





Python

Basics







A simple interpreted language







A simple interpreted language no separate compilation step







A simple interpreted language no separate compilation step

\$ python









A simple interpreted language no separate compilation step

```
$ python
>>> print(1 + 2)
3
>>>
```







A simple interpreted language

no separate compilation step

```
$ python
>>> print(1 + 2)
3
>>> print('Charles' + 'Darwin')
CharlesDarwin
```

Or remove print (when in the interactive python shell):













\$ gedit very-simple.py







\$ gedit very-simple.py

```
print(1 + 2)
print('Charles' + 'Darwin')
```







\$ gedit very-simple.py

```
print(1 + 2)
print('Charles' + 'Darwin')
```

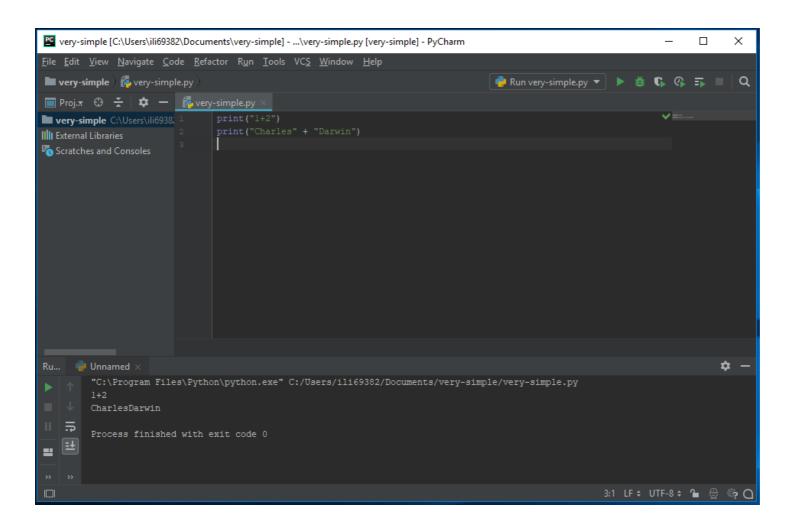
```
$ python very-simple.py
3
CharlesDarwin
$
```







Use an integrated development environment (IDE)



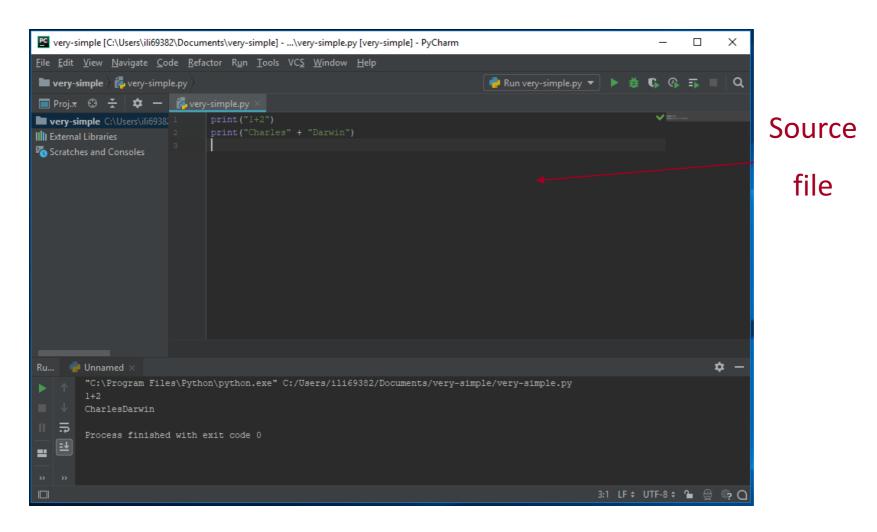








Use an integrated development environment (IDE)



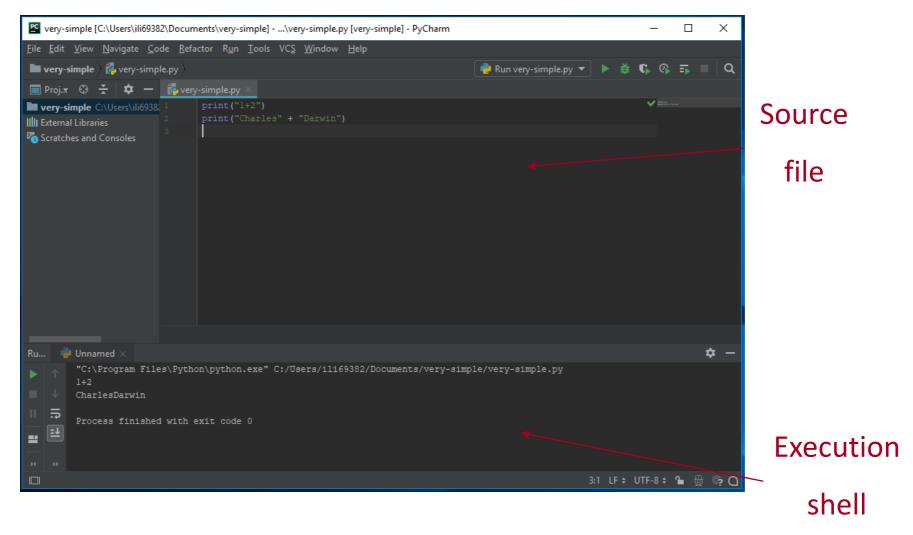








Use an integrated development environment (IDE)

















