

Let's Play with Python

Ramesh S



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• "The joy of coding Python should be in seeing short, concise, readable classes
that express a lot of action in a small amount of clear code -- not in reams of
trivial code that bores the reader to death."

-Guido van Rossum

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Do it without even knowing it!

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Different Data Types in Python

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Control and iterate as you wish



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Read/Write into a file.
Just like that



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Want to reuse *that* particular piece of code?

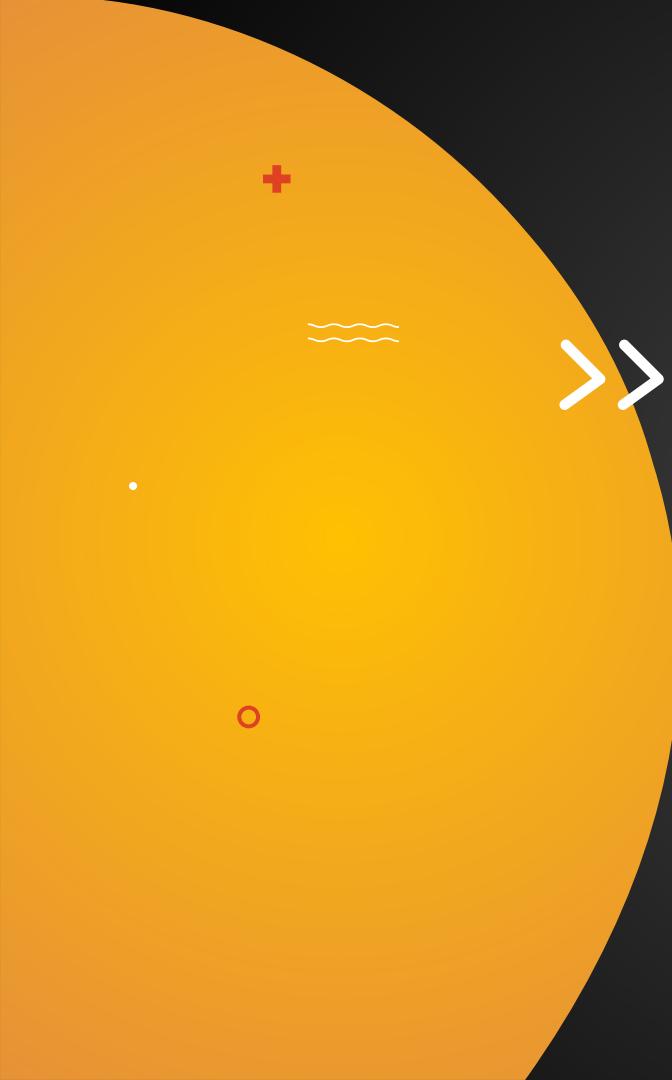
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Modules

Speak about reusability.
Many times





INTRODUCTION TO PYTHON

What is Python?

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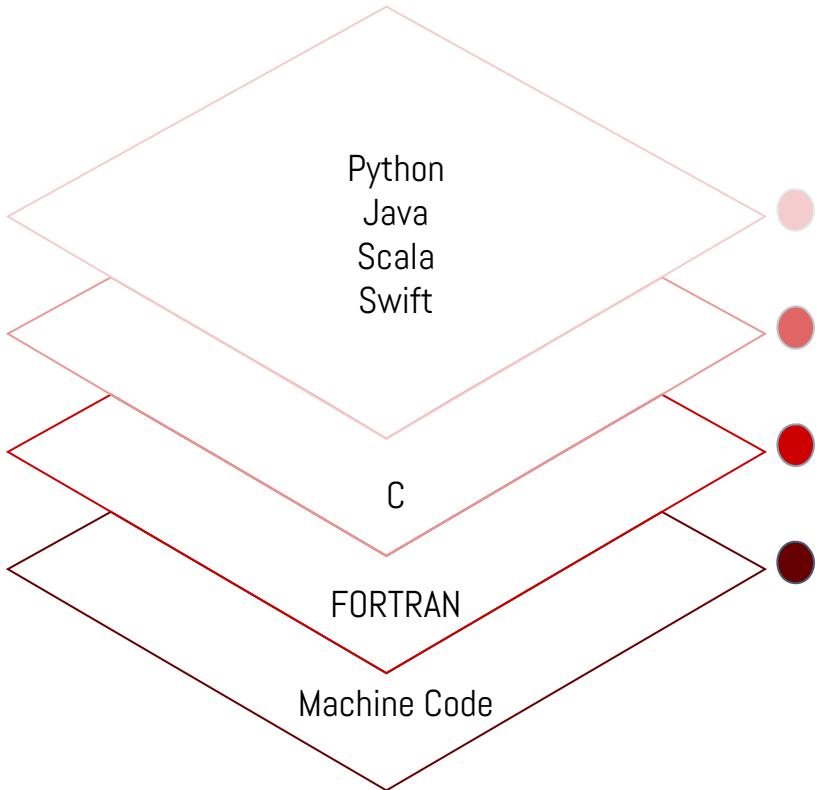
What is Python?

No, Not a Snake!



What is Python?

Python is a general purpose
programming language



PYTHON
IS A HIGH
LEVEL
PROGRAMMING
LANGUAGE

Python is interpreted

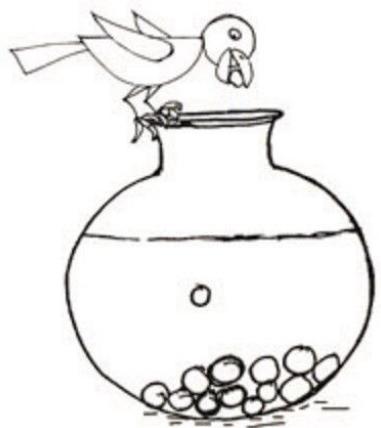


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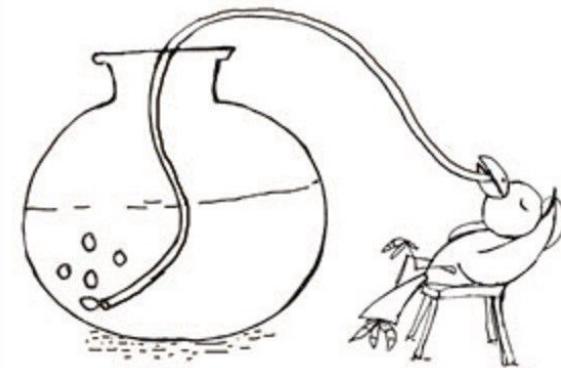
Non-programmer



Programmer



Python Programmer



Fun Fact #1

What is Python?

Python is



FUN



POWERFUL



FAST

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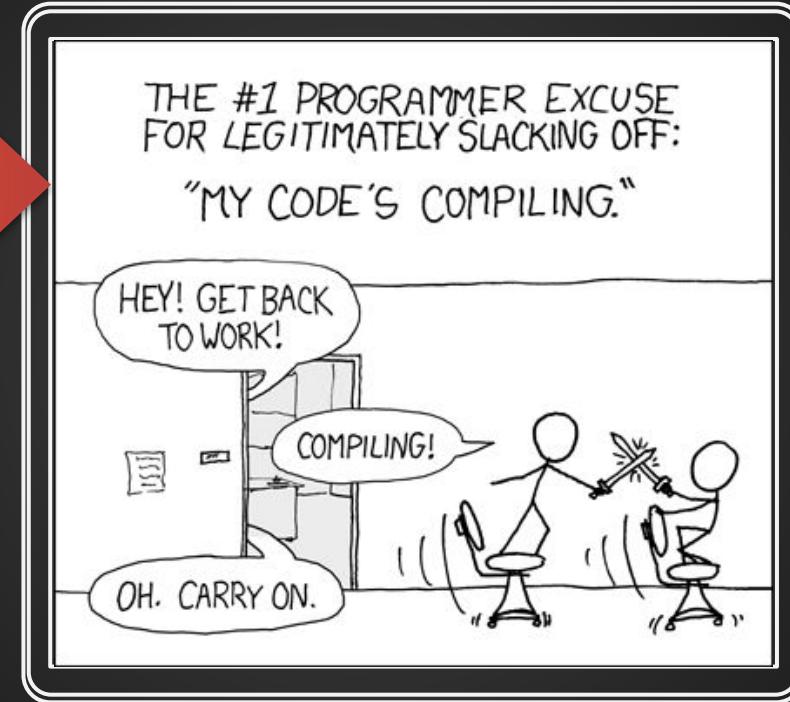
What is Python? .

Python has huge standard library .

