

Introduction to Big Data and Data Science (CSCE 5300 Section 005)*

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1 Introduction to Python Programming

2 Data Structures

3 Object-oriented Programming (OOP)

4 Assignment

Introduction to Python Programming

- What is Python
- Why Python
- Python VS C++

What is Python

- Python is an interpreted, object-oriented, high-level programming language with dynamic semantics.
- Python's simple, easy to learn syntax emphasizes readability and therefore reduces the cost of program maintenance.
- Python supports modules and packages, which encourages program modularity and code reuse.
- The Python interpreter and the extensive standard library are available in source or binary form without charge for all major platforms, and can be freely distributed.

Products and Tools Written in Python

- Web Applications
 - **Instagram**: One of the largest social media platforms started as a Python project.
 - **Pinterest**: A popular image-sharing platform built using the Django web framework.
- Desktop Applications
 - **Dropbox**: The desktop client was initially written in Python.
- Scientific and Numeric Applications
 - **SciPy**: An open-source library used for high-level computations.
 - **Pandas**: A powerful tool for data analysis and manipulation.
- Security Tools
 - **SQLMap**: An open-source penetration testing tool that automates the process of detecting and exploiting SQL injection flaws and taking over of database servers.

Top Programming Languages (Aug. 29, 2023)

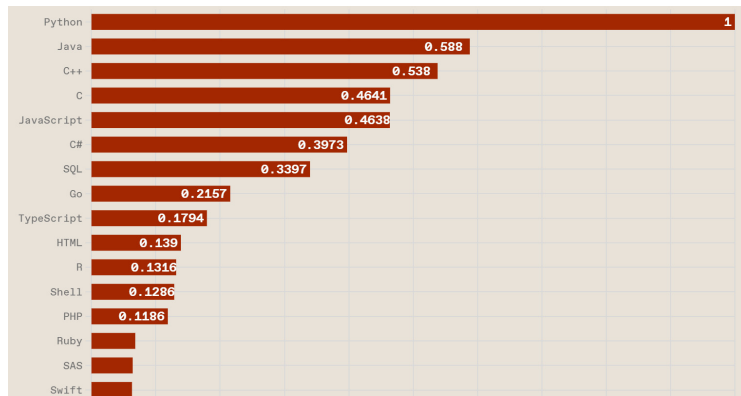
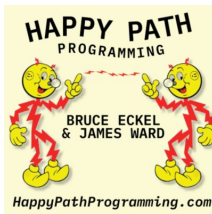
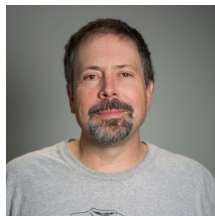


Figure 1: IEEE Spectrum's 10th annual rankings of the Top Programming Languages¹

¹<https://spectrum.ieee.org/the-top-programming-languages-2023>

Why Python

Life is short (You need Python) - Bruce Eckel



- The author of **Thinking in Java** and **Think in Python**
- One of the two anchors of HappyPathProgramming.com

Why Python - Hello World Program

Python

```
>>> print("Hello World!")  
Hello World!  
>>>
```

C++

```
1 #include <iostream>  
2 using namespace std;  
3  
4 int main()  
5 {  
6     //say hello  
7     cout << "Hello C++" << endl;  
8  
9     system("PAUSE");  
10    return 0;  
11 }  
12
```

Java

```
1 // simple Java Program to Print Hello World  
2 public class HelloWorld {  
3  
4     public static void main(String[] args)  
5     {  
6         System.out.println("Hello World");  
7     }  
8 }  
9  
10
```

@tutorialgateway.org

terminated> HelloWorld [Java Application] C:\Program Files\Java\jre1.8.0_181\bin\java.exe [F]

Hello World

Assembly



Why Python

- Python is easy to learn and use
- Python is flexible
- Python has an active, supportive community
- Hundreds of Python libraries and frameworks
- Python is well suited to data science, machine learning, and AI

Python VS C++

Why Python?

