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

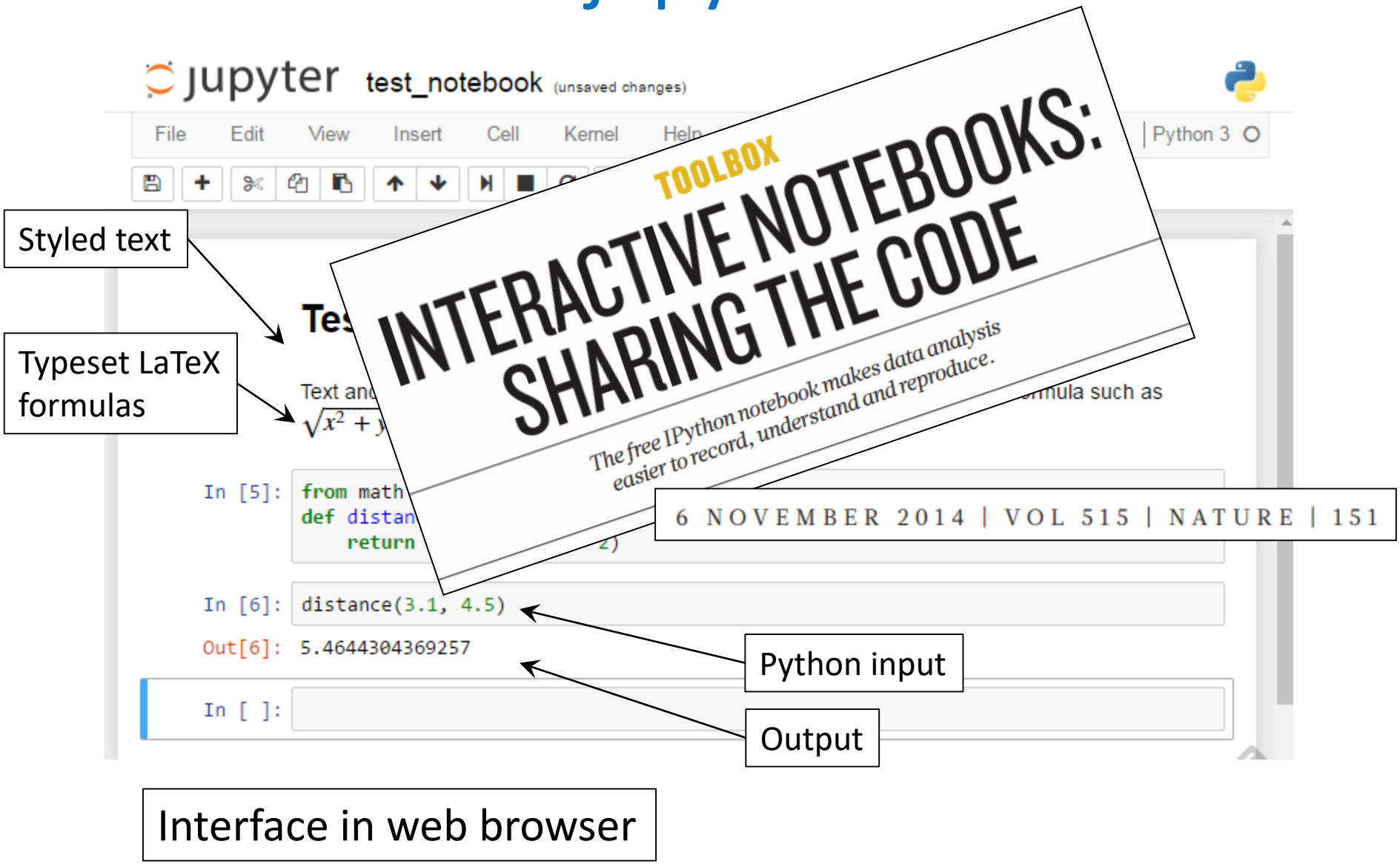
```
$ ipython
Python 3.6.1 (default, Apr  4 2017, 15:28:02)
Type "copyright", "credits" or "license" for more information.

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



Jupyter use cases

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

Use Jupytext

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

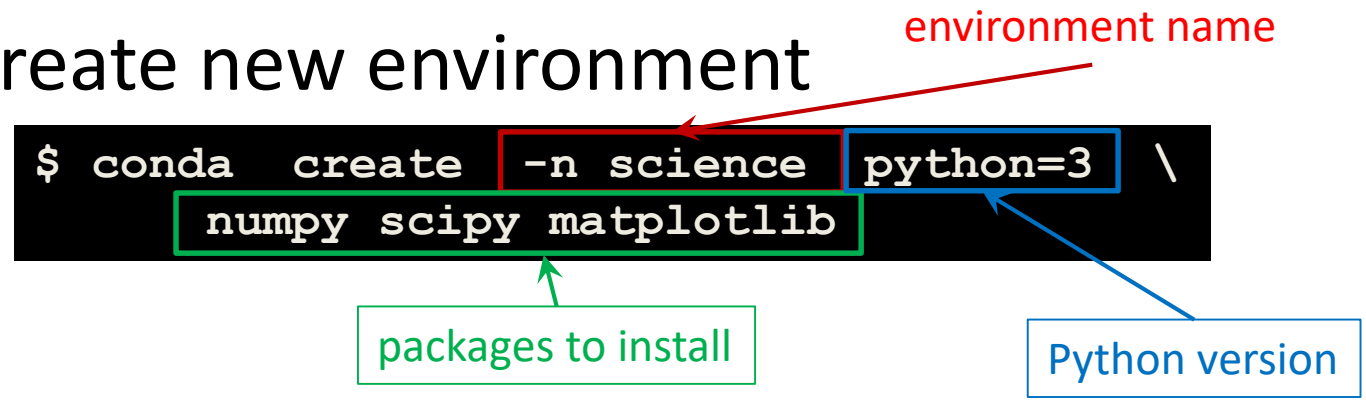
```
$ pip  install  -U  pandas
```

  - Install a package only for yourself

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

Conda: environments

- Install anconda (https://www.anaconda.com/distribution)
- Create new environment



- 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
```

