



# Intro to Intermediate Python

# Learning Objectives

*After this lesson, you will be able to:*

- Confidently recap the previous units.
- Describe key components of the upcoming unit.

# Leveling Up

You're leveling up!

You have the proper foundation. Now, let's check how you're doing.

# Let's Review: Lists

- A collection of items stored in a single variable.
- Created with square brackets (`[]`).
- Begin counting at `0`.

```
my_queens = ["Cersei", "Daenerys", "Arwen", "Elsa", "Guinevere"]
step_counts_this_week = [8744, 5256, 7453, 3097, 4122, 2908, 6720]

# We can also mix types.
weird_list = [1, "weird", ["nested list"], "eh?"]
```

**Challenge:** Can you recall how to slice a section of the list? For example, items 2 through 5 of `step_counts_this_week`?

# Answer: Lists Challenge

- Python uses a `:` to represent a range of indices.
- Beware of off-by-one errors!

```
step_counts_this_week = [8744, 5256, 7453, 3097, 4122, 2908, 6720]  
days_2_thru_5 = step_counts_this_week[2:6] # Items 2, 3, 4, and 5
```

**Pro tip:** It's `6` instead of `5` because the range is exclusive.

# Let's Review: Loops and Iteration

What about looping a list?

```
my_queens = ["Cersei", "Daenerys", "Arwen", "Elsa", "Guinevere"]  
  
for queen in my_queens:  
    print(queen, "is the most powerful queen!")
```

**Challenge:** What if I want to loop from 1 to 10 and print out the numbers? How do I do this without a data structure to loop over?

# Answer: Loops Challenge

To loop 1–10 without a data structure:

```
# Remember, "i" is a common name for a counter/index in programming!  
for i in range(1, 11):  
    print(i)
```

- Why do you think we put 11 in the code?
- What values does this print?

# Let's Review: Sets

- Lists that don't have duplicates.
- Created with curly braces (`{}`) or from lists with the `set()` function.
- Aren't indexed — elements are in any order!
- Handy for storing emails, user names, and other unique elements.

```
email_set = {'my_email@gmail.com', 'second_email@yahoo.com', 'third_email@hc  
# Or from a list:  
my_list = ["red", "yellow", "green", "red", "green"]  
my_set = set(my_list)  
# => {"red", "yellow", "green"}
```



# Let's Review: Tuples

- Lists that can't be changed!
- Created with parentheses ( `()` ).
- Can't add, pop, remove, or otherwise change elements after creation.

```
rainbow_colors_tuple = ("red", "orange", "yellow", "green", "blue", "indigo")
```

# Let's Review: Dictionaries

- A collection of key-value pairs.
- Created with curly braces (`{key: value, key: value}`).
- Values can be anything!

```
my_puppy = {  
    "name": "Fido",  
    "breed": "Corgi",  
    "age": 3,  
    "vaccinated": True,  
    "fave toy": ["chew sticks", "big sticks", "any sticks"]  
}
```

**Challenge:** Can you recall how to iterate (loop) over each key of `my_puppy` and print out both the key and the corresponding value?

# Answer: Dictionaries Challenge

Iterating a dictionary is similar to a list:

```
for key in my_puppy:  
    print(key, "-", my_puppy[key])
```

Outputs:

```
name - Fido  
breed - Corgi  
age - 3  
vaccinated - True  
fave toy - chew sticks
```

# Let's Review: Functions

- Bits of code that can be used repeatedly.
- Enable DRY — Don't Repeat Yourself.
- Declared with `def`, `()`, and `:`.
- Declare the function *above* the function call!

```
# Function definition:
def say_hello():
    print("hello!")

# Run the function three times.
say_hello()
say_hello()
say_hello()
```

run ▶

```
Python 3.6.1 (default, Dec 2015, 13:05:11)  
[GCC 4.8.2] on linux
```

```
❖ []
```



run ▶

```
Python 3.6.1 (default, Dec 2015, 13:05:11)  
[GCC 4.8.2] on linux
```

```
❖ []
```



# Let's Review: Return Statements

- Bring data out of a function.
- Cause the function to exit.
- Aren't a `print` statement!

```
def multiply(x, y):  
    return x * y  
  
result = multiply(3, 4) # Result is now equal to 12.
```

# Let's Review: Classes

- Templates (aka, blueprints) for objects.
- Can contain methods and/or variables.
- `self` is a reference to the created object.

```
class Animal():  
    def __init__(self):  
        self.energy = 50  
  
    def get_status(self):  
        if self.energy < 20:  
            print("I'm hungry!")  
        elif self.energy > 100:  
            print("I'm stuffed!")  
        else:  
            print("I'm doing well!")
```

**Challenge:** How do you declare a new `Animal`?



# Answer: Classes

Declaring a new `Animal` from the class:

```
my_animal = Animal() # Creates a new Animal instance.  
my_animal.get_status() # Prints "I'm doing well!"  
my_animal.energy += 100 # We can access properties!  
my_animal.get_status() # Prints "I'm stuffed!"
```

run ▶

```
Python 3.6.1 (default, Dec 2015, 13:05:11)  
[GCC 4.8.2] on linux
```

```
❖ []
```



# Inheritance: Answer

open in  repl.it

404

✦ Not found error: This is no

# Knowledge Check

We're about to move on to the next unit: Intermediate Python.

Any questions?

*Don't be shy! If you have a question, so do others!*

# Switching Gears: Preview

The next unit covers many topics, including:

- User input
- File I/O
- Abstraction
- Modules and libraries
- APIs

You don't need to memorize them now! This is just an overview.

# User Input and File I/O

You've seen this a few times already with `input()`.

We'll build real interactions between your Python programs and other files — or the person using your app!

# Abstraction

Python has built-in functions for performing common tasks.

You've seen things like `my_list.len()`, which tells you the length of a list.

But Python has more specialized built-in functions, like chaining lists together:

```
food = ['pizza', 'tacos', 'sushi']  
colors = ['red', 'green']  
# => lists_chained = ['pizza', 'tacos', 'sushi', 'red', 'green']
```

This helps you get complex things done more quickly.

We'll learn several of these.

run ▶

```
Python 3.6.1 (default, Dec 2015, 13:05:11)  
[GCC 4.8.2] on linux
```

```
❖ []
```





run ▶

```
Python 3.6.1 (default, Dec 2015, 13:05:11)  
[GCC 4.8.2] on linux
```



# Summary and Q&A

We reviewed topics from earlier lessons:

- Lists, sets, tuples, and dictionaries.
- Loops and iteration.
- Functions, parameters, and return statements.
- Classes and inheritance.

We brushed the surface on some upcoming topics:

- User input and file I/O.
- Abstraction.
- Modules and libraries.
- APIs.

Let's jump in to it!

# Additional Reading and Resources

Now that you have an understanding of basic programming, here are some cool people to read about:

- **Ada Lovelace**: Regarded as the first programmer.
- **Alan Turing**: Considered the father of theoretical computer and artificial intelligence; helped crack the enigma code during World War II.
- **Linus Torvalds**: Creator of Linux OS and Git.