C++

```
1
2 #include<iostream>
3 using namespace std;
4
5 int main (int argc, int *argv[])
6 {
7     cout << "Hello World" << endl;
8     return 0;
9 }
```

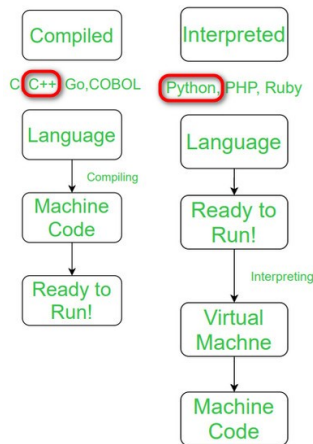
- Complex syntax
- Difficult to read

Python

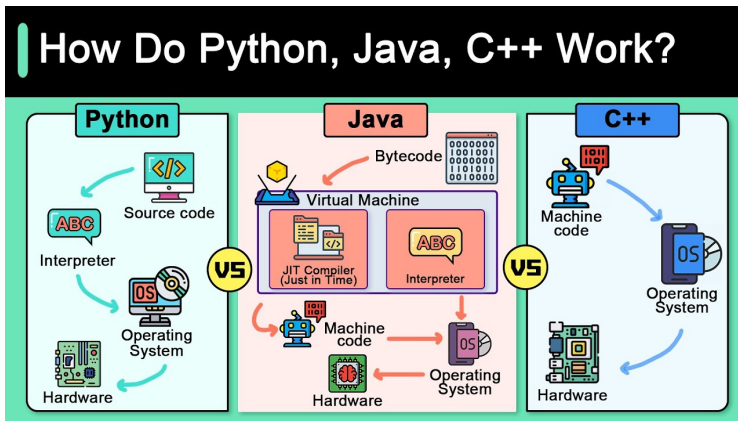
```
1
2 print "Hello World"
```

- Minimal Syntax
- Easier to read and debug
- Faster development time
- Increases productivity

Python VS C++



Python, Java, C++



- 1 Introduction to Python Programming
- 2 Data Structures**
- 3 Object-oriented Programming (OOP)
- 4 Assignment

Data Structures - Outcomes

- Become familiar with data structures in Python
- Familiarize yourself with String, Lists, and Dictionaries
- Python programming tools for data management
- Apply the knowledge in processing, analyzing, and modifying datasets for targeted outcomes

Basic Data Structures

- Int
- Float
- Boolean
- String
- List
- Dictionary
- Set
- Tuple

Lists: Ordered Sequences of Data

- Elements: numbers, strings, lists of lists, etc.
- Operations: Add, remove, change/modify
- Example
 - `my_list = [3.14, 'apple', 'How are you?', [3, 'ok']]`
- Try the following and see what happens to the `my_list`? (Exam question)
 - `print (my_list[1])`
 - `my_list.remove('How are you?')`
 - `my_list.append(123)`
 - `print (my_list)`

Lists: Demo Result

```
my_list = [3.14, 'apple', 'How are you?', [3, 'ok']]  
print (my_list[1])  
my_list.remove('How are you?')  
my_list.append(123)  
print (my_list)
```

```
apple  
[3.14, 'apple', [3, 'ok'], 123]
```

Figure 2: Demo result

Operations on List

<u>append()</u>	Adds an element at the end of the list
<u>clear()</u>	Removes all the elements from the list
<u>copy()</u>	Returns a copy of the list
<u>count()</u>	Returns the number of elements with the specified value
<u>extend()</u>	Add the elements of a list (or any iterable), to the end of the current list
<u>index()</u>	Returns the index of the first element with the specified value
<u>insert()</u>	Adds an element at the specified position
<u>pop()</u>	Removes the element at the specified position
<u>remove()</u>	Removes the item with the specified value
<u>reverse()</u>	Reverses the order of the list
<u>sort()</u>	Sorts the list

Figure 3: Operations on the list

Dictionary: Store Items in 'pairs' {key: value}

- Elements: numbers, strings, lists of lists, etc.
- Operations: Add, remove, change/modify
- Example
 - `my_dict = {1:'one', 2:'two', 3:'three', 4:'four'}`
- Try the following and see what happens to the `my_dict` ?
 - `print (my_dict[2])`
 - `print (my_dict['2'])`
 - `print (my_dict['two'])`
 - `print (my_dict.get(2))`
 - `my_dict.pop(2)`
 - `my_dict.update(1:'new_one')`
 - `my_dict.update({1:'new_one'})`