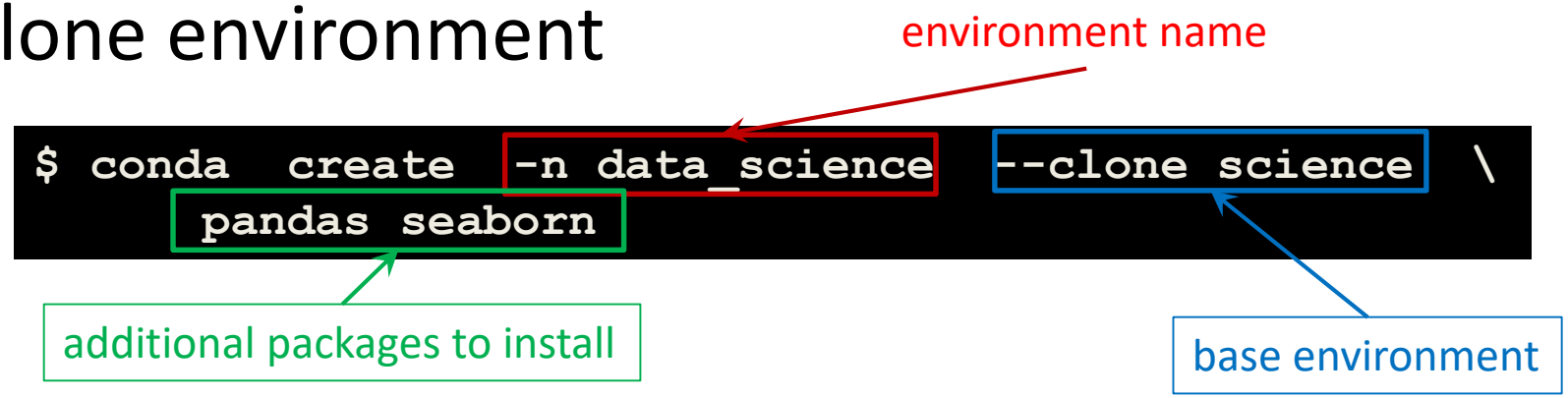
- List all installed packages

```
$ conda list
```

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

Conda: multiple environments

- Clone environment



- 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
- 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