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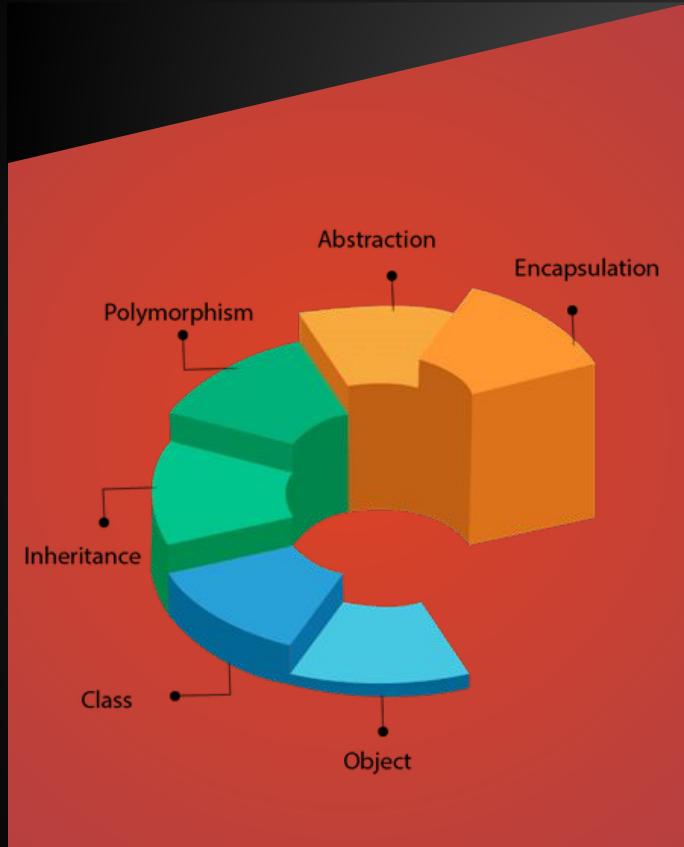
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What Developers Do During Compilation?

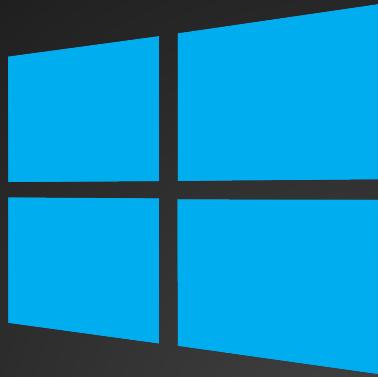


Fun Fact #2

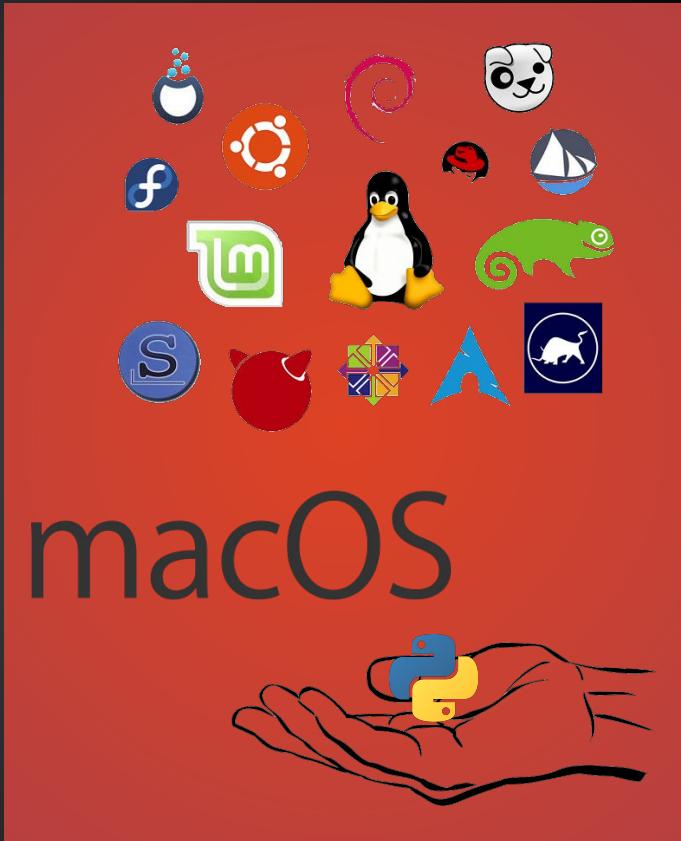
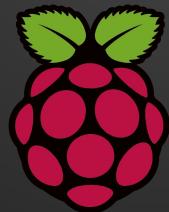
Python is dynamically typed



Python is **Object Oriented**.

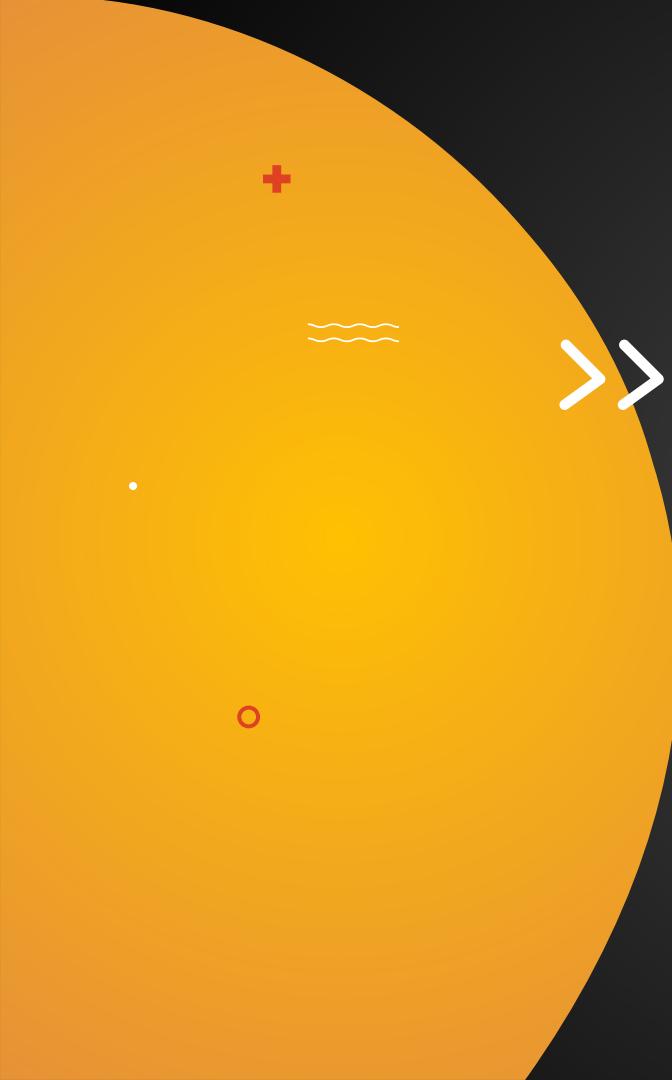


Python is Portable



Python is open source





PRESENTATION

Facts about Python



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WHO CREATED PYTHON?

Guido van Rossum >>>

Benevolent Dictator for Life (BDFL)

- *Python Software Foundation.*

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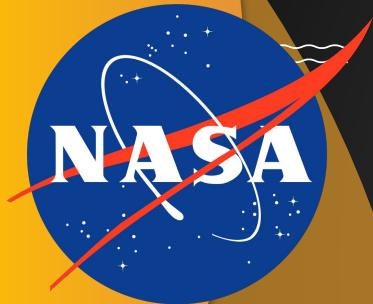
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1991

When was Python released?



The eBay logo, consisting of the word "ebay" in a stylized font where each letter has a different color: e is red, b is blue, a is yellow, and y is green.



WHO IS USING PYTHON? >>>

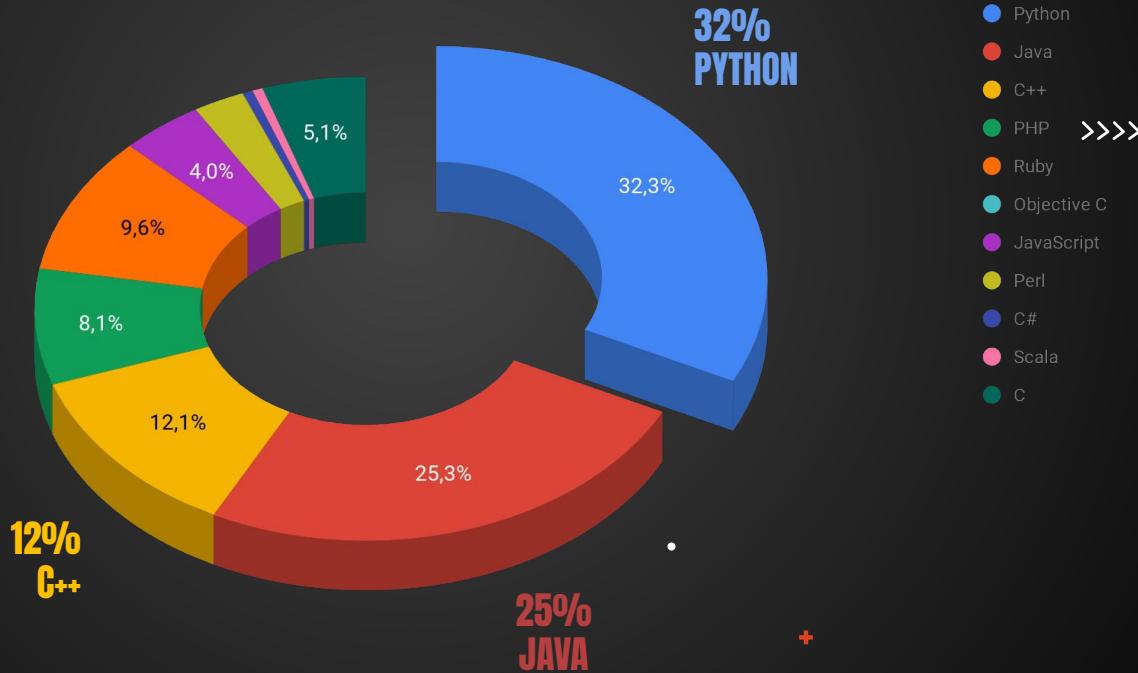


Why is it called Python?

