

IT1007

INTRODUCTION TO

PROGRAMMING

Python and C

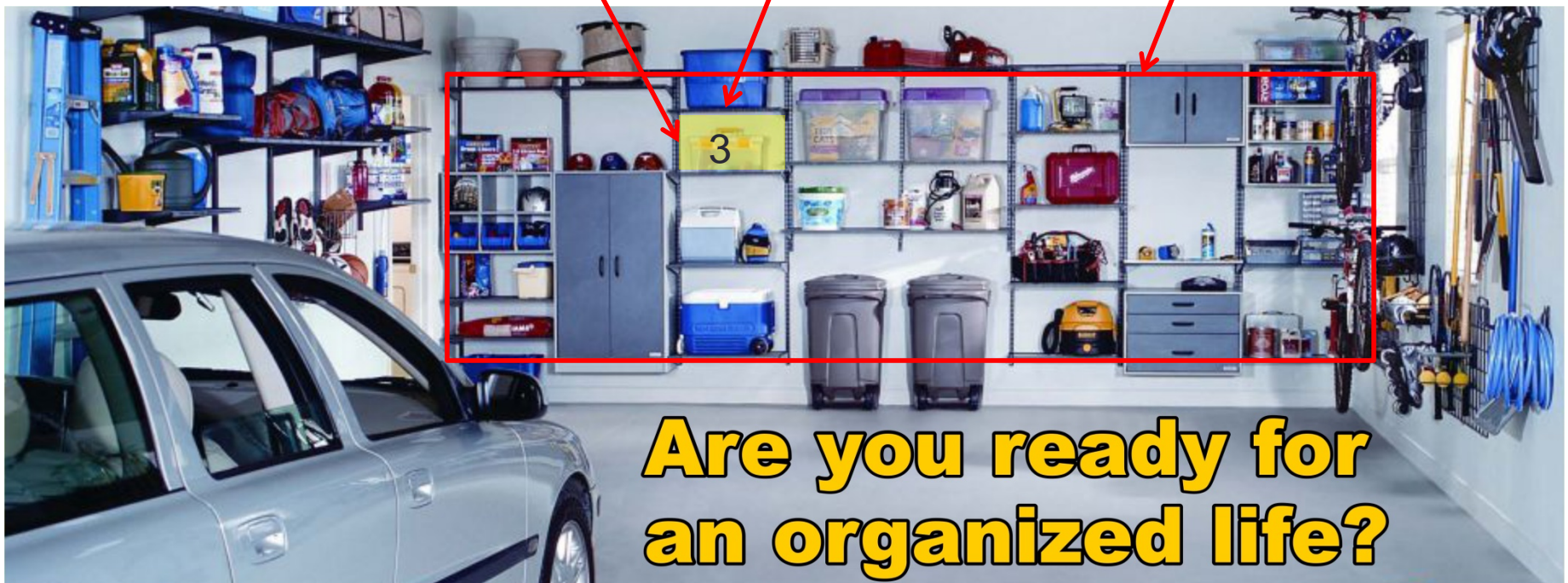
Variables

- For storage of data

```
>>> x = 3
```

This space is allocated and labeled as “x”. And we store ‘3’ inside

Computer Memory



**Are you ready for
an organized life?**

Variable Naming

- Start with 'a'-'z' or 'A'-'Z' or '_'
- Contain only alphanumeric characters or '_'
- Case sensitive

`X_1 != x_1`

- Avoid reserved keywords e.g. `if`
- Python convention: lower case letters separated by '_'
 - e.g. `count_change`

Variable Types

8, 45, 123 int

2.71828, 3.14159, 1.0 float

True, False bool

"it1007"
'it1007' str

None

Variable Type

```
>>> x = 3
```

```
>>> name = "Alan"
```

This space is allocated and labeled as “**x**”. And we store ‘3’ inside. And can store **integers** only

This space is allocated and labeled as “**name**”. And we store “Alan” inside. And can store **strings** only



**Are you ready for
an organized life?**

The function Type(...)

```
>>> type(123)  
<class 'int'>
```

```
>>> type('123')  
<class 'str'>
```

```
>>> type(None)  
<class 'None'>
```

Type conversion

```
>>> str(123)
'123'
```


```
>>> float('45.2')
45.2
```

```
>>> int(23.8)
23
```

```
>>> int('cs1010s')
ValueError!
```

Assignments

Doesn't matter if it's quote
or double quote



```
>>> abc = 18
```

```
>>> my_string = 'This is my string'
```

```
>>> x, y = 1, 2
```


Assignments

```
>>> x = 10
>>> x = 2
>>> x = 4
>>> print(x)
```

???

```
>>> a, b, c = 1, 2, 3
>>> a, b, c = c, b, a
>>> print(a, b, c)
```

???