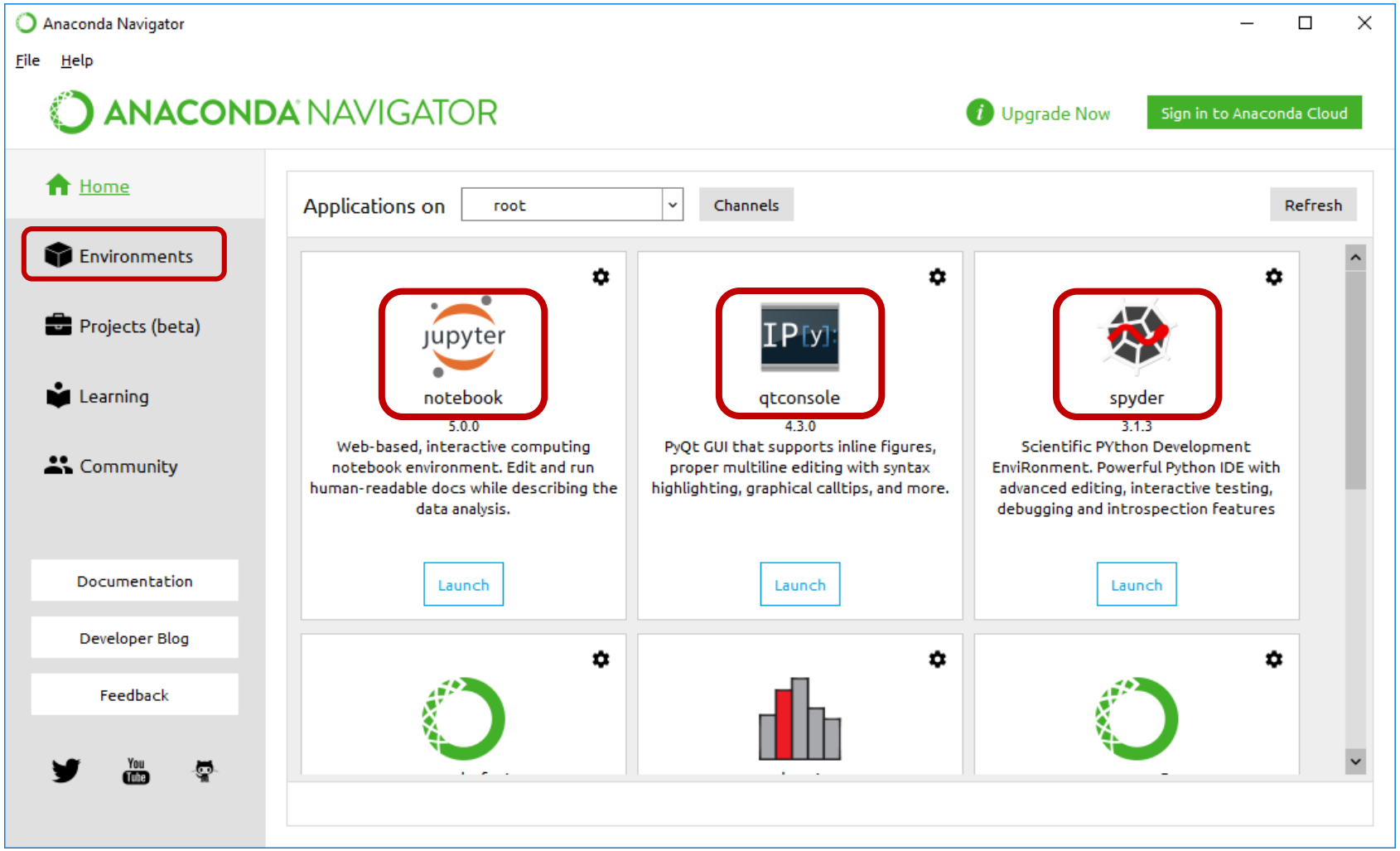
Coding Bootcamp Code in Python

HOW TO RUN PYTHON USING ANACONDA?