Monty Python's
**FLYING
CIRCUS**

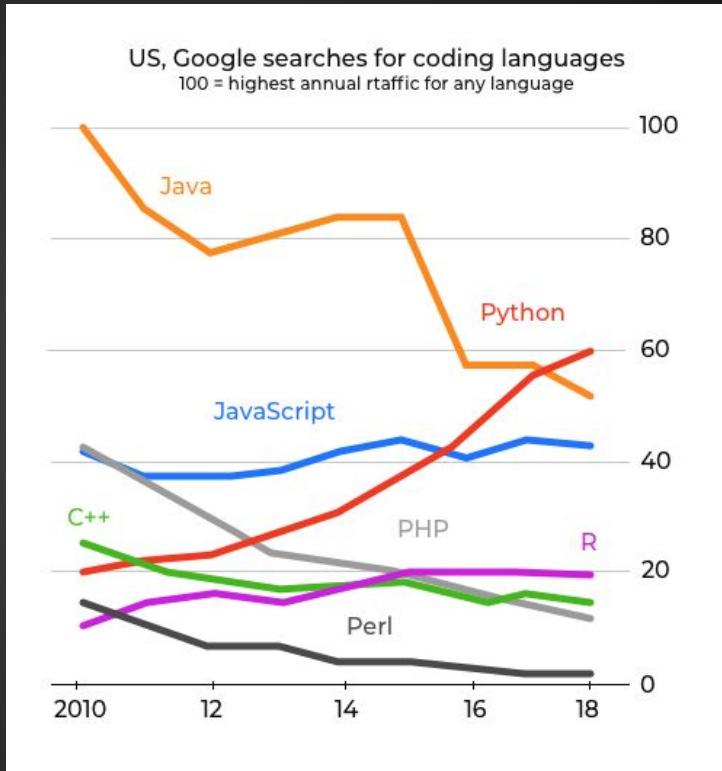


HOW POPULAR IS PYTHON?

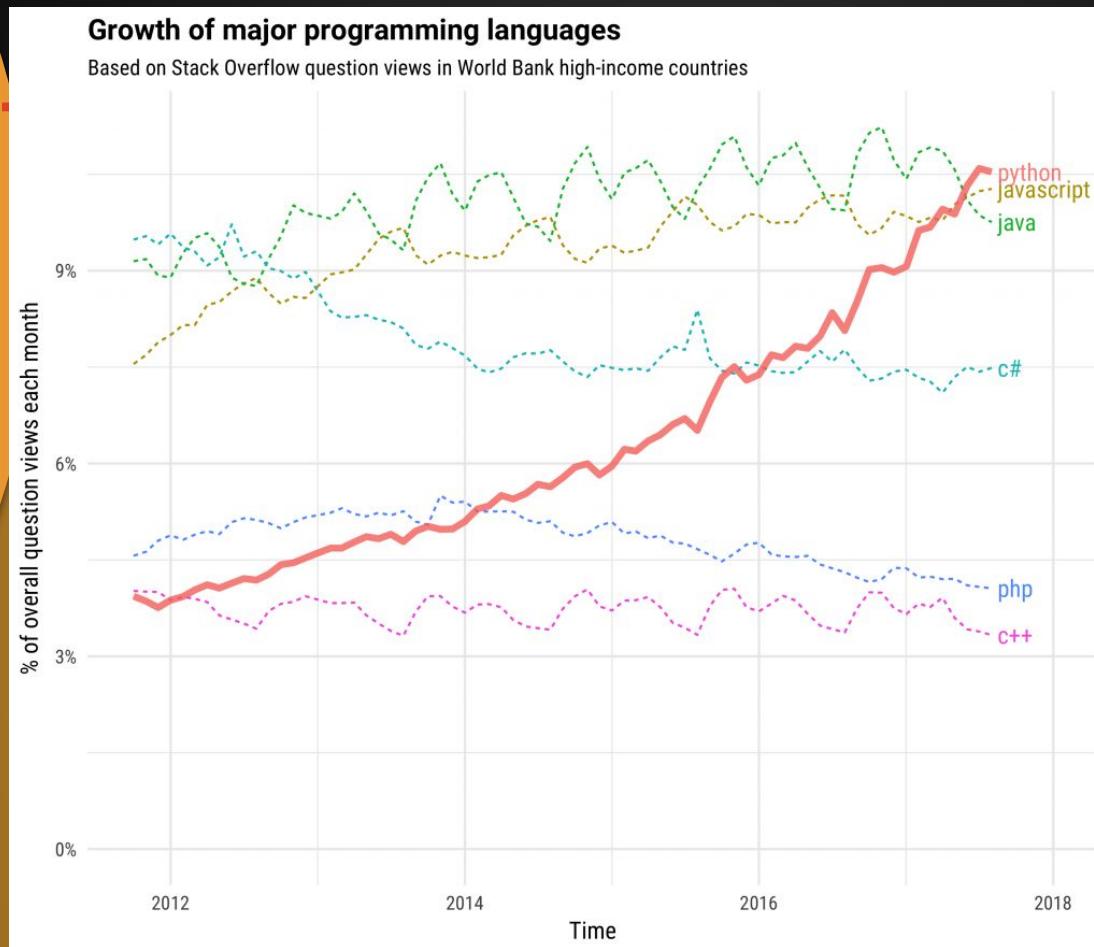


Source: codeeval.com Survey

HOW POPULAR IS PYTHON?

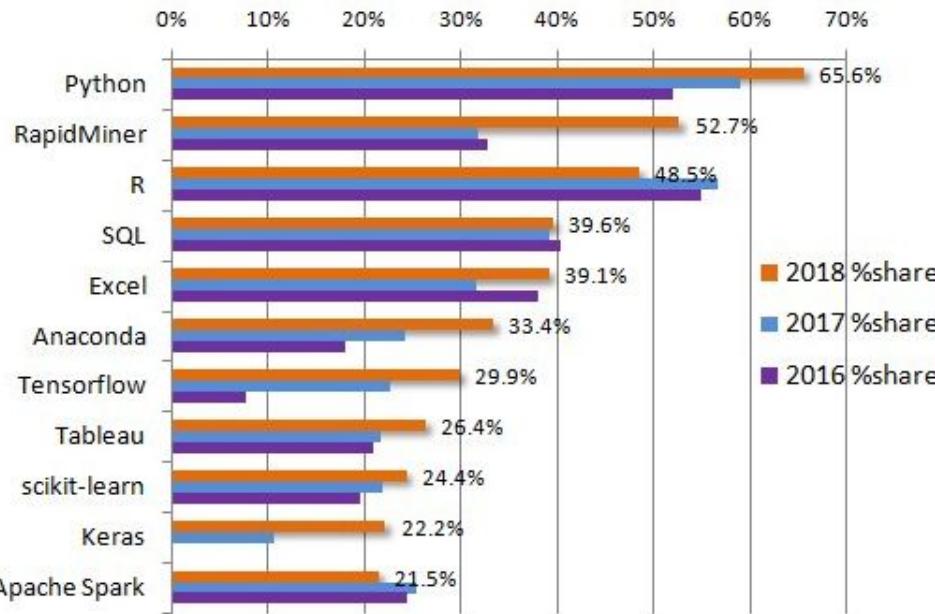


HOW POPULAR IS PYTHON?



HOW POPULAR IS PYTHON?

KDnuggets Analytics, Data
Science, Machine Learning Software
Poll, 2016-2018





WHERE IS PYTHON USED?

