A. Python fundamentals:

1. Primitive Datatypes and Operators
2. Variables and Collections