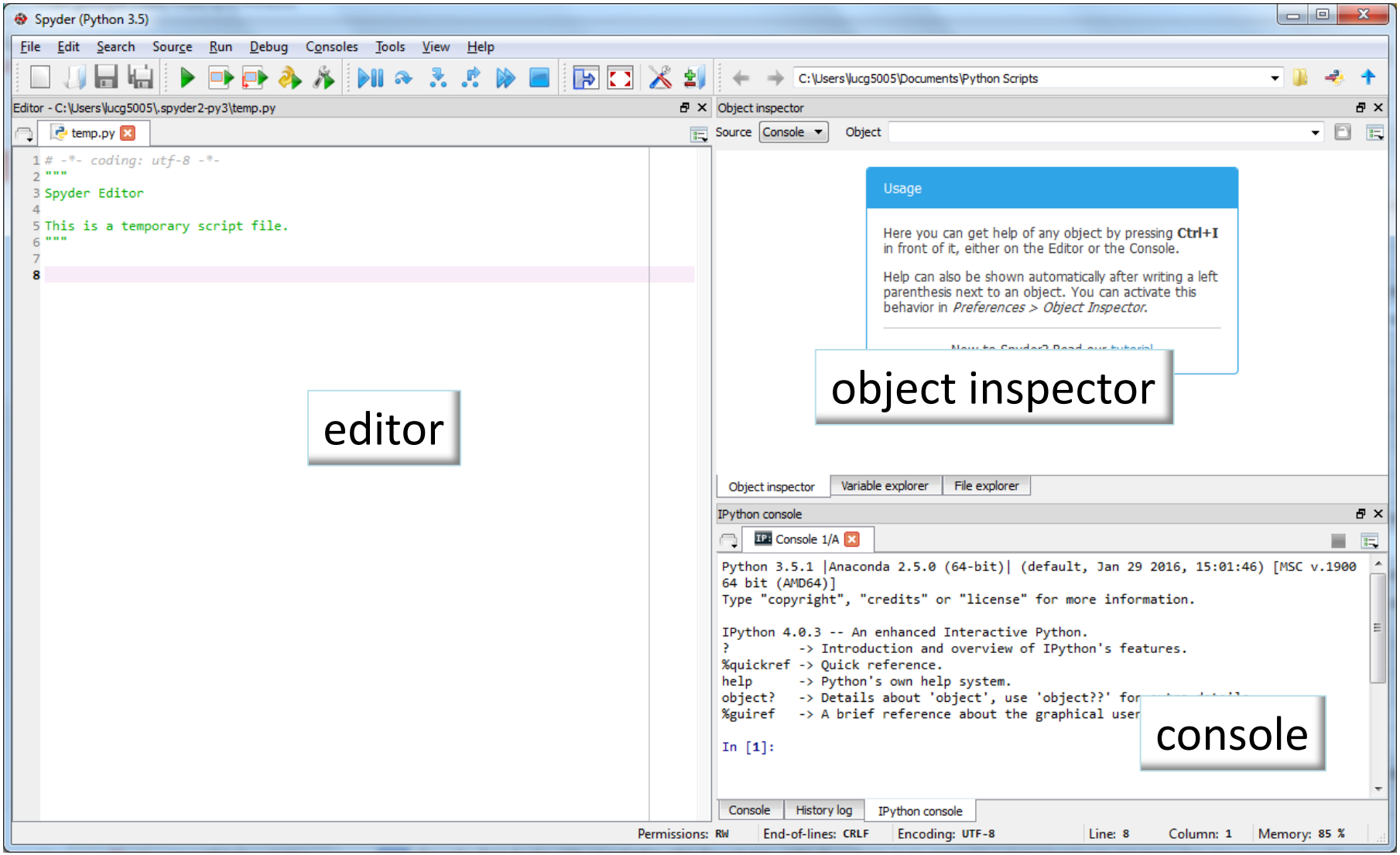
ANACONDA.: Anaconda

- 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

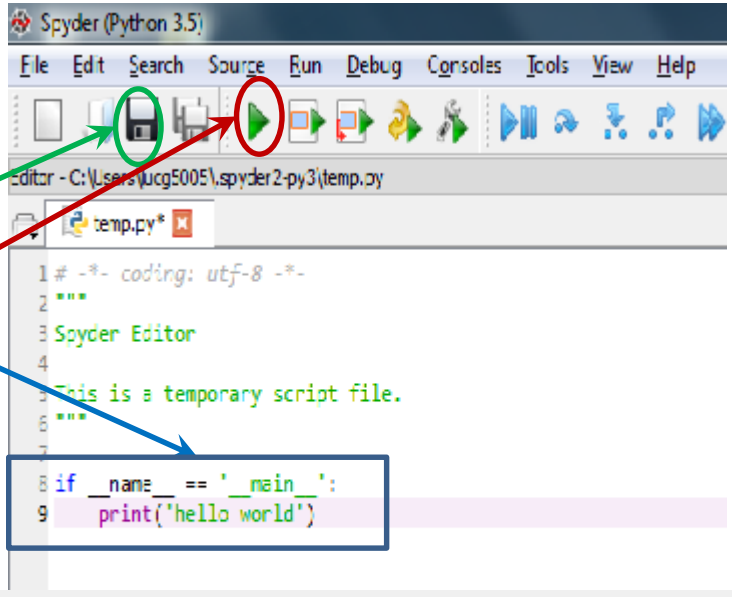


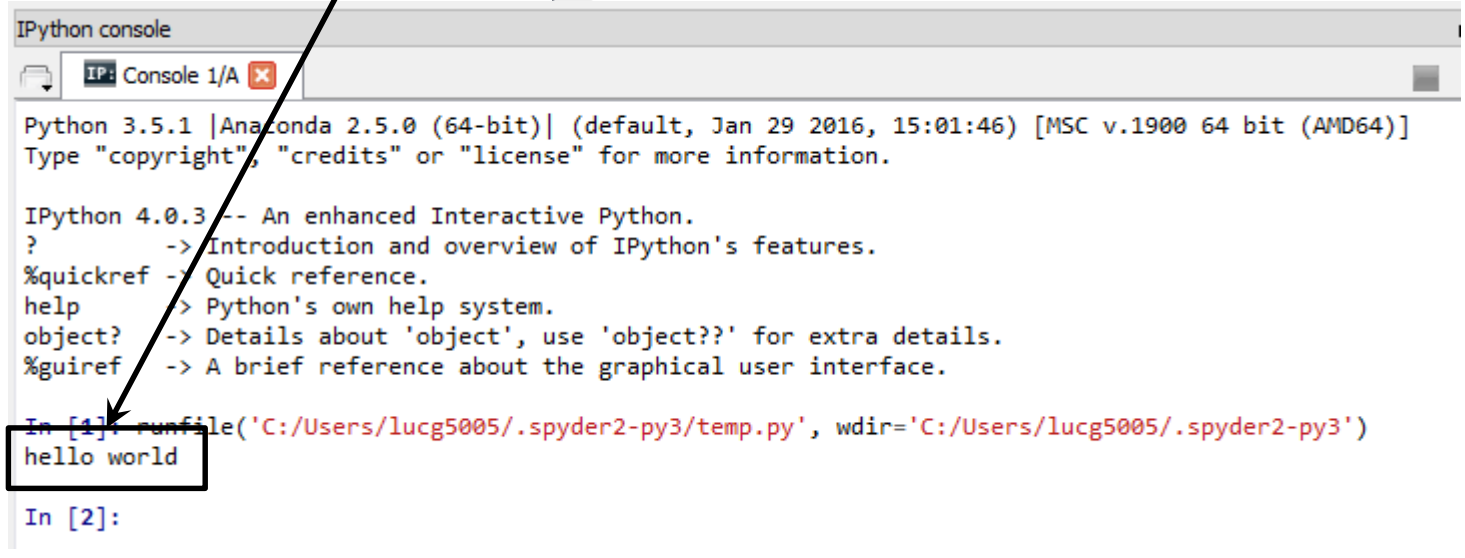
spyder


Spyder (Python 3.5)
File Edit Search Source Run Debug Consoles Tools View Help
C:\Users\ucg5005\Documents\Python Scripts
Editor - C:\Users\ucg5005\.spyder2-py3\temp.py
temp.py
-*- coding: utf-8 -*-
"""
Spyder Editor
This is a temporary script file.
"""
editor
Object inspector
Source Console Object
Usage
Here you can get help of any object by pressing Ctrl+I in front of it, either on the Editor or the Console.
Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in Preferences > Object Inspector.
object inspector
Object inspector Variable explorer File explorer
IPython console
Console 1/A
Python 3.5.1 |Anaconda 2.5.0 (64-bit)| (default, Jan 29 2016, 15:01:46) [MSC v.1900 64 bit (AMD64)]
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
%guiref -> A brief reference about the graphical user
In [1]:
console
Console History log IPython console
Permissions: RW End-of-lines: CRLF Encoding: UTF-8 Line: 8 Column: 1 Memory: 85 %

spyder: work cycle

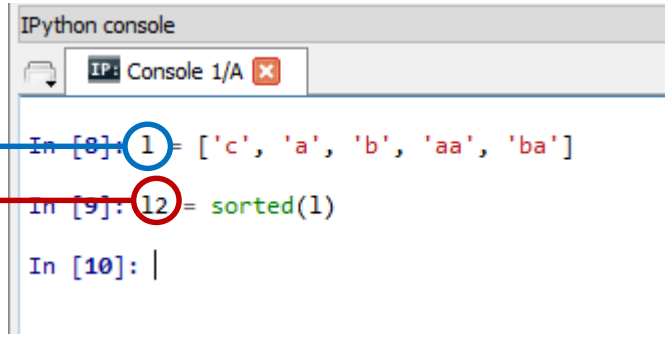
- Repeat until done
  - Edit code
  - Safe file
  - Run file
  - Check results