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- Scripting
- Rapid Prototyping
- Text Processing
- Web applications
- GUI programs
- Game Development
- Database Applications
- System Administration Automation
- Scientific Computing
- Machine Learning
- Big Data and Data Analysis

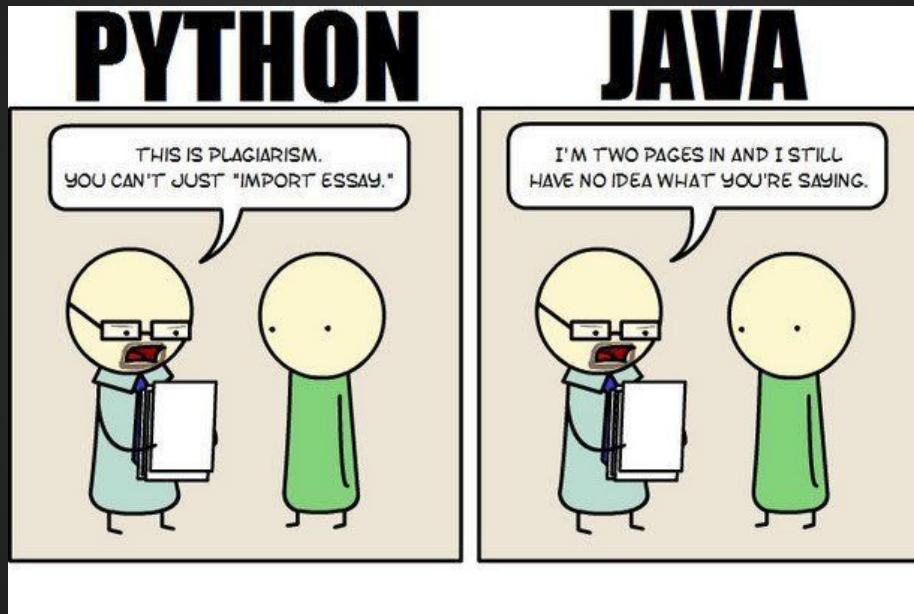
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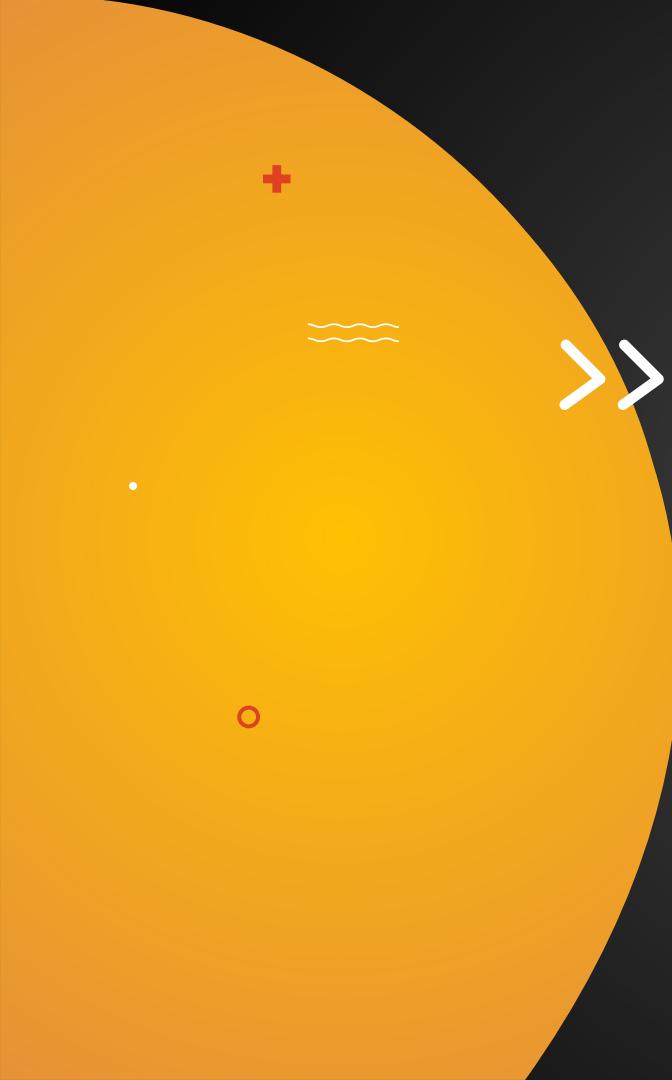
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NO OFFENCE



>>>

Fun Fact #3



EXAMPLES

You think you can code in Python?
Do it without even knowing it!

GUESS WHAT IT DOES?

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

GUESS WHAT IT DOES?

```
. count=0
while count<11:
    print (count)
    count+=1
```

GUESS WHAT IT DOES?

```
~~~~~
kids=['Lahari','Lalitha','Jithu','Vishal','Ujwal','Nitish']
      >>>
for kid in kids:
    print (kid)
```

GUESS WHAT IT DOES?

```
~~~~~
kids=['Lahari','Lalitha','Jithu','Vishal','Ujwal','Nitish']
for kid in kids:
    if len(kid)==6:
        print (kid)
•
```

GUESS WHAT IT DOES?

```
+  
kids=['Lahari','Lalitha','Jithu','Vishal','Ujwal','Nitish']  
for kid in kids:  
    if "it" in kid:  
        print (kid)  
+  
o  
.  
.  
+  
o  
.  
.
```

GUESS WHAT IT DOES?

```
marks=[96,87,67,81,81]
print(len(marks))
print(sum(marks))
print(min(marks))
print(max(marks))
print(sum(marks)/len(marks))
```

GUESS WHAT IT DOES?

```
marks={'maths':97,'science':98,'history':78}  
for subject,marks in marks.items():           >>>  
    print(subject, marks)
```

GUESS WHAT IT DOES?

```
~~~~~  
f=open('dictionary.txt','r')  
for line in f:  
    if line.startswith('s'):  
        print (line)
```

>>>

GUESS WHAT IT DOES?

```
for x in range(5):  
    print(x)
```

>>>

GUESS WHAT IT DOES?

```
for x in range(5, 10):  
    print(x)
```

>>>

GUESS WHAT IT DOES?

```
for x in range(5, 100, 5):  
    print(x)
```

>>>

GUESS WHAT IT DOES?

```
f=open('words.txt','r')  
j=open('new-words.txt','w')  
j.write(f.read())  
f.close()  
j.close()
```

GUESS WHAT IT DOES?

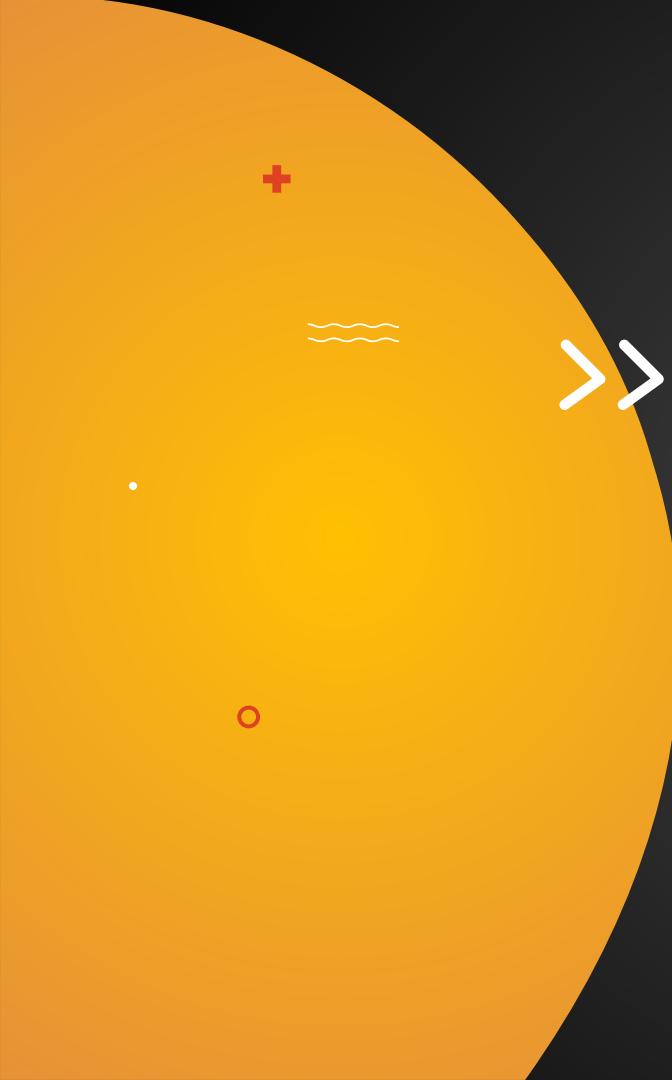
```
~~~~~
def factorial(n):
    fact=1
    for x in range(n, 1, -1):
        fact*=x
    return fact
```

```
print factorial(4)
```