Dictionary: Demo Result

```
my_dict= {1:'one', 2:'two', 3:'three', 4:'four'}  
print (my_dict[2])  
# int (my_dict['2'])  
# int (my_dict['two'])  
print (my_dict.get(2))  
my_dict.pop(2)  
# _dict.update(1:'new_one')  
my_dict.update({1:'new_one'})  
print (my_dict)
```

two

two

{1: 'new_one', 3: 'three', 4: 'four'}

Figure 4: Demo result

Operations on Dictionary

Method	Description
<code>clear()</code>	Removes all the elements from the dictionary
<code>copy()</code>	Returns a copy of the dictionary
<code>fromkeys()</code>	Returns a dictionary with the specified keys and value
<code>get()</code>	Returns the value of the specified key
<code>items()</code>	Returns a list containing a tuple for each key value pair
<code>keys()</code>	Returns a list containing the dictionary's keys
<code>pop()</code>	Removes the element with the specified key
<code>popitem()</code>	Removes the last inserted key-value pair
<code>setdefault()</code>	Returns the value of the specified key. If the key does not exist: insert the key, with the specified value
<code>update()</code>	Updates the dictionary with the specified key-value pairs
<code>values()</code>	Returns a list of all the values in the dictionary

Figure 5: Operations on the dictionary

Copy Mutable Objects by Reference - List

```
list_a = [1, 2, 3, 4]
list_b = list_a
list_a.append(5)
print (list_a)
print (list_b)
```

Copy Mutable Objects by Reference - List

```
list_a = [1, 2, 3, 4]
list_b = list_a
list_a.append(5)
print (list_a)
print (list_b)
```

```
[1, 2, 3, 4, 5]
```

```
[1, 2, 3, 4, 5]
```

Copy Mutable Objects by Reference - List

```
list_a = [1, 2, 3, 4]
list_b = list_a
list_b.append(5)
print (list_a)
print (list_b)
```


Copy Mutable Objects by Reference - List

```
list_a = [1, 2, 3, 4]
list_b = list_a
list_b.append(5)
print (list_a)
print (list_b)
```

```
[1, 2, 3, 4, 5]
```

```
[1, 2, 3, 4, 5]
```

Copy Mutable Objects by Reference - Dictionary

```
dict_a = {1:'one', 2:'two', 3:'three', 4:'four'}  
dict_b = dict_a  
dict_a[5] = 'five'  
print (dict_a)  
print (dict_b)
```

Copy Mutable Objects by Reference - Dictionary

```
dict_a = {1:'one', 2:'two', 3:'three', 4:'four'}  
dict_b = dict_a  
dict_a[5] = 'five'  
print (dict_a)  
print (dict_b)
```

```
{1: 'one', 2: 'two', 3: 'three', 4: 'four',  
5: 'five'}  
{1: 'one', 2: 'two', 3: 'three', 4: 'four',  
5: 'five'}
```

Copy Mutable Objects by Reference - Dictionary

```
dict_a = {1:'one', 2:'two', 3:'three', 4:'four'}  
dict_b = dict_a  
dict_b[5] = 'five'  
print (dict_a)  
print (dict_b)
```

Copy Mutable Objects by Reference - Dictionary

```
dict_a = {1:'one', 2:'two', 3:'three', 4:'four'}  
dict_b = dict_a  
dict_a[5] = 'five'  
print (dict_a)  
print (dict_b)
```

```
{1: 'one', 2: 'two', 3: 'three', 4: 'four',  
5: 'five'}  
{1: 'one', 2: 'two', 3: 'three', 4: 'four',  
5: 'five'}
```

Copy Mutable Objects by Reference

id(object) returns the identity of an object

```
list_a = [1, 2, 3, 4]
list_b = list_a
print(id(list_a))
print(id(list_b))
list_a.append(5)
print(id(list_a))
print(id(list_b))
```

```
2028877595656
2028877595656
2028877595656
2028877595656
```

```
text_a = '1234'
text_b = text_a
print(id(text_a))
print(id(text_b))
text_b += '5'
print(id(text_a))
print(id(text_b))
```

```
2028878418608
2028878418608
2028878418608
2028878421680
```

Mutable Objects and Immutable Objects in Python

- Mutable Objects
 - list
 - dictionary
 - set
 - user-defined classes
- Immutable Objects
 - int
 - float
 - bool
 - string
 - tuple
 - range

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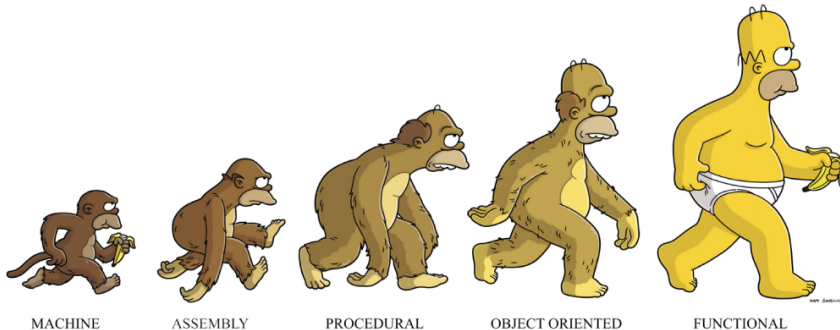
Object-oriented Programming (OOP)

- What is OOP
- Why OOP

What is OOP

Object-oriented programming (OOP) is a computer programming model that organizes software design around data, or objects, rather than functions and logic. An object can be defined as a data field that has unique attributes and behavior. Properties and behaviors are bundled into individual objects.

