Python Basics - Your First Python Program





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In this course you'll:

- Write your first Python script
- Learn what happens when you run a script with an error
- Learn how to declare a variable and inspect its value
- Learn how to write comments



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Along the way you'll also learn about:

- The differences between Interactive and Script windows in IDLE
- The Read-Evaluate-Print Loop (REPL)
- How to create a script and run it
- The Assignment Operator
- Rules for valid variable names
- Some of the standards outlined in PEP 8



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Writing a Python Script

- IDLE Python's built-in
 Integrated Development and Learning Environment
- Two main windows
 - The Interactive Window
 - The Editor Window



The Interactive Window

Executing Python interactively works as a loop with three steps:

- 1. Python **reads** the code entered at the prompt
- 2. Python evaluates the code
- 3. Python **prints** the result and waits for more input
- This is commonly referred to as a read-evaluate-print loop
- Abbreviated to REPL
- Python programmers often refer to this Python shell as the Python REPL
- or just "the REPL" for short



The Editor Window

You'll write your Python files using IDLE's editor window

Open the editor window by selecting File > New File



The Editor Window

Before you run your program, you need to save it:

- Select File > Save from the menu
- Save the file as hello_world.py

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Syntax Errors:

 A syntax error occurs when you write code that isn't allowed in the Python language



Runtime errors:

- In the interactive window inside IDLE it catches syntax errors before a program starts running
- In contrast, runtime errors only occur while a program is running



Tracebacks:

- When an error occurs, Python stops executing the program and displays several lines of text called a traceback
- The traceback shows useful information about the error
- Tracebacks are best read from the bottom up



Review Exercises:

- 1. Write a program that IDLE won't run because it has a syntax error.
- 2. Write a program that crashes only while it's running because it has a runtime error.



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In Python, Variables are names that can be assigned a value and then used to refer to that value throughout your code.

Variables are fundamental to programming for two reasons:

- Variables keep values accessible
- Variables give values context



The Assignment Operator:

- An operator is a symbol, such as +, that performs an operation on one or more values
- Values are assigned to variable names using a special symbol called the assignment operator =
- The = operator takes the value to the right of the operator and assigns it to the name on the left



Rules for Valid Variable Names:

- May contain uppercase and lowercase letters (A-Z, a-z)
- Digits (0-9)
- Underscores (_)
- Cannot begin with a digit

Valid Python names:

- string1
- _a1p4a
- list_of_names

Invalid Python names:

- 9lives
- 99_balloons
- 2beOrNot2Be



Python variable names may contain Unicode characters:

• **Unicode** is a standard for digitally representing characters used in most of the world's writing systems.

Examples:

- Decorated letters like é and ü
- Chinese, Japanese, and Arabic symbols 民 ぢ ぃ
- Not every system can display these characters



Python Variable Naming Conventions

Descriptive Names Are Better Than Short Names

```
s = 3600
```

• seconds = 3600

• seconds_per_hour = 3600



Python Variable Naming Conventions

What "case" should you use?

- mixedCase
 - numStudents, listOfNames, secondsPerHour
- lower_case_with_underscores (also referred to as snake_case)
 - num_students, list_of_names, seconds_per_hour
 - o In Python, it's more common to write variable names in this style



Python Variable Naming Conventions

PEP 8 - Widely regarded as the official style guide for writing Python

- For more information check out: pep8.org
- Following the standards outlined in PEP 8 ensures that your Python code is readable by most Python programmers
- PEP stands for Python Enhancement Protocol
- A PEP is a design document used by the Python community to propose new features or changes to the language



Inspecting Values in the Interactive Window

To inspect the value of a variable in the Interactive Window

- Type the name of the variable by itself at the prompt
- You may see different output displayed compared to using print()
- You can also learn more about a variable by using type()



Review Exercises:

- 1. Using the interactive window, display some text using print().
- 2. Using the interactive window, assign a string literal to a variable. Then print the contents of the variable using the print() function.
- 3. Repeat the first two exercises using the editor window.



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How to Write a Comment

Two ways to create a comment in your code:

• Block Comment - Starts with a # on a new line

```
# This is a block comment.
greeting = "Hello, World"
```

• Inline Comment - Continue on the same line, with a # just after the code

```
print(greeting) # This is an inline comment
```



How to Write a Comment

To **comment out** lines of your code:

- Place a # at the beginning of a line of code
- Non-destructive way to test the behavior of your program without specific lines of code



How to Write a Comment

- To comment out a section of code in IDLE, higlight the line(s) and press:
 - Windows: Alt + 3
 - o macOS: Ctrl + 3
 - O Ubuntu Linux: Ctrl + D
- To remove comments, higlight the line(s) and press:
 - Windows: Alt + 4
 - o macOS: Ctrl + 4
 - O Ubuntu Linux: Ctrl + Shift + D

PEP 8 Comment Recommendations

- Comments should always be written in complete sentences
- Have a single space between the # and the first word of the comment

```
# This comment is formatted to PEP 8.
#this one isn't
```

Inline comments should start with two spaces after the code

```
phrase = "Hello, World" # This comment is PEP 8 compliant.
print(phrase)# This one isn't
```