Variables are names for values Created by use



















```
>>> planet = 'Pluto'
>>> print(planet)
Pluto
>>>
```







```
>>> planet = 'Pluto'
>>> print(planet)
Pluto
>>>
```

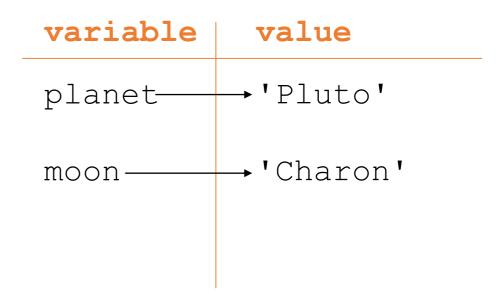
variable	value
planet——	→'Pluto'







```
>>> planet = 'Pluto'
>>> print(planet)
Pluto
>>> moon = 'Charon'
>>>
```

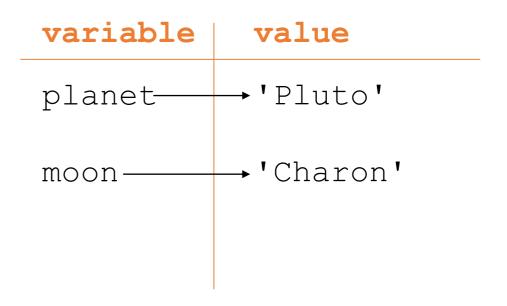








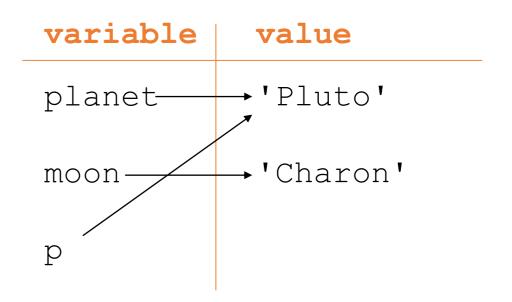










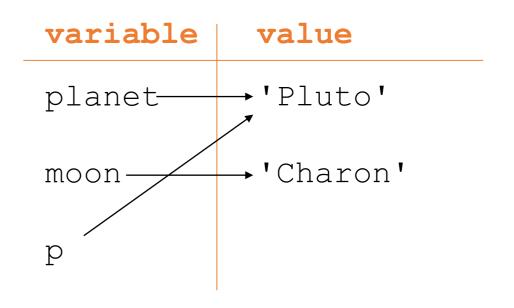








```
>>> planet = 'Pluto'
>>> print(planet)
Pluto
>>> moon = 'Charon'
>>> p = planet
>>> print(p)
Pluto
>>> print(p)
```

