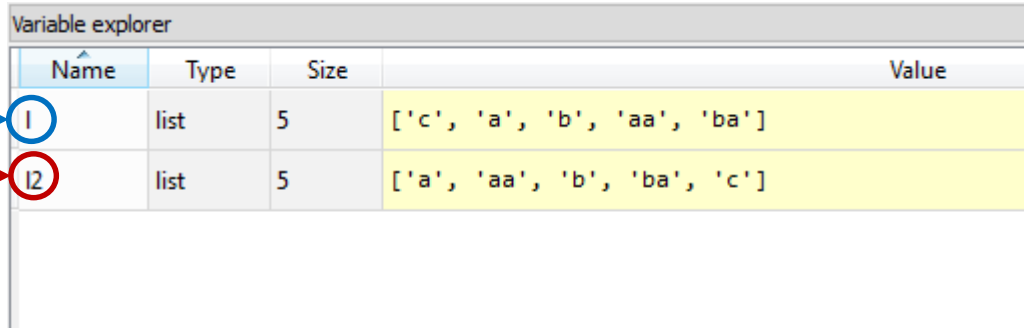


spyder: object inspector

- Executing code snippets

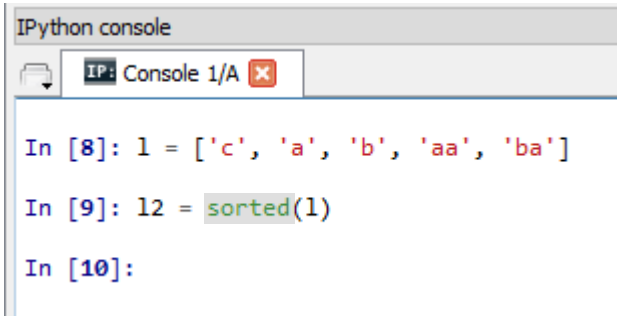


- Variable values in inspector

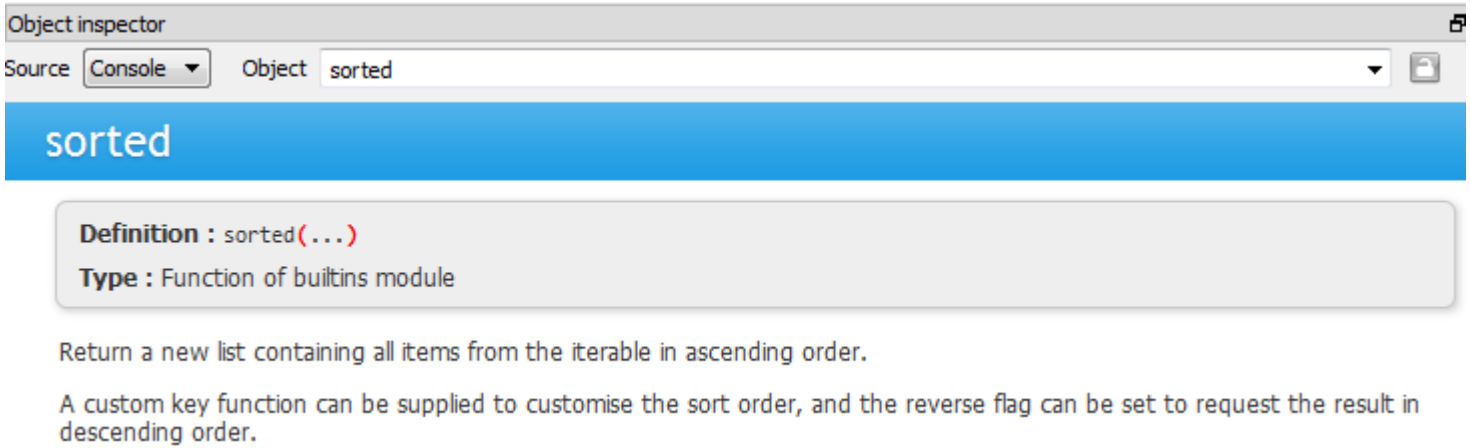


spyder: getting help

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



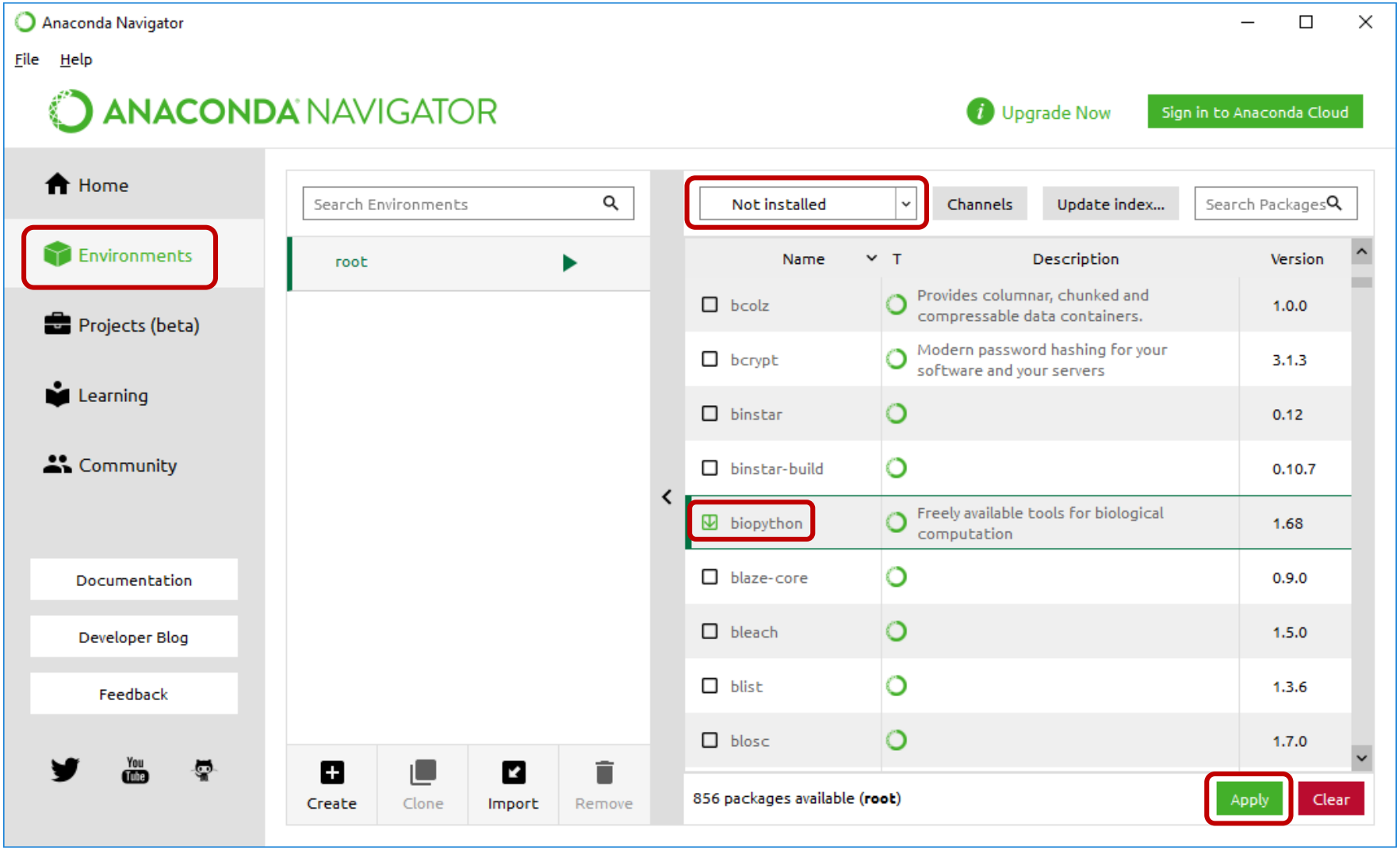
- Help in object inspector



spyder: more features

- Project/file manager
- Debug code
- Profile code

Anaconda environments



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`

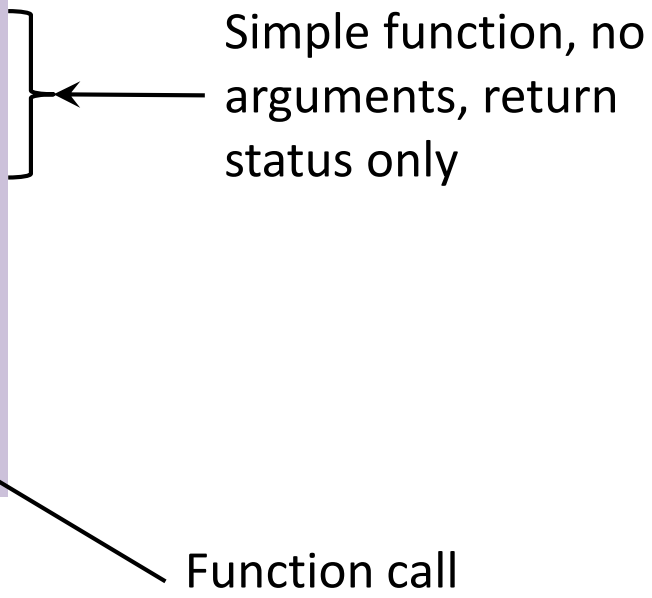