PEP 8 Comment Recommendations

PEP 8 also recommends that comments be used sparingly

```
# Print "Hello, World"
print("Hello, World")
```

- Comments that describe what is already obvious are unnecessary
- This is a pet peeve of many programmers



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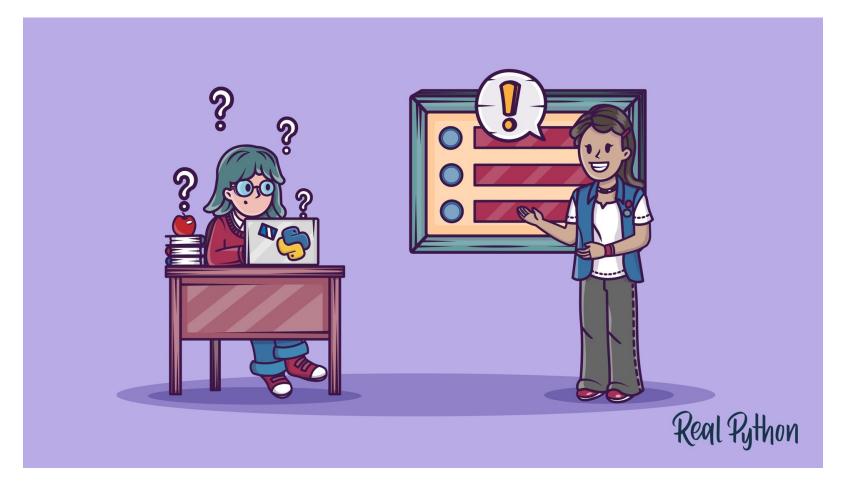
Summary

You were introduced to several concepts in this course:

- Variables give names to values in your code
- Use the assignment operator (=) to assign values to a variable
- Syntax errors occur when you write code not allowed in the Python language
- Run-time errors occur while a program is running
- Tracebacks show useful information about an error and are best read from the bottom up
- Comments are lines of code that don't get executed and serve as documentation



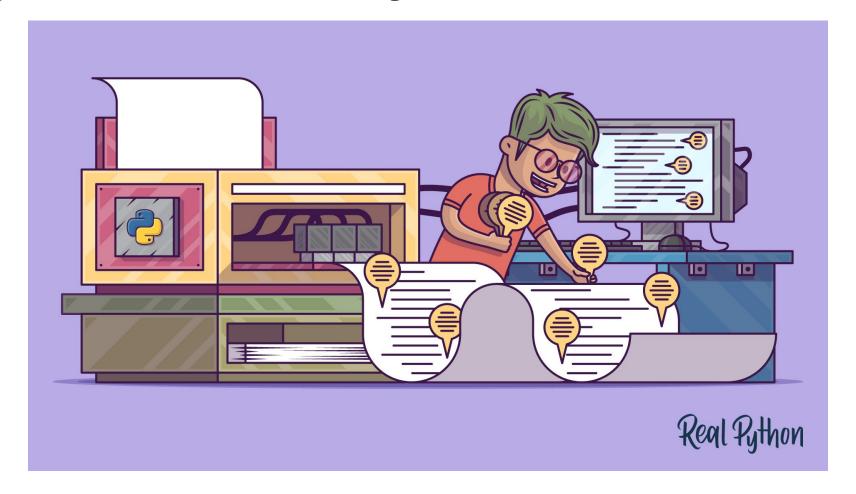
11 Beginner Tips for Learning Python Programming



https://realpython.com/python-beginner-tips/



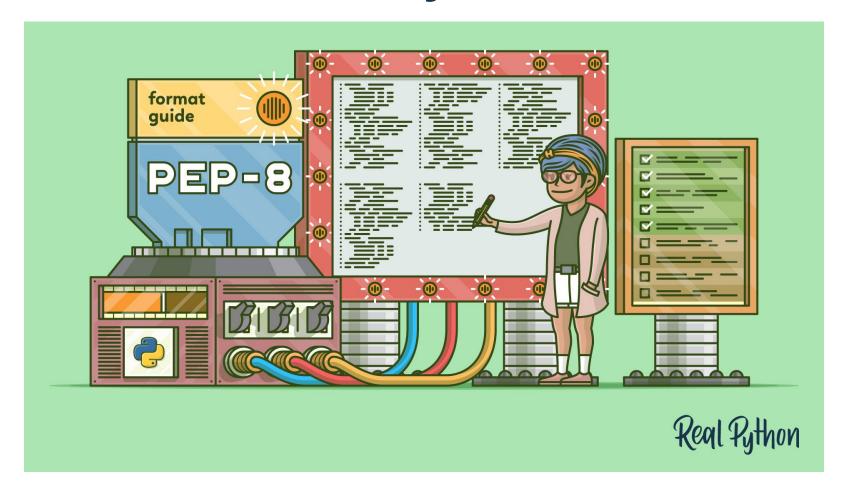
Writing Comments in Python (Guide)



https://realpython.com/python-comments-guide/



How to Write Beautiful Python Code With PEP 8



https://realpython.com/python-pep8/



Python Basics: Chapter 03 - Quiz



https://realpython.com/quizzes/pybasics-first-program/



Congratulations!



