

## Intermediate Workshop to Python Programming

Building the Foundation for Coding Success

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January 10, 2024



# Presentation Overview

# Data Types: Deeper Dive

— Previously in Python Programming —



- `int`: Whole numbers without decimal points
- `float`: Numbers with decimal points
- `bool`: Represents the truth values `True` or `False`
- `NoneType` (`None`): Represents absence of a value (or null)
- `string`: Ordered sequence of characters

## Collections

- `list`: Ordered and mutable sequence of elements
- `tuple`: Ordered and immutable sequence of elements
- `dict`: Unordered collection of key-value pairs

# NoneType

## NoneType

- `None` is a Singleton — there is only ever a single instance of it inside a running Python program
- Multiple variables may refer to that same instance

## Comparisons using Keyword "is"

Keyword `is` checks whether two names refer to the same object

As `None` is a singleton, we can check for it via `is None`

```
1 a = [1, 2]
2 b = a
3 x = [1, 2]
4
5 a == b # True
6 a is b # True
7 a == x # True
8 a is x # False
```

```
1 if a is None:
2     print("a is None")
```

# BoolType

## BoolType

- The `bool` type is a built-in data type representing truth values
- It has two possible values: `True` and `False`

```
1 a = True
2 if a:
3     print('hello')
```

```
1 x, y = 10, 20
2 is_greater = x > y    # False
3 if is_greater:
4     print("x greater than y")
5 else:
6     print("x not greater than
    ↪ y")
```

Booleans are a subset of integers (subclass of `int`) where `True` behaves as 1 and `False` as 0 in numerical contexts

`False + True # 1`

# Numbers

## Operations with Numbers

- Integer Division:  $10 // 3 = 3$
- Remainder:  $10 \% 3 = 1$
- Exponentiation:  $2 ** 3 = 8$

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## Underscores in Numeric Literals for Enhanced Readability

- Revenue: 10000000000
- Revenue: 1\_000\_000\_000

# Integer Type Representations

## Integers

- 1 Python supports integers of arbitrary size, allowing representation of very large numbers
- 2 It also supports different numeral systems
  - Decimal — `a = 42`
  - Binary — `b = 0b101010`
  - Octal — `c = 0o52`
  - Hexadecimal — `d = 0x2a`
  - Conversion from a string in binary to an integer — `e = int('101010', 2)`

## Tip — Maximum Size of Integers on the Current System

```
1 import sys
2 print(sys.maxsize) # Maximum size
```

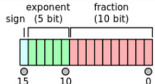


# Float Type Representations

## Integers

① Floating-point numbers in Python use 64 bits

- **Numbering** — `a = .12` or `b = 2.55`
- **Scientific Notation** — `c = 6e23`
- **Special Values** — `d = float('nan')` or `e = float('inf')`

| type              | range   | signi-<br>ficant<br>digits* |  | type              | composed of    |
|-------------------|---|-----------------------------|---|-------------------|----------------|
| <b>float16</b>    | $\pm(6.0 \times 10^{-8} \dots 65504)$                   | 3                           | 1bit 5bit 10bit   | —                 | —              |
| <b>float32</b>    | $\pm(1.4 \times 10^{-45} \dots 3.4 \times 10^{38})$     | 6                           | 1bit 8bit 23bit   | <b>complex64</b>  | two float32's  |
| <b>float64</b>    | $\pm(4.9 \times 10^{-324} \dots 1.8 \times 10^{308})$   | 15                          | 1bit 11bit 52bit  | <b>complex128</b> | two float64's  |
| <b>float128**</b> | $\pm(3.7 \times 10^{-4951} \dots 1.1 \times 10^{4932})$ | 18                          | 1bit 15bit 64bit  | <b>complex256</b> | two float128's |

**Figure:** Based on IEEE 754 — Standardized Floating-point Arithmetic

# Float Type Representations

## Warning!

Floating-point numbers, while versatile, can't perfectly represent all real numbers. This limitation leads to rounding errors, causing some numbers to be approximations rather than precise representations

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In the decimal system:

- 1 Fractions like  $1/3$  and  $1/7$  can't be represented exactly
- 2 Constant like  $\pi$  isn't fully representable without approximation

In binary floats:

- 1 Decimals like  $1/2$  and  $1/10$  can't be precisely represented
- 2 Fractions like  $1/3$  and even suffer from approximation

# Float Rounding Errors

## Warning!

As a consequence to not being able to perfectly represent all real numbers, float numbers will lead to rounding error mismatches

### Example 1 — Precision Limitations

- 1 Computing  $\pi + \pi$  might yield 6.2 when using decimal numbers with a precision of 2, whereas a more precise result would be 6.3

### Example 1 — Arithmetic Precision

- 1 Simple addition like  $0.1 + 0.2$  might oddly evaluate to  $\approx 0.30000000000000004$  due to limitations in 64-bit floats

```
1 0.1 + 0.2 == 0.3 # Returns False if float assigned
2
3 import math      # tolerance = 1e-09
4 math.isclose(0.1 + 0.2, 0.3) # Returns True
```

# Complex Type and Augmented Assignment

A complex number is a numerical type used to represent numbers that have both a real part and an imaginary part:  $a = 1 + 2j$

**Let us increment the real part (1) of the variable  $a$**

$$a = a + 1 \quad \text{or} \quad a += 1$$

## Augmented Assignment

This operation means "add 1 to the current value of  $a$  and assign the result back to  $a$ "