Hello again!

- Encapsulate script in main function

```
import sys

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

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



Generating data

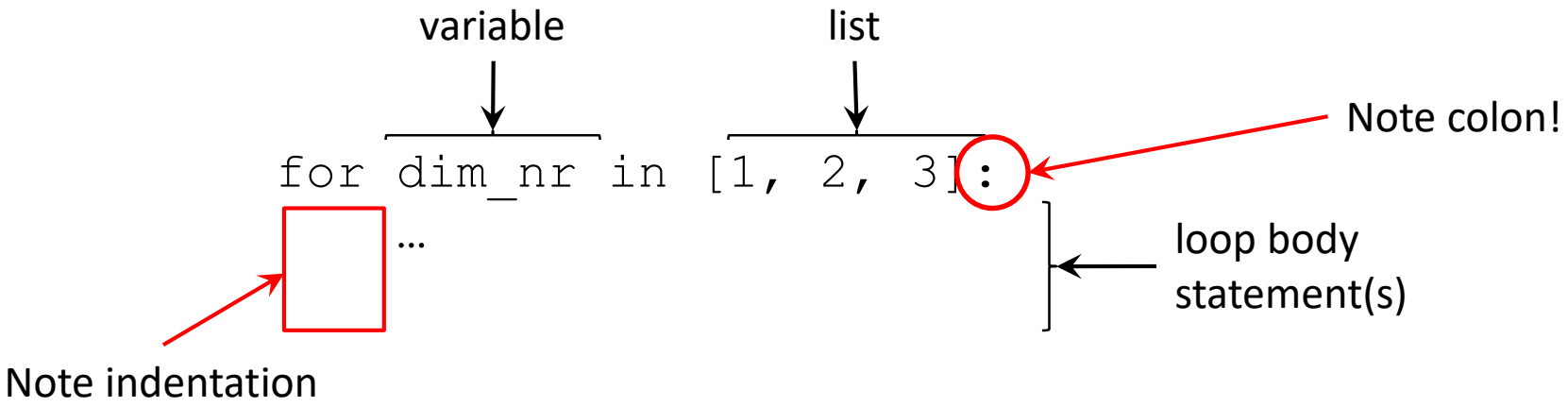
- Need some data?
  - first column, case number: sequential number
  - second column, dimension number: integer 1, 2, 3
  - third column, temperature: float value -0.5, 0.0, 0.5

```
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

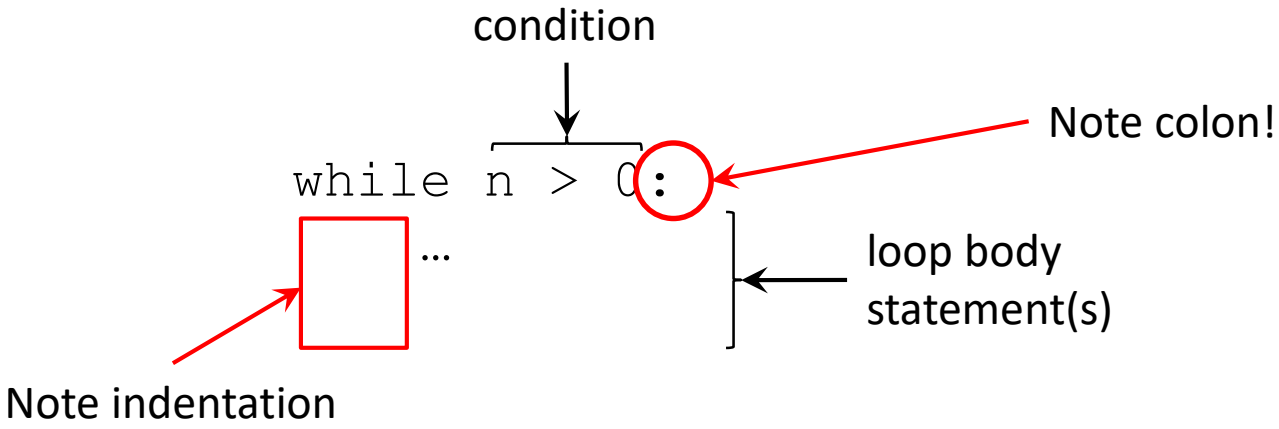
- Semantics: for each element in list do…