“=” is different
from our usual
“equal” in math

Arithmetic: + - * / ** // %

```
>>> a = 2 * 3
```

```
>>> a
```

```
6
```

```
>>> 2 ** 3
```

```
8
```

```
>>> 11 / 3
```

```
3.6666666666666665
```

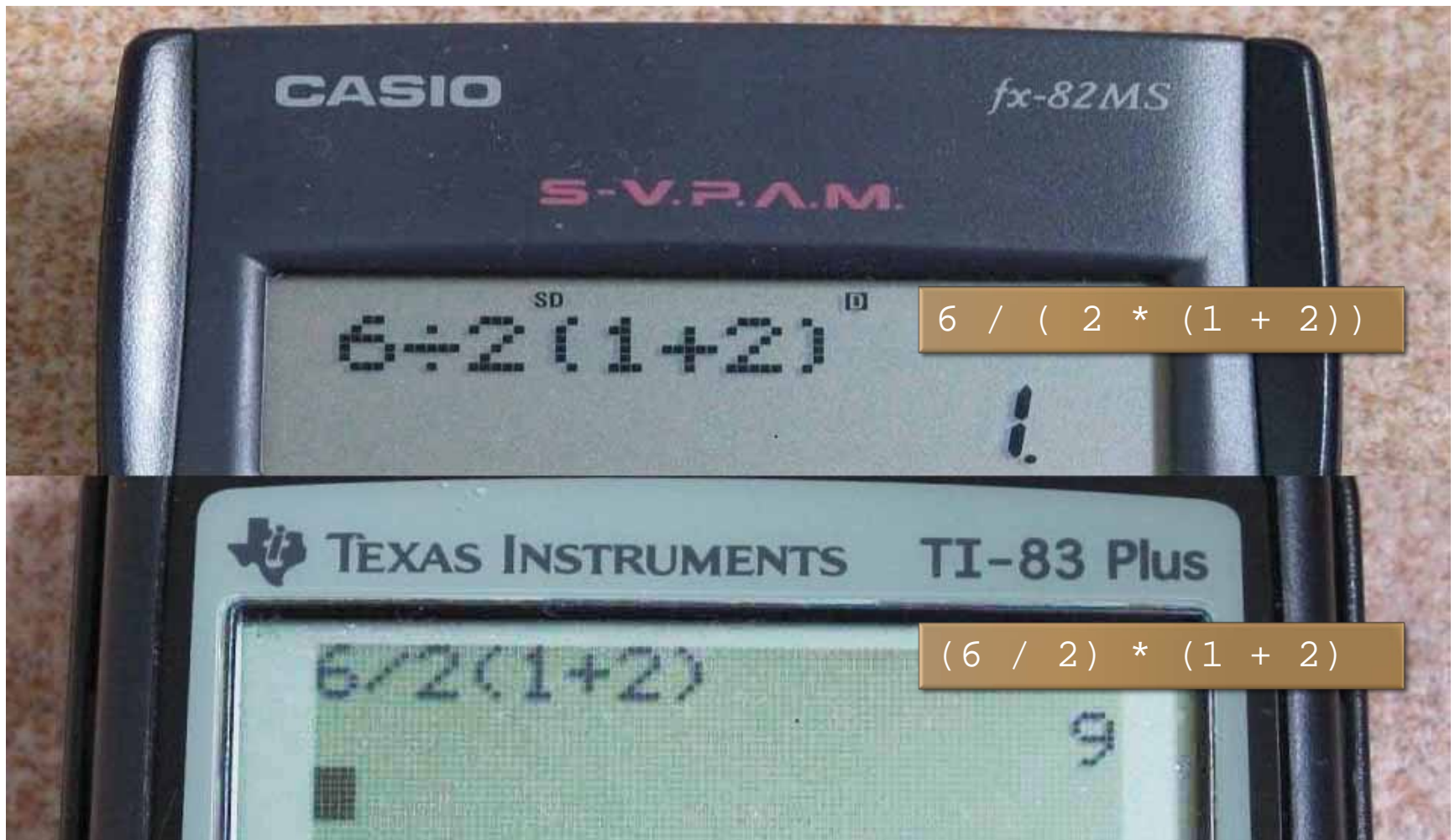
```
>>> 11 // 3
```

```
3
```

```
>>> 11 % 3
```

```
2
```

Operator Precedence



Python Operator Precedence

- $6 / 2 * (1 + 2)$
- $3 * (1 + 2)$
- $3 * (1 + 2)$
- $3 * 3$
- 9

Operator	Description
**	Exponentiation (raise to the power)
~ + -	Complement, unary plus and minus (method names for the last two are +@ and -@)
* / % //	Multiply, divide, modulo and floor division
+ -	Addition and subtraction
>> <<	Right and left bitwise shift
&	Bitwise 'AND'
^	Bitwise exclusive 'OR' and regular 'OR'
<= < > >=	Comparison operators
<> == !=	Equality operators
= %= /= //= -= += *= **=	Assignment operators
is is not	Identity operators
in not in	Membership operators
not or and	Logical operators