Calculation:

$$a = 1 + 2j + 1$$

Result:

$$a = 2 + 2j$$

Other operations include:  $-=$ ,  $*=$ ,  $\dots$

# Character Encodings

Character encodings are used to represent characters in a form that computers can understand and manipulate — mapping characters to bit sequences

## Types of Character Encodings

- 1 ASCII (American Standard Code for Information Interchange)
  - Encodes the first 128 Unicode characters using 7 bits, covering basic English characters, digits, and symbols
  - Represents characters like 'A', '!', '\$', space, and line breaks
- 2 Latin1 (ISO 8859-1)
  - Extends ASCII to encode the first 256 Unicode characters using 8 bits
  - Adds additional characters like 'ä', 'á', 'ß', '§', etc
- 3 UTF-8, UTF-16, UTF-32
  - Encode the entire Unicode character set
  - UTF-8, a popular encoding, uses variable-width encoding

# Character Encodings

Examples in ASCII / Latin1 / UTF-8:

| Character                     | Byte Representation |
|-------------------------------|---------------------|
| !                             | 00100001            |
| A                             | 01000001            |
| Line Feed — Line Break — "\n" | 00001010            |

Examples in Latin1:

| Character | Byte Representation |
|-----------|---------------------|
| Ä         | 11000100            |

Examples in UTF-8:

| Character | Byte Representation                 |
|-----------|-------------------------------------|
| Ä         | 11000011 10100100                   |
| 😊         | 11110000 10011111 10011001 10000010 |

# Strings

Strings represent sequences of Unicode characters, allowing the manipulation and representation of text data



## ① **String Literals** — Representations of strings in Python

- Single quotes: `a = 'test'`
- Double quotes: `b = "test"`

## ② **Multi-line String Literals** — Multi-line representation

```
a = """this  
is a multi-line  
string literal """
```

## ③ **Escape Sequences** — `a = "He said:\n\"Hi!\""` `\n` for line feed or line break!



# Strings

If there is no need to use any escape sequences in a string

```
1 path = r"C:\documents\course\news.txt"
```

Handy when writing directory paths and regular expressions

## Useful String Methods

- `.lower()` and `.upper()`
- `.startswith(...)` and `.endswith(".xlsx")`
- `.center(10)` — centered in 10 chars
- `.ljust(10)` — left justified or `.rjust(10)` — right justified
- `.strip()` — removes leading and trailing spaces
- `.split(' ')` — splits a string into a list of substrings
- `' '.join(list)` — join a list of strings into a single string

# String Exercises

## Exercises

① Later

# String Formatting

String formatting allows for the inclusion of values within strings

```
1 name = "Ricardo"
2 # Concatenation
3 greeting = "Hello, " + name + "!"
4
5 # f-string (formatted string literals)
6 greeting = f"Hello, {name}!"
```

There are other formatting ways which are currently a bit obsolete

```
1 city, temperature = 'Graz', 5.7
2 'weather in %s: %f°C' % (city, temperature)
3 'weather in {0}: {1}°C'.format(city, temperature)
4 'weather in {}: {}°C'.format(city, temperature)
5 'weather in {c}: {t}°C'.format(c=city, t=temperature)
6 f'weather in {city}: {temperature}°C' # fstring pref
```

# Format Specifications

If we want to specify the format value itself — ie, `.4g` or `.4f`

```
1 # Four decimal places after the decimal point
2 print(f"Pi is {math.pi:.4f}") # Output: Pi is 3.1416
3
4 # Four significant digits
5 print(f"Pi is {math.pi:.4g}") # Output: Pi is 3.142
```

If we want to specify the sentence alignment

```
1 first_name, last_name = "Ricardo", "Chin"
2
3 # Right-aligned (total width 8 characters)
4 print(f"{first_name:>8}") # Output: " Ricardo"
5 print(f"{last_name:>8}") # Output: "      Chin"
```

- String Formatting Reference — [Hyperlink](#)

# Format Specifications

## Exercise

- Create a program that formats a set of names and associated floating-point numbers representing current spare money, finds longest name, returns the names aligned to the right (longest name) and the spare money with 1 floating point

```
1 # Names
2 data = [("Ricardo", 12.51), ("Anand", 8.75),
3         ("Simon", 15.32), ("Khaled", 10.27)]
```

# Format Specifications

## Exercise

- Create a program that formats a set of names and associated floating-point numbers representing current spare money, finds longest name, returns the names aligned to the right (longest name) and the spare money with 1 floating point

```
1 # Names
2 data = [("Ricardo", 12.51), ("Anand", 8.75),
3         ("Simon", 15.32), ("Khaled", 10.27)]
```

```
1 # Find the length of the longest name
2 longest_name = max(len(name) for name, _ in data)
3
4 # Aligned to longest name and spare money with .1f
5 for name, value in data:
6     print(f"{name:>{longest_name}}{value:.1f}")
```

# Lists

# Interesting References

## Books

- Automate the Boring Stuff with Python by Al Sweigart
- Think Python, 2nd Edition by Allen B. Downey
- Python for Everybody by Dr. Charles Severance

## Online Courses and Tutorials

- String Formatting
- Codecademy - Beginner Course
- Learn X in Y Minutes - Python
- Python Cheat Sheets by Eric Matthes



Thank you!