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Python3 7404-FIZ-KKP – Introduction

Iulia Emilia Brumboiu

iubr@umk.pl

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Today

- **About the course**
 - How to register
 - Course overview: objectives, schedule, and topics covered
 - Course website
 - Project and grading
- **Course questionnaire**
- **Code prototyping with Jupyter notebooks**
 - Working with conda environments
 - Jupyter notebook basics



Part 1: Course Overview

How to register

Send an e-mail to: ast@umk.pl and ask to be registered for Python3 7404-FIZ-KKP



Course overview

Send an e-mail to: ast@umk.pl and ask to be registered for Python3 7404-FIZ-KKP.

- **Course objective:** introduce the tools necessary to design, develop and maintain a Python-based project.
- **ECTS:** 3.
- **Workload:** 30h class + ~30h homework/project work.
- **Classes:** usually Mondays 11:00 – 13:00, but a few extra classes on Thursdays 08:00 – 10:30.
- **Class start:** **11:15** (Mondays, 15 min. break @ 12:00), **08:30** (Thursdays, & we skip the break).



Course overview

Send an e-mail to: ast@umk.pl and ask to be registered for Python3 7404-FIZ-KKP.

- Short lectures combined with **practical project-based tasks**.
- You are welcome to **bring and use your own laptop**, or use the computers in B.2.22.
- If you use the lab computers, **be careful where you save your data!**
 - Partitions are cleaned regularly, so
 - Follow the instructions in the pop-up that shows up when you start Windows.



Course overview

Send an e-mail to: ast@umk.pl and ask to be registered for Python3 7404-FIZ-KKP.

- **Course website:** <https://sites.google.com/view/python3-umk>
- You'll find the **schedule** and **topics**, as well as course material.



Grading

30% active class participation

- attend classes,
- complete project tasks,
- complete homeworks.

70% project work: develop your own Python software package.

Grading system:

0% - 49% - grade: 2

50% - 60% - grade: 3

61% - 70% - grade: 3+

71% - 80% - grade: 4

81% - 90% - grade: 4+

91% - 100% - grade: 5



Project: Develop your own Python software

You can either choose to work on:

1. A Python project which you **design yourself**,
2. One of the Python projects **suggested** by me.

If you would like to work on **your own idea**, try to define a:

- Self-contained project,
- Useful for your (PhD) work,
- Not too complicated.



Project: Develop your own Python software

Project evaluation:

1. Github or Gitlab **repository**:

- Repