

Introduction to Python - Computer Lab

1. Strings

- (a) Define the variable `parrot` containing the sentence *It is dead, that is what is wrong with it.*
- (b) Count the number of characters (letters, blank space, commas, periods etc) in the sentence.
- (c) Write code that counts the number of *letters* in the sentence.
- (d) Separate the sentence into a list of words. Call the list `ParrotWords`.
- (e) Merge (concatenate) `ParrotWords` into a sentence again.

2. Loops and list comprehensions

- (a) Write a for loop that produces the following output on the screen:
The next number in the loop is 5
The next number in the loop is 6
...
The next number in the loop is 10
[Hint: the `range()` function has more than one argument].
- (b) Write a while-loop that repeatedly generates a random number from a uniform distribution over the interval $[0, 1]$, and prints the sentence 'The random number is smaller than 0.9' on the screen until the generated random number is smaller than 0.9. [Hint: Python has a `random` module with basic random number generators].
- (c) Write a for-loop that iterates over the list `names = ['Ludwig', 'Rosa', 'Mona', 'Amadeus']` and writes the following to the screen:

The name Ludwig is nice
The name Rosa is nice
...
The name Amadeus is nice
Use Python's string formatting capabilities (the `%s` stuff ...) to solve the problem.
- (d) Write a for-loop that iterates over the list `names = ['Ludwig', 'Rosa', 'Mona', 'Amadeus']` and produces the list `nLetters = [6,4,4,7]` that counts the letters in each name.
[Hint: the pretty version uses the `enumerate()` function]
- (e) Solve the previous question using a list comprehension.
- (f) Use a list comprehension to produce a list that indicates if the name has more than four letters. The answer should be `shortLong = ['long', 'short', 'short', 'long']`.

- (g) Write a loop that *simultaneously* loops over the lists `names` and `shortLong` to write the following to the screen
- ```
The name Ludwig is a long name
The name Rosa is a short name
...
The next Amadeus is a long name
```
- [Hint: use the `zip()` function and Python's string formatting.]

### 3. Dictionaries

- (a) Make a dictionary named `Amadeus` containing the information that the student Amadeus is a male (M), scored 8 on the Algebra exam and 13 on the History exam.
- (b) Make three more dictionaries, one for each of the students: Rosa, Mona and Ludwig, from the information in the following table:

|        | Sex | Algebra | History |
|--------|-----|---------|---------|
| Rosa   | F   | 19      | 22      |
| Mona   | F   | 6       | 27      |
| Ludwig | M   | 9       | 5       |

- (c) Combine the four students in a dictionary named `students` such that a user of your dictionary can type `students['Amadeus']['History']` to retrieve Amadeus score on the history test. [HINT: The values in a dictionary can be dictionaries]
- (d) Add the new student Karl to the dictionary `students`. Karl scored 14 on the Algebra exam and 10 on the History exam.
- (e) Use for-loop to print out the names and scores of all students on the screen. The output should look like something this (the order of the students doesn't matter):
- ```
Student Amadeus scored 8 on the Algebra exam and 13 on the History exam
Student Rosa scored 19 on the Algebra exam and 22 on the History exam
...
```
- [Hints: Dictionaries are iterables. A really pretty solution involves the `.items()` method of a dictionary]

4. Vectors and arrays

- (a) Define two lists: `list1 = [1,3,4]` and `list2 = [5,6,9]`. Try `list1*list2`. Does it work?
- (b) Import everything from `scipy` (`from scipy import *`). Convert `list1` and `list2` into arrays (name them `array1` and `array2`). Now try `array1*array2`.
- (c) Let `matrix1` be a 2-by-3 array with `array1` and `array2` as its two rows. Let `matrix2` be a 3-by-3 array with elements 1, 2 and 3 on the diagonal. Try `matrix1*matrix2`. Why doesn't this work?
- (d) Compute the usual matrix product of `matrix1` and `matrix2`.

5. Functions

- (a) Write a function `CircleArea(radius)` that computes the area of a circle with radius `radius`. Call the function to show that it works. [Hint: the number π needs to be loaded from the `math` module]
- (b) Modify the `CircleArea` function so that it checks if the radius is positive and prints *The radius must be positive* to the screen if it is not. Also, if the radius is not positive the function should return `None`.
- (c) Now write another function `RectangleArea(base,height)` that computes the area of a rectangle. Put both functions in a text file named `Geometry.py`. Close the Python interpreter (or all of Spyder, if you prefer). Start the interpreter and load the two area functions from the module. Remember to set the `PYTHONPATH` so that Python can find your file. This is done in Spyder from the **Tools** menu and then choosing `PYTHONPATH`.
- (d) Now define another function in your `Geometry` module that computes the area of a triangle. Try to import the new function from the module. Why does it not work? [Hint: try `import imp` followed by `imp.reload(Geometry)`. **Update:** this does not seem to work on all systems, at least as easy as I intend it to be. Solution: skip this part, or switch to Linux :-)]

Have fun!