Boolean: Truth values

- Statements can be either **True** or **False**
- $2 > 1$ is True
- $5 < 3$ is False

Operators

- Comparison:

```
>>> 1 <= 10
```

```
True
```

```
>>> 5 > 15
```

```
False
```

```
>>> 5 <= 5
```

```
True
```

```
>>> 2 != 3
```

```
True
```

```
>>> '1' == 1
```

```
False
```

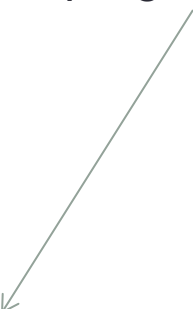
```
>>> False == False
```

```
True
```

```
>>> True != True
```

```
False
```

The very no. 1
trap for
programmers



Operators

- Logic:

```
>>> True or False
True
```

```
>>> True and False
False
```

```
>>> not False
True
```

- a **or** b True if either **a** **or** **b** is True
- a **and** b True if both **a** **and** **b** are True
- **not** a True if a is **not** True

Truth Tables

A	NOT A
True	False
False	True

A OR B		A	
		True	False
B	True	True	True
	False	True	False

A AND B		A	
		True	False
B	True	True	False
	False	False	False

Truth Value Revisted

- Python has keywords `True` and `False`
- In Python 3.x, `True` and `False` will be equal to `1` and `0`
- Anything that is not `0` or `empty` will be evaluated as `True`

- **Logic:**

```
>>> True and 0
```

```
0
```

```
>>> not 'abc'
```

```
False
```

```
>>> 1 or 0
```

```
1
```

Strings

```
>>> s = 'ba'
```

```
>>> t = 'ck'
```

```
>>> s + t
```

```
'back'
```

```
>>> t = s + 'na' *
```

```
2
```

```
>>> t
```

```
'banana'
```

```
>>> 'z' in t
```

```
False
```

```
>>> 'bananb' > t
```

```
True
```

```
>>> 'banan' <= t
```

```
True
```

```
>>> 'c' < t
```

```
False
```

lexicographical ordering: first the first two letters are compared, and if they differ this determines the outcome of the comparison; if they are equal, the next two letters are compared, and so on, until either sequence is exhausted.

Strings

```
>>> w = 'banana'
>>> s = w + w
>>> print(s)
'bananabanana'
>>> s = w*3
>>> print(s)
'bananabanabanana'
```

```
>>> s = (w+' ')*2
>>> print(s)
'banana banana '
```

Strings

- A String is a sequence of characters
- We can index a string, i.e.

```
>>> s = 'abcd'
```

```
>>> s[0]
```

```
'a'
```

```
>>> s[2]
```

```
'c'
```

- The index of the first character is 0

String Slicing

Non-inclusive



`s[start:stop:step]`

Default
start = 0
stop = #letters
step = 1

```
>>> s = 'abcdef'
```

```
>>> s[0:2]
```

```
'ab'
```

```
>>> s[1:2]
```

```
'b'
```

```
>>> s[:2]
```

```
'ab'
```

```
>>> s[1:5:3]
```

```
'be'
```

```
>>> s[::2]
```

```
'ace'
```

```
>>> s[::-1]
```

```
???
```

Strings

```
c = "#"
```

```
s = " "
```

```
print(" ")
```

```
print(" *")
```

```
print(s*3 + c)
```

```
print(s*2 + c * 3)
```

```
print(s + c * 5)
```

```
print(s*3 + c)
```

```
print(s*2 + c * 3)
```

```
print(s + c * 5)
```

```
print(c * 7)
```

```
print(s*3 + c)
```

```
*
```

```
#
```

```
###
```

```
#####
```

```
#
```

```
###
```

```
#####
```

```
#####
```

```
#
```

ASCII Art

```
  (c) .-. (c)
    /  ._. \
   \ (  Y  ) /
  ( _.-/ ' -' \-. _.)
    | |   X   | |
   / \  _ _  \ /
  (.-. / \ -' \ .-. )
   \ _ '   _ ' \ _ '
```

```
@~t@
@~t@ @@@
@~(t@ %^^^@
@((tt@s^//@
@((tt@s^//@
@ttC@s^//@
@CCC@ts^s@ @@@G/////@@
@O~CC@%ttst@@ /((~///@
@O //(((//^ ~~~~~//@
@O //(@@@((^ ~~~/////@
@O^ /(@ @@@((^ ~~~/////@
@^^^ /(@@@((//^ ~((~/t/@
@^^ /(((//^^ ~((~/t((@(@
@ ^ (((//^^ ((~/t/t((@(@
@ s ^^^^ (t~%ttt((C@@
    @%% ((((((//%@
    @ %s ((((((//%@
    @ t @ @ 00////////@
    @@@@@ @@@@@@@@@@@@@@
```

Admin

- You should have installed your Python and Lab 00
- We have a Facebook Page
 - <https://www.facebook.com/groups/101073953956082/>
 - Or search for IT1007 NUS 2017