Programming Evolution¹



¹www.shorturl.at/bf10Q

OOP vs Procedural vs Functional Programming²

- **Object-oriented** code helps the programmer think of objects which represent a concept or real-world component
- **Procedural** programming organizes the code into chunks of procedures
- **Functional** programming orients the programmer in the world of pure functions

²<https://www.scaler.com/topics/java/oop-vs-functional-vs-procedural/>

OOP vs Procedural vs Functional Programming³

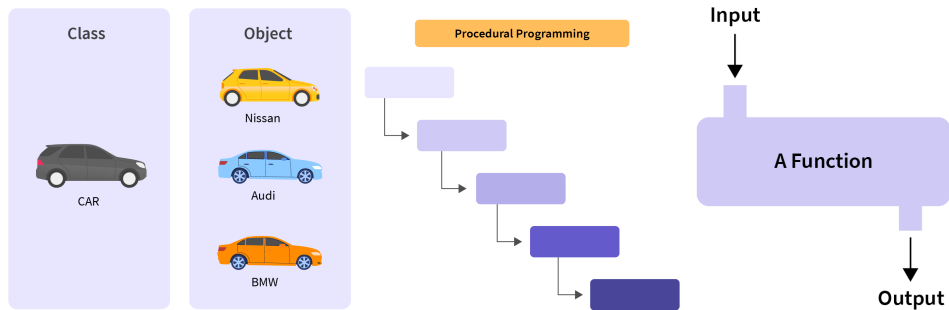


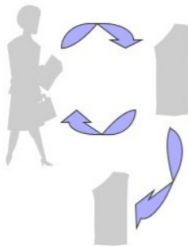
Figure 6: OOP vs Procedural vs Functional programming

³<https://www.scaler.com/topics/java/oop-vs-functional-vs-procedural/>

OOP vs Procedural Programming

Procedural vs. Object-Oriented

■ Procedural



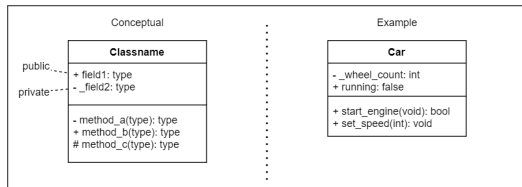
Withdraw, deposit, transfer

■ Object Oriented



Customer, money, account

OOP vs Functional Programming^{4,5}



```
def square(number):  
    return number ** 2  
  
squares = list(map(square, [2,6,10]))  
print(squares)
```

⁴<https://aswinbarath.github.io/functional-programming-in-python/>

⁵https://sbcode.net/python/uml_diagrams/

Difference between Functional vs OOP vs Procedural Programming⁶

Functional Programming	Object Oriented Programming	Procedural Programming
Data and functions are the same things; the main focus is on function composition.	Objects are composed of methods and attributes; the main focus is communication among objects.	Data and functions are not the same; the focus is on procedures (operations).
Ideal for concurrent and parallel programming	Ideal for scalable software systems	Ideal for general-purpose programming
For pure functional programming, data are immutable.	Data and methods can be hidden.	Data is exposed, and it can be changed in any context.
Declarative style: Developer describes what your objectives are in code	Imperative style: Developer specifies how to reach the goal in code.	Imperative style: Developer specifies how to reach the goal in code.
Code is organized into functions and modules.	Code is organized into objects.	Code is organized into modules and procedures.

⁶<https://www.scaler.com/topics/java/oop-vs-functional-vs-procedural/>

OOP in Python

<https://realpython.com/python3-object-oriented-programming/>

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Assignment-1 (4.0 pt.)

- Basic Python Syntax (2 pts.)
- Object Oriented Programming (2 pts.)
- Due time: 11:59:59 PM, September 4, 2024 (End of next Wednesday)
- The assignment and how to submit your assignment will be announced on Canvas