GUESS WHAT IT DOES?

```
~~~~~
squares=[]
for x in range(1,100):
    squares.append(x*x)
print (squares)
```

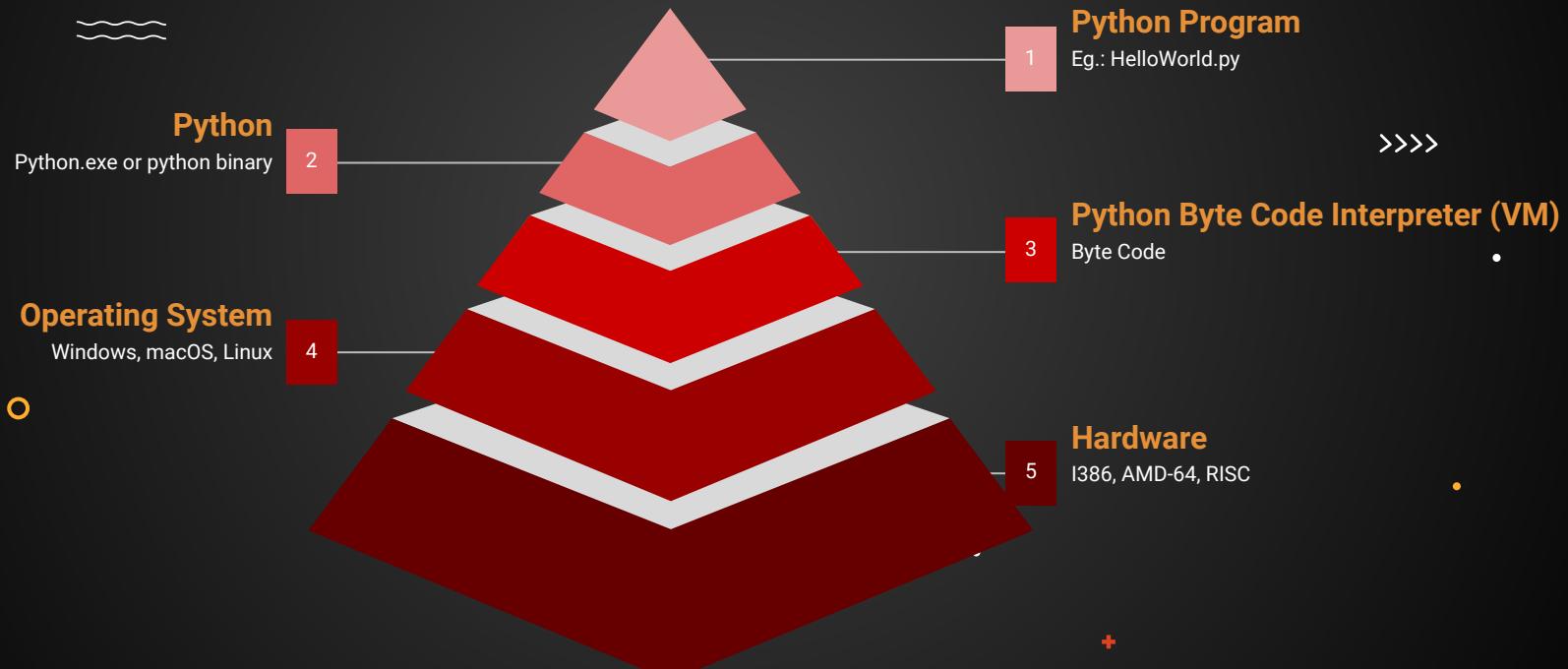
>>>



PYTHON STACK

How Python is installed in your Machine

PYTHON STACK



PYTHON CODING STYLE



NO TABS

- Use 4-space indentation, and no tabs



CODE WRAP

Wrap lines so that they don't exceed 79 characters



BLANK LINES

>>>

Use blank lines to separate functions and classes, and larger blocks of code inside functions



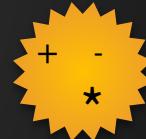
COMMENTS

When possible, put comments on a line of their own



DOCSTRINGS

Use docstrings



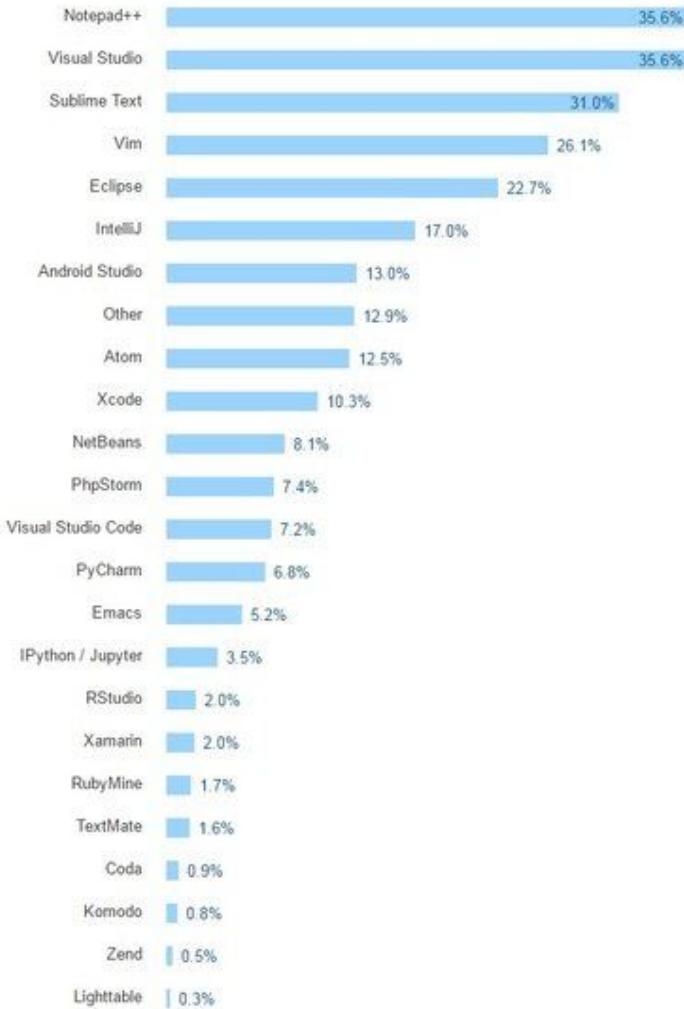
OPERATORS

- Use spaces around operators and after commas, but not directly inside bracketing constructs:
 $a^+ = f(1, 2) + g(3, 4)$

NAMING CONVENTIONS

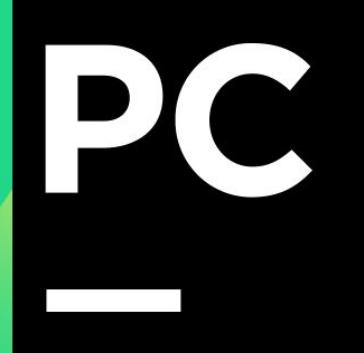
- Variables:
 - `b` (single lowercase letter)
 - `B` (single uppercase letter)
 - lowercase
- Lists. Dictionaries:
 - `UPPERCASE`
 - `UPPER_CASE_WITH_UNDERSCORES`
- Classes:
 - `CapitalizedWords` (or `CapWords`, or `CamelCase`)
- Functions:
 - `lower_case_with_underscores`
 - `mixedCase`

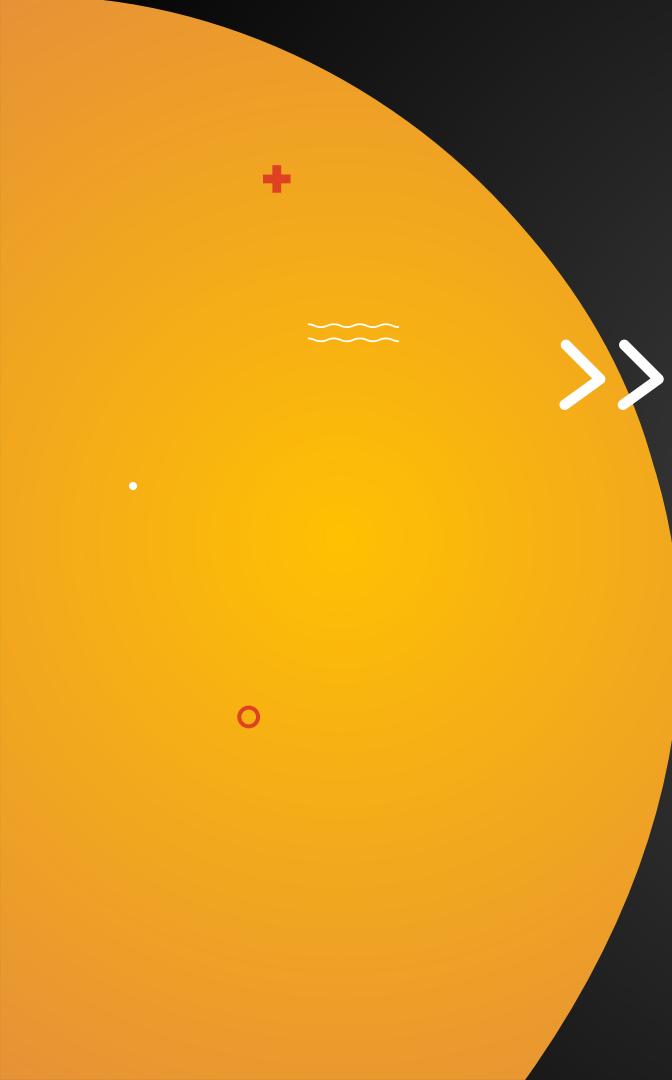
TOP PYTHON IDES



TOP PYTHON IDES

SPYDER

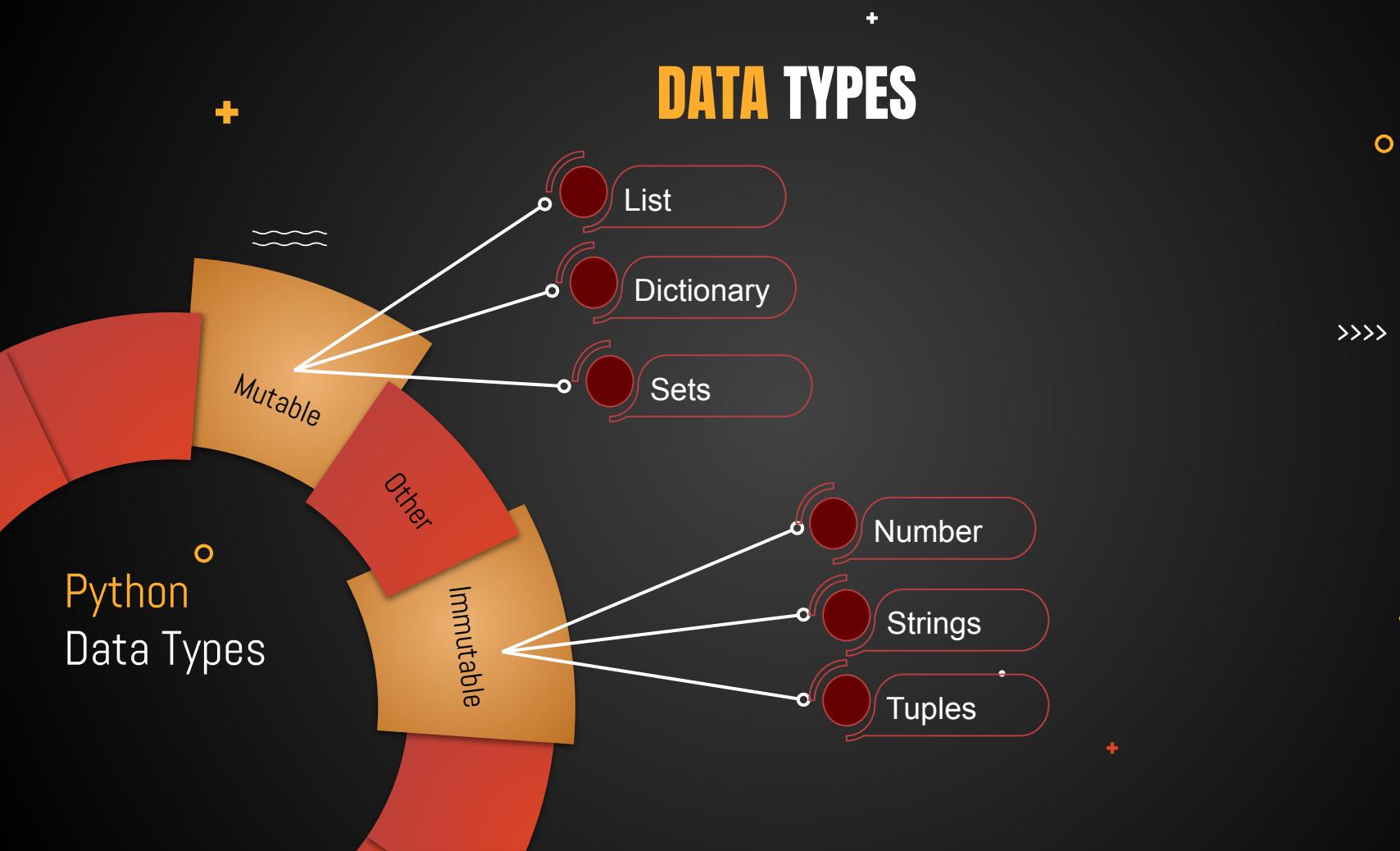




DATA TYPES

Different Data Types in Python

Python Data Types



MUTABLE DATA TYPES