- 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))` ≡ `[0, 1, 2]`
  - `list(range(1, 4))` ≡ `[1, 2, 3]`
  - `list(range(1, 8, 2))` ≡ `[1, 3, 5, 7]`
  - `list(range(0, -9, -3))` ≡ `[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?
  - `[0.5*x for x in range(-1, 2)]`
  - list comprehensions: construct list from list

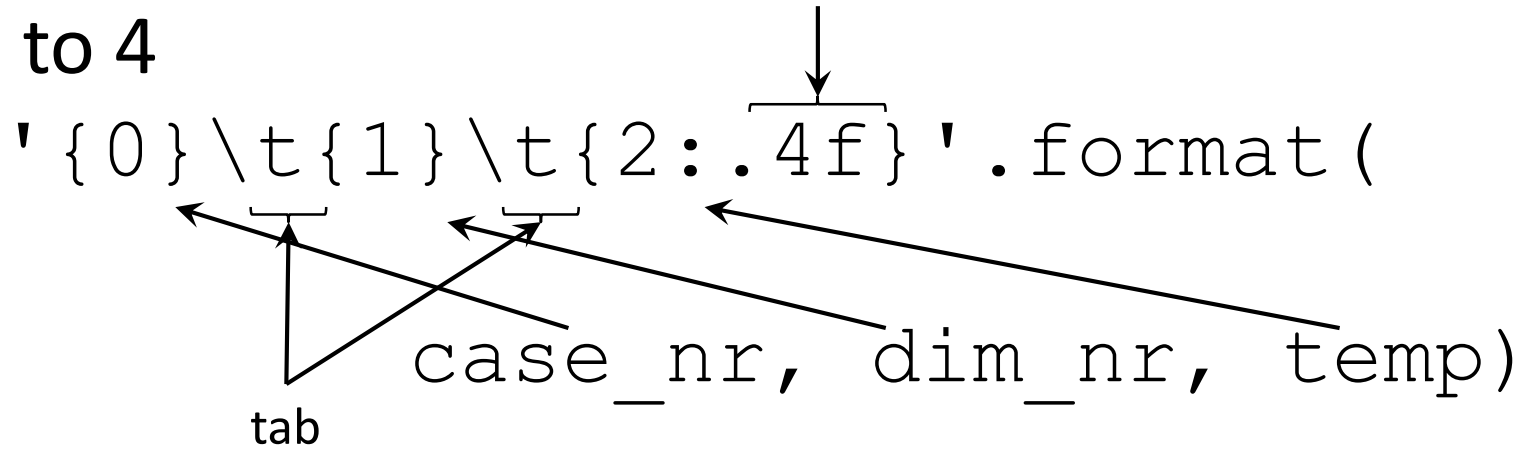
looks a lot like math

```
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



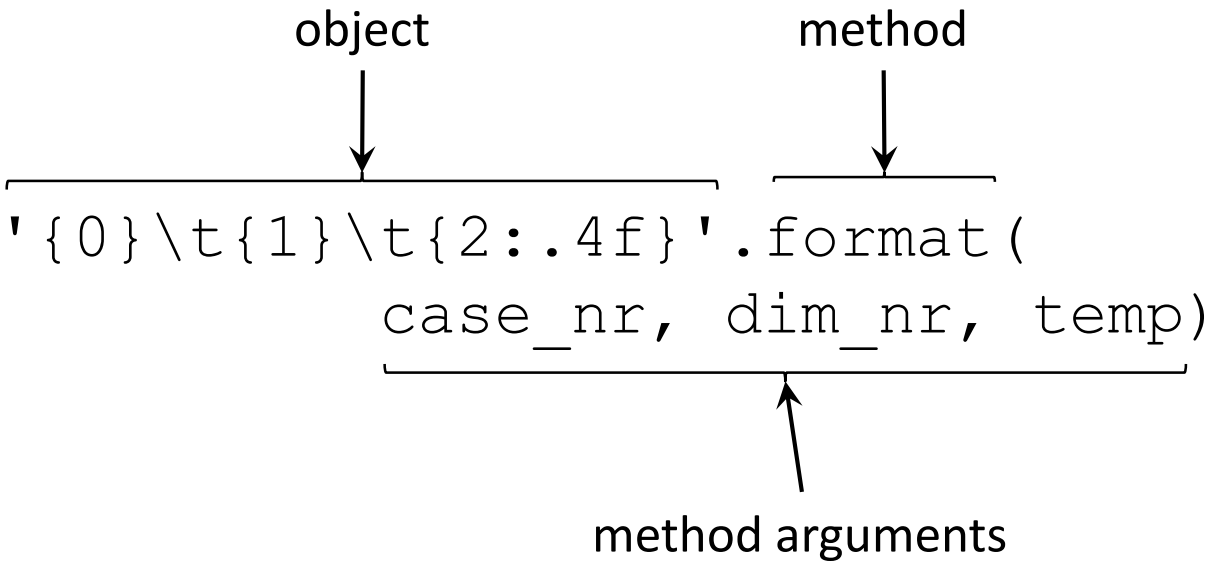
- f-string:

```
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