# Introduction, Python Setup, Variables Python for Ecologists

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## Python for Ecologists

- Assuming not much programming experience
- Immersion approach
  - Short lecture on Python topic
  - Hands-on Python exercises
  - Rinse & repeat
- Will use ecological examples as much as possible

## Your presenters

- Tom Purucker
- Tao Hong
- Jon Flaishans
- Marcia Snyder

## Why bother with Python?

- A scripting language (like R) but also,
- A high level programming language
- Strong libraries for mathematical sciences, engineering
- Designed to produce readable code
- Cross-platform
- Open source, free
- Plays well with other technologies

## übertool Python project

- http://www.ubertool.org
- Created with Python as the science engine
- Integrates easily with web technologies such as HTML, JavaScript, JQuery

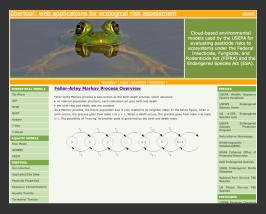


Figure: übertool ecological risk web application

## Getting setup

- We will use Python 2.7 (not 3)
  - http://www.python.org/getit/
- For Windows users
  - https://code.google.com/p/pythonxy/wiki/Downloads?tm=2

## Some extra libraries to install

numpy- http://sourceforge.net/projects/numpy/

# Download the exercise scripts for this class

- http://www.ubertool.org
- Created with Python as the science engine

# Opening a shell and running Python

Mac- Spotlight and type 'terminal'



Figure: Opening terminal in OS X

Windows- Type 'cmd' in search window for command prompt



Figure: Opening the command prompt in Windows 7

# Check Python installation

- Type 'python' at the shell prompt
- Then type at the Python prompt:

```
import sys
sys.version
import numpy
numpy.__version__
quit()
```

# Run a script at the command line

```
# save this in a text file as hello.py
print "Hello_Minneapolis!"
# then navigate to its directory in a shell
# and run at the command prompt with
# python hello.py
```

#### Run IDLE

- IDLE is the "Interactive DeveLopment Environment" bundled with Python
- Type 'IDLE' in Mac Spotlight or Windows search window
- Or type 'idle' from the python prompt



Figure: IDLE in OS X

## Run hello.py with IDLE

- Open hello.py in scripts directory with File -> Open
- Run hello.py with Run -> Run Module or (fn) F5

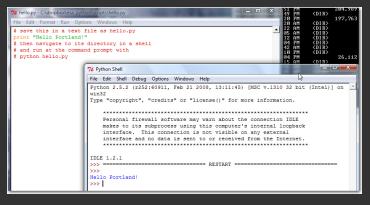


Figure: Result of running hello.py with IDLE

## **Variables**

No declaration of variables necessary!

```
pop size = 112 # integer
type(pop size)
pop density = 4 # still an integer
type(pop density)
pop density = 4. # now its a float
type(pop density)
species name = "Oedipina_complex" # string
type(species name)
species name = "4" # still a string
type(species name)
```

## Basic math operations

Operation	Sign
Addition	+
Subtraction	-
Multiplication	*
Division	/
Power	**
Modulus	%

## Be careful about int v float

```
>>> pop_size = 1086
>>> area = 1254
>>> pop_density = pop_size/area
>>> print(pop_density)
0
>>> type(pop_density)
<type 'int'>
```

#### **Beware**

- Declare floats by using a decimal point
- e.g., pop\_size = 1086.

# Python variable naming conventions

- all lowercase
- cannot start with numbers
- separate\_words\_with\_underscores
- Style Guide for Python:
  - http://www.python.org/dev/peps/pep-0008/

### unittest exercises

- Exercise 1 uses the unittest library so you can type code and test the result yourself
  - Edit the script in IDLE between the # and the selfassert calls
  - 2 Run it
  - If it complains, fix it and run it again!

#### **Beware**

- Python is very picky about space formatting, start your editing right below each # (8 spaces over)
- Python is case-sensitive- diffusion\_rate and Diffusion\_rate are different variables

# Exercise 1- Run the script exer01\_variables.py

import unittest

```
class TestVariables(unittest.TestCase):
   def test variables(self):
        self.assertEqual(diffusion rate, 6.)
        self.assert (isinstance(diffusion rate, float))
        self.assertEqual(cohort size, 84)
        self.assert (isinstance(cohort size, int))
        self.assertEqual(species name, "Pieza_kake")
        self.assertTrue(isinstance(b, str))
if name == ' main ':
    unittest.main()
```