```
~~~~~  
>>>a=[1,5,8,3,5,9,7]  
>>>print(type(a))  
>>>print(a[0])  
>>>a[1] = 2  
>>>a.append(9)  
>>>print(a)  
>>>a.insert(1,200)
```

LISTS

```
>>>d={'H':'Hydrogen',  
      'O':'Oxygen'}  
>>>print(type(d))  
>>>print(d.keys())  
>>>print(d.values())  
>>>print(d.items())  
>>>print(d['H'])  
>>>print(d.get('H'))
```

DICTIONARY

```
>>>s={'a','b','c'} or  
>>>s=set(['a','b','c'])  
>>>print(type(s))  
>>>s.add('d') >>>  
>>>s1=set(['b','y','z'])  
>>>s2=s.union(s1)  
>>>s3=s.intersection(s1)  
>>>s4=s.difference(s1)
```

SETS

>>>

im·mu·ta·ble

/i'myoo-təbəl/ ⓘ

Adjective

Unchanging over time or unable to be changed: "an immutable fact".

Synonyms

invariable - unalterable - constant - changeless

**IMMUTABLE
DATA TYPES**

IMMUTABLE DATA TYPES

```
>>>a,b,c=10,3,3.0  
>>>print (a/b)  
>>>print (a/c)  
>>>print (a//c)  
>>>print (a%b)  
>>>print (a**b)  
>>>print (abs(b-a))
```

NUMBERS

```
>>>print( "Hello World")  
>>>name=input("Please  
enter your name:")  
>>>print( "Hello", name)  
>>>print(len(name))  
>>>print(type(name))
```

STRINGS

A Tuple is a *read-only List*

```
>>>a=(1,5,8,3,5,9,7)  
>>>print type(a)  
>>>print a[0]           >>>  
>>>a[2]=45  
>>>a.append(9)  
>>>print sum(a)  
>>>print min(a)
```

TUPLES

STRING INDEXING

A diagram illustrating string indexing. A sequence of characters is shown in boxes, indexed from 0 to 11 above the sequence and -12 to -7 below it. The characters are: M, o, n, t, y, , P, y, t, h, o, n. A slice from index 6 to 10 is highlighted with a gray box and labeled [6:10]. A previous slice from index -12 to -7 is also highlighted with a gray box and labeled [-12:-7].

0	1	2	3	4	5	6	7	8	9	10	11
M	o	n	t	y		P	y	t	h	o	n
-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1

[6:10]

[-12:-7]

Strings & String Methods

```
+  
name = "Monty Python"  
print(name[0])  
print(name[1])  
print(name[0:3])  
print(name[3:])  
print(name[:4])  
print(name[0:10:2])  
print(name[::-1])  
print(name[:])  
  
a='hello'  
print(a + a)  
print(a + "hi")  
print(a * 5)
```

```
capitaliz()  
casfold()  
center()  
count()  
encode()  
endswith()  
expandtabs()  
find()  
format()  
format_map()  
index()  
isalnum()  
isalpha()  
isdecimal()  
isdigit()  
isidentifier()  
title()
```

```
islower()  
isnumeric()  
isprintable()  
isspace()  
istitle()  
isupper()  
join()  
ljust()  
lower()  
lstrip()  
maketrans()  
partition()  
replace()  
rsplit()  
rstrip()  
rindex()  
strip()
```

```
swapcase()  
split()  
splitlines()  
startswith()  
translate()  
upper()  
zfill()
```

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OTHER DATA TYPES

Boolean:

Objects of Boolean type has one of two values:
True or False

OPERATOR PRECEDENCE

>>>

Level	Operator	Description
18	()	Grouping
17	f()	Function call
16	[index:index]	Slicing
15	[]	Array Subscription
14	**	Exponential
13	~	Bitwise NOT
12	+ -	Unary plus / minus
	*	Multiplication
11	/	Division
	%	Modulo
10	+ -	Addition / Subtraction
9	<<	Bitwise Left Shift
	>>	Bitwise Right Shift
8	&	Bitwise AND
7	^	Bitwise XOR
6		Bitwise OR
5	in , not in, is , is not <, <=, >, >=	Membership
	==	Relational
	!=	Equality
		Inequality
4	not	Boolean NOT
3	and	Boolean AND
2	or	Boolean OR
1	lambda	Lambda Expression

PRINTING

```
+  
+>>>  
+  
print("Hello World")  
print("Hello", "India")  
print( "{} is a {}".format('Water','Liquid'))  
• print("Avg height of Indian men is %f" % 1.62)  
print("Avg height of Indian men is %d" % 1.62)  
print("Avg height of Indian men is %s" % 1.62)  
o
```



>>>

+

a=None

• b=True

c=45

d=56.3

e="hello"

f=[]

g=3,4,5

h={"a":"apple","b":"Bat"}

print(float(c))

Exercise:

- type cast a str into list
- type cast a dict into list
- type cast a tuple into list
- type cast a list into set
- type cast a list into dict