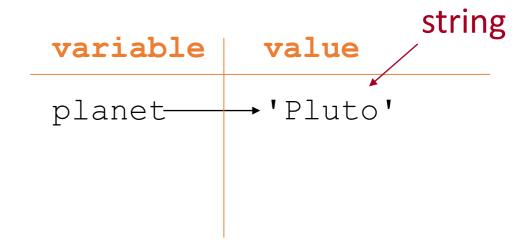








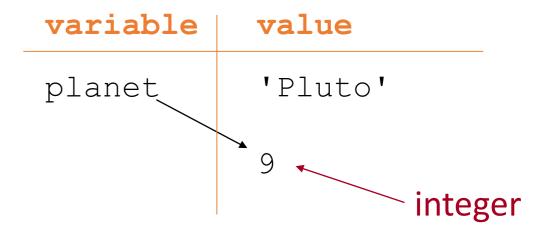










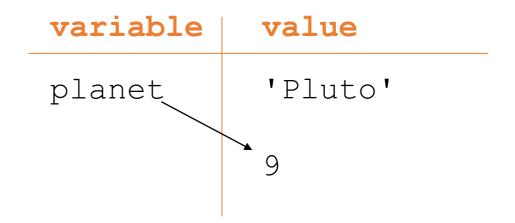








Does not have a type



Values are garbage collected

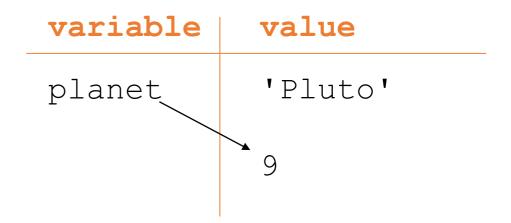








Does not have a type



Values are garbage collected

If nothing refers to data any longer, it can be recycled

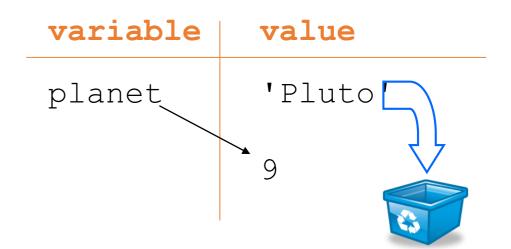








Does not have a type



Values are garbage collected

If nothing refers to data any longer, it can be recycled



























- >>> planet = 'Sedna'
- >>> print(plant) # note the deliberate misspelling







```
>>> planet = 'Sedna'
>>> print(plant) # note the deliberate misspelling
Traceback (most recent call last):
        print(plant)
NameError: name 'plant' is not defined
>>>
```







```
>>> planet = 'Sedna'
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Python does not assume default values for variables







Must assign value to variable before using it

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>>> planet = 'Sedna'
>>> print(plant) # note the deliberate misspelling
Traceback (most recent call last):
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Python does not assume default values for variables

Doing so can mask many errors







Must assign value to variable before using it

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Traceback (most recent call last):
    print(plant)
NameError: name 'plant' is not defined
>>>
```

Python does not assume default values for variables

Doing so can mask many errors

Anything from # to the end of the line is a comment













```
>>> string = "two"
>>> number = 3
>>> print(string * number) # repeated concatenation
twotwotwo
>>>
```







```
>>> string = "two"
>>> number = 3
>>> print(string * number) # repeated concatenation
twotwotwo
>>> print(string + number)
Traceback (most recent call last)
        number + string
TypeError: can only concatenate str
(not "int") to str
>>>
```







```
>>> string = "two"
>>> number = 3
>>> print(string * number) # repeated concatenation
twotwotwo
>>> print(string + number)
Traceback (most recent call last)
    number + string
TypeError: can only concatenate str
(not "int") to str
>>>
     Would probably be safe here to produce 'two3'
```







```
>>> string = "two"
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twotwotwo
>>> print(string + number)
Traceback (most recent call last)
    number + string
TypeError: can only concatenate str
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>>>
     Would probably be safe here to produce 'two3'
     But then what should '2'+'3' be?
```







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>>> string = "two"
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>>> print(string + number)
Traceback (most recent call last)
    number + string
TypeError: can only concatenate str
(not "int") to str
>>>
     Would probably be safe here to produce 'two3'
     But then what should '2'+'3' be?
```

Doing too much is as bad as doing too little...









Use functions to convert between types







Use functions to convert between types

```
>>> print(int('2') + 3)
5
>>>
```







Use functions to convert between types

```
>>> print(int('2') + 3)
5
>>> print('2' + str(3))
23
>>>
```















14

integer with unlimited precision (as much memory as available)







14	integer with unlimited precision (as much memory as available)
14.0	64-bit float
	(on most machines)







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	(on most machines)
1+4j	complex number
	(two 64-bit floats)







14	integer with unlimited precision (as much memory as available)
14.0	64-bit float
	(on most machines)
1+4j	complex number
	(two 64-bit floats)
x.real, x.imag	real and imaginary parts of complex number























Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'







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		'Py' + 'thon'	'Python'
Subtraction	_	35 - 22	13







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Multiplication	*	3 * 2	6







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		'Py' * 2	'PyPy'









Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	_	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'
Division	/	3 / 2	1.5







Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	_	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'
Division	/	3 / 2	1.5
		3 // 2	1







Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
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Multiplication	*	3 * 2	6
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		3 // 2	1
Exponentiation	**	2 ** 0.5	1.41421356









Addition	+	35 + 22	57
		'Py' + 'thon'	'Python'
Subtraction	_	35 - 22	13
Multiplication	*	3 * 2	6
		'Py' * 2	'PyPy'
Division	/	3 / 2	1.5
		3 // 2	1
Exponentiation	**	2 ** 0.5	1.41421356
Remainder	0/0	13 % 5	3













>>>







>>>







```
>>> years = 500
>>> years += 1 — The same as years = years + 1
>>>
```







```
>>> years = 500
>>> years += 1
>>> print(years)
501
>>>
```







```
>>> years = 500
>>> years += 1
>>> print(years)
501
>>> years %= 10
>>>
```







```
>>> years = 500

>>> years += 1

>>> print(years)

501

>>> years %= 10 	— The same as: years = years % 10

>>>
```







```
>>> years = 500
>>> years += 1
>>> print(years)
501
>>> years %= 10
>>> print(years)
1
>>>
```





















3 < 5	True
3 != 5	True







3 < 5	True
3 != 5	True
3 == 5	False







3 < 5	True	
3 != 5	True	Single = is assignment
3 == 5	False	←
	l	Double == is equality







3 < 5	True
3 != 5	True
3 == 5	False
3 >= 5	False







3 < 5	True
3 != 5	True
3 == 5	False
3 >= 5	False
1 < 3 < 5	True







3 < 5	True	
3 != 5	True	-
3 == 5	False	-
3 >= 5	False	-
1 < 3 < 5	True	But please don't do this
1 < 5 > 3	True	







3 < 5	True
3 != 5	True
3 == 5	False
3 >= 5	False
1 < 3 < 5	True
1 < 5 > 3	True
3+2j < 5	error









created by

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