>>>

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ADVANCED ASSIGNMENTS

```
#unpacking  
a=b=c=2  
print(a , b, c)  
a, b, c = 2, 3, 4  
print(a, b, c)  
a=[4, 5, 6]  
x, y, z = a  
print(x, y, z)  
x, y = a  
w, x, y, z = a
```

#Swapping

```
a = 10  
b = 5  
a, b = b, a  
print(a)  
print(b)
```

>>>

>>>) above the title, and another set of four arrows (">>>>) above the word 'CONDITIONALS'." data-bbox="0 0 500 1000"/>

LOOPS & CONDITIONALS

Iterate & Control as you like it

LOOPS & CONDITIONALS

If:

```
aura = 2
if aura < 2.5:
    print ("you are not healthy")
.
```

If-else:

```
aura = 2
if aura <= 1:
    print( "You're dead!" )
else:
    print( "You're alive!" )
```

If-elif-else:

```
aura = 2
if aura <= 1:
    print ("You're dead! ")
elif aura > 3:
    print ("You're spiritual!")
else:
    print ("You're alive!")
```

for:

```
weapons = ["Arrow", "Mace",
           "Spear", "Sword"]
for x in weapons:
    print(x)
for weapon in weapons:
    print(weapon)
print len(weapon)
```



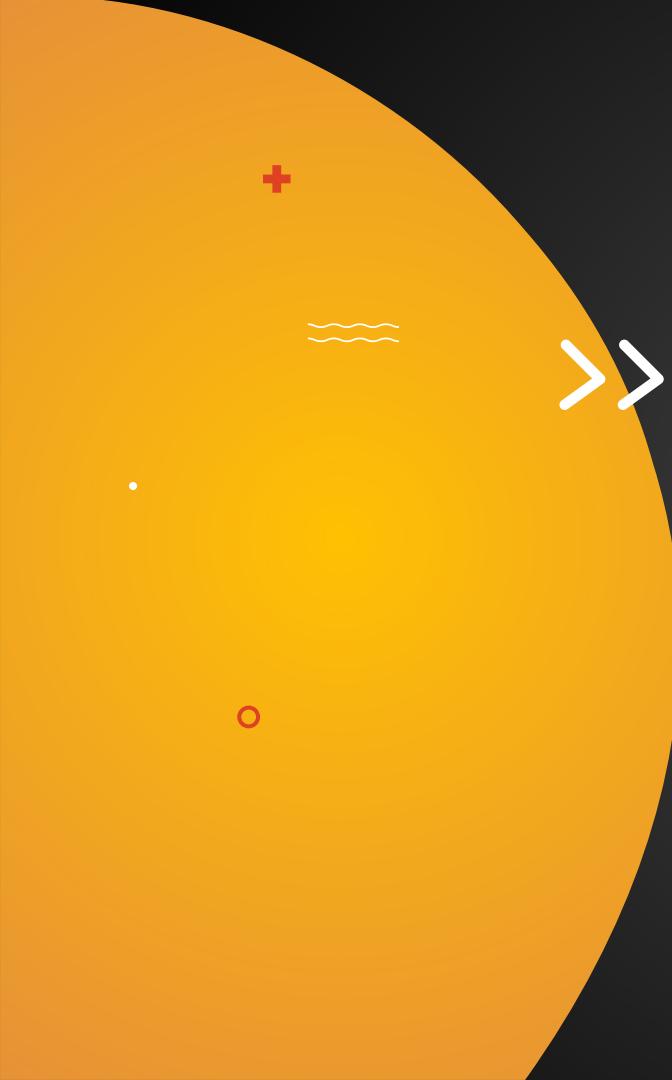
for with range:

```
for x in range(5):
    print(x)
for x in range(5,15):
    print(x)
for x in range(0,20,3):
    print(x)
```

while:

```
a=0
while a<10:
    .
    print(a)
    a=a+1
# a++ and a-- are not valid
# you may use a+=1 or a-=1
```





FUNCTIONS

Want to reuse *that* particular piece of code?

>>>

+

o

>>>

+

FUNCTIONS

Simple:

```
def hello():
    print("I am a simple function")
```



```
hello()
```



```
.
```

>>>

With Arguments:

```
def add(x,y):
    return x+y
```



```
c=add(4,5)
print(c)
print(add(5,6))
```

Arguments with Default Values:

```
def add(x,y=10):
    return x+y
```



```
c=add(4,5)
d=add(5)
print(c,d)
print(add(5,6),add(8))
```



```
.
```

o

Keyword Arguments:

```
def wish(name,age):
    print("Hello {} you are {} years old".format(name,age))

wish('India',67)
wish(67,'India')
wish(age=67,name='India')
```

global Keyword:

```
age=16
def grow():
    global age
    print(age)
    age=age+1
    print(age)
grow()
print(age)
```

Returning Multiple Values:

```
def sumdiff(a,b):
    return a+b,abs(a-b)

print(type(sumdiff(4,9)))
.
mysum,mydiff=sumdiff(4,9)
print(mysum,mydiff)
```



```
.
```

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FUNCTIONS

>>>

Variable Length Arguments:

```
def average(*num):  
    print(type(num))  
    print(num)  ~~~~~~  
    print(float(sum(num))/len(num))  
  
average(3,4)  
average(3,4,8)  
average(3,4,8,90,4.5,5.3,7.8)  
#*args will pack all the arguments  
#into a tuple called args
```

Handle Any Type Arguments:

```
def polygon(a,b,c,*sides,**options):  
    print(type(options))  
    print(type(sides))  
    print(a,b,c)  
  
polygon(8,7,6,4,2,8,units='cm',compute='area')
```

Variable Length Arguments:

```
def average(a,b,*num):  
    print(type(num))  
    print(num)  
    print((a+b+sum(num))/(2+len(num)))  
  
average(3,4)  
average(3,4,8)  
average(3,4,8,90,4.5,5.3,7.8)  
average()
```

Variable Length Keyword Arguments:

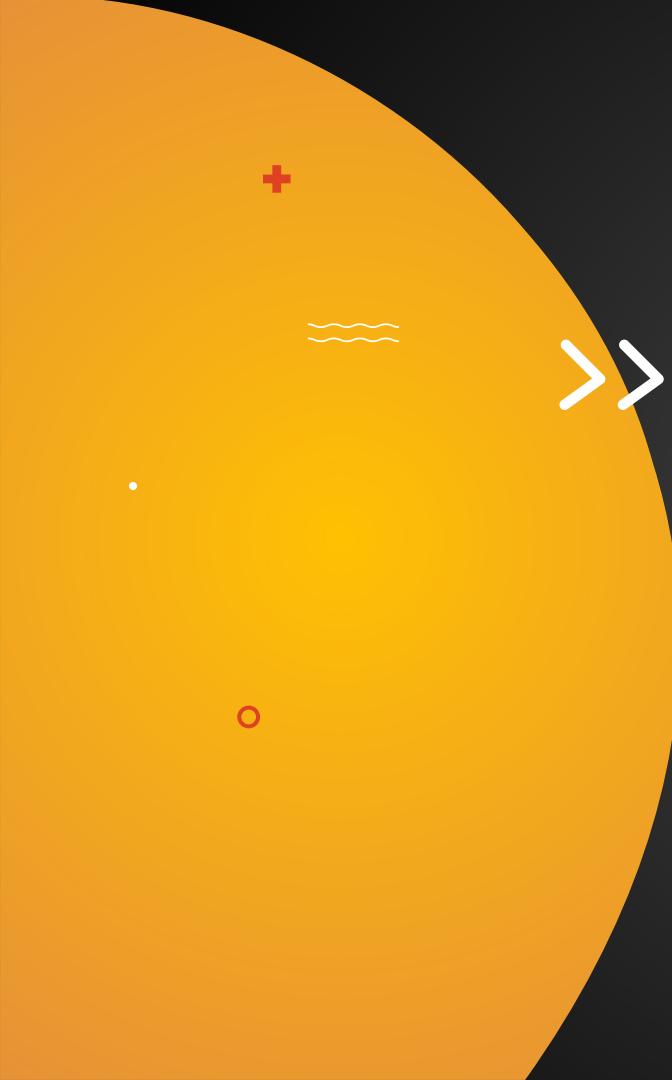
```
def polygon(**kwds):  
    print(type(kwds))  
    print(kwds)  
polygon(width=10,length=20)  
polygon(width=10,length=20,h  
eight=5)  
polygon(width=10,length=20,h  
eight=5,units='cm')
```

***kwds will pack all the
#arguments into a dict
#called kwds

Lambda Functions:

```
add=lambda x,y:x+y  
print(add(4,5))
```

#these are anonymous+ functions
#they work like inline functions



FILE I/O

Read/Write Files.
Just like that!

>>>

Write to a file:

```
f=open('sample.txt','w')  
f.write("this is a line\n")  
f.write("this is a new line")  
f.close()
```

Read file contents at once:

```
f=open('sample.txt','r')  
print(f.read())  
f.close()
```

Read file char by char:

```
f=open('sample.txt','r')  
print(f.read(1))  
print(f.read(1))  
f.close()
```

+

o

Read file line by line:

```
f=open('sample.txt','r')  
print(f.readline())  
print(f.readline())  
f.close()
```

>>>

Read all lines into a list:

```
f=open('sample.txt','r')  
lines= f.readlines()  
print(lines)  
f.close()
```

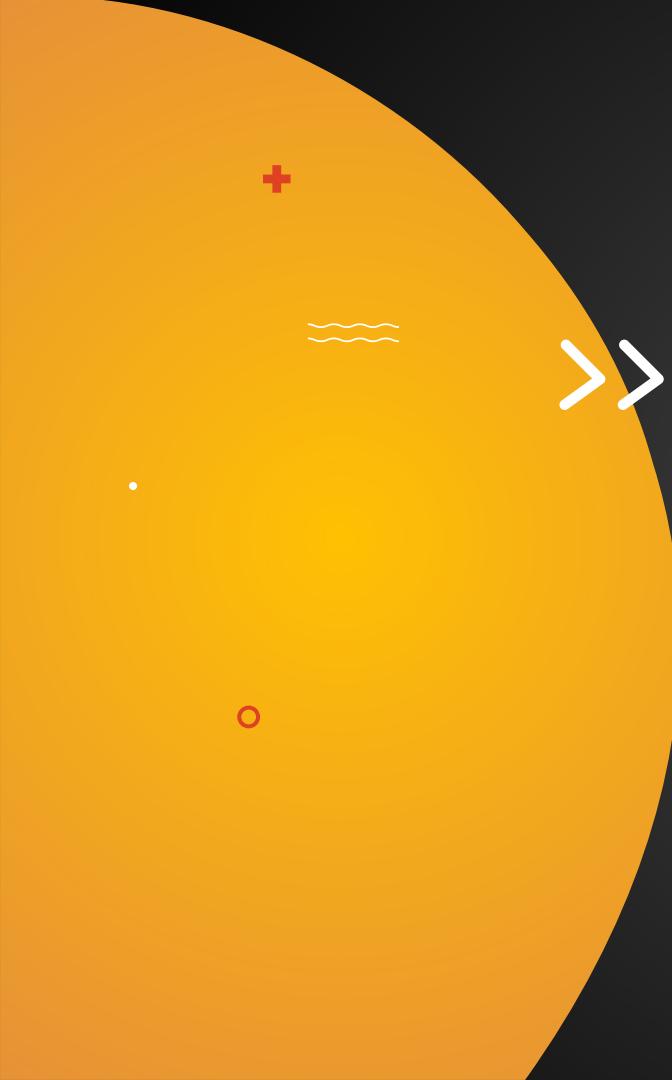
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Append to an existing file:

```
f=open('sample.txt','a')  
f.write("\nthis is a new line")  
f.close()
```

+



MODULES

Speak about reusability.
Many times

MODULES

Find what all modules are installed:

```
help("modules")
```

Importing a Module:

- ```
import this
```

```
math.sin(90)
```

Import only a function from Module:

```
from random import randint
randint(3,30)
from math import sin,cos,tan
cos(90)
sin(90)
```

Aliasing a module:

```
import random as rd
rd.random()
```

```
from math import factorial as f
f(6)
```

Know what functions are available in a Module:

```
import math
dir(math)
```

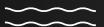
*Get help* on a Function:

```
import math
help(math.sin)
```

# MODULES

>>>

pypi.org



Modules are installed in:

- lib folder in python installation directory (Windows)  
/usr/lib/python on linux

>>>

3rd Party Modules are installed in:

lib/site-packages

pip

PYMOTW

# OS MODULE

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- OS module in python provides functions for interacting with the operating system

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## List of the contents of a directory

```
os_listdir.py
import os
import sys
print(sorted(os.listdir(sys.argv[1])))
```

## Test access rights a process has for a file

```
os_access.py
import os

print('Testing:', __file__)
print('Exists:', os.access(__file__, os.F_OK))
print('Readable:', os.access(__file__,
os.R_OK))
print('Writable:', os.access(__file__,
os.W_OK))
print('Executable:', os.access(__file__,
os.X_OK))
```

|                    |               |                           |
|--------------------|---------------|---------------------------|
| os.abort           | os.getcwd     | os.rename                 |
| os.access          | os.getcwdb    | os.renames                |
| os.altsep          | os.getenv     | os.replace                |
| os.chdir           | os.getlogin   | os.rmdir                  |
| os.chmod           | os.getpid     | os.scandir                |
| os.close           | os.getppid    | os.sep                    |
| os.closerange      | os.kill       | >>>                       |
| os.cpu_count       | os.linesep    | os.set_handle_inheritable |
| os.curdir          | os.link       | os.set_inheritable        |
| os.defpath         | os.listdir    | os.spawnl                 |
| os.device_encoding | os.lseek      | os.spawnle                |
| os.devnull         | os.lstat      | os.startfile              |
| os.environ         | os.makedirs   | os.stat                   |
| os.error           | os.mkdir      | os.stat_result            |
| os.execv           | os.name       | os.statvfs_result         |
| os.fdopen          | os.open       | os.strerror               |
| os.fsdecode        | os.path       | os.truncate               |
| os.fsencode        | os.pathsep    | os.umask                  |
| os.fspath          | os.pipe       | os.uname_result           |
| os.fstat           | os.read       | os.unlink                 |
| os.fsync           | os.remove     | os.walk                   |
| os.get_exec_path   | os.removedirs | os.write                  |

# SYS MODULE

+

>>>



- sys module allows you to use `stdin()` and `stdout()`, as well as `stderr()`



## Build-time Version Information

```
sys_version_values.py

import sys

print('Version info:')
print()
print('sys.version =', repr(sys.version))
print('sys.version_info =', sys.version_info)
print('sys.hexversion =', hex(sys.hexversion))
print('sys.api_version =', sys.api_version)
```

## Operating System Platform

```
sys_platform.py

import sys

print('This interpreter was built for:', sys.platform)
```

sys.builtin\_module\_names  
sys.builtin\_module\_names  
sys.byteorder  
sys.copyright  
sys.displayhook  
sys.dllhandle  
sys.dont\_write\_bytecode  
sys.exc\_info  
sys.excepthook  
sys.exec\_prefix  
sys.executable  
sys.exit  
sys.flags  
sys.getallocatedblocks  
sys.getcheckinterval  
sys.getdefaultencoding  
sys.getfilesystemencodeerrors  
sys.getfilesystemencoding  
sys.getprofile  
sys.getrecursionlimit  
sys.getrefcount  
sys.getsizeof

sys.getwindowsversion  
sys.implementation  
sys.last\_traceback  
sys.last\_type  
sys.last\_value  
sys.maxsize >>>  
sys.maxunicode  
sys.setprofile  
sys.setrecursionlimit  
sys.setswitchinterval  
sys.settrace  
sys.stderr  
sys.stdin  
sys.stdout  
sys.thread\_info  
sys.version  
sys.version\_info  
sys.warnoptions  
sys.winver



# re MODULE

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- RegEx, or Regular Expression, is a sequence of characters that forms a search pattern

o

```
import re
```

```
#find any number anywhere in the string
```

```
print(re.findall("\d+","3 pens cost 20 rupees and 50 paise"))>>>
```

---

```
#find any number at the beginning of the string
```

```
print(re.findall("^\\d+","3 pens cost 20 rupees and 50 paise"))
```

.

```
#find any number at the end of the string
```

```
print(re.findall("\\d+\$","3 pens cost 20 rupees and 50"))
```

.

---

```
#Split with multiple separators
```

```
print(re.split(",:-]","Ramesh,223-ramesh@mongofactory.com:male"))
```

.

# OTHER MODULES

>>>

+

## shutil Module

*Use for daily file/directory management tasks*

```
import shutil
#copies data.db to archive.db
shutil.copyfile('data.db', 'archive.db')
#move(source, destination)
shutil.move('/build/executables', 'installdir')
```

## File Wildcards

*glob module provides a function for making file lists from directory wildcard searches*

```
import glob
glob.glob('*.*py')
```

## Mathematics

*The math module gives access to the underlying C library functions for floating point math*

```
import math
math.cos(math.pi / 4.0)
math.log(1024, 2)
```

## Random

*The random module provides tools for making random selections*

```
import random
random.choice(['apple', 'pear', 'banana'])
sampling without replacement
random.sample(xrange(100), 10)
random float
random.random()
random integer chosen from range(6)
random.randrange(6)
```

## datetime Module

*The datetime module supplies classes for manipulating dates and times in both simple and complex ways.*

*The module also supports objects that are timezone aware*

```
dates are easily constructed and formatted
from datetime import date
now = date.today()
now
now.strftime("%m-%d-%y. %d%b %Y is a %A on the %dday of %B.")

dates support calendar arithmetic
birthday = date(1964, 7, 31)
age = now -birthday
age.days
```



# THANKS!

For bearing me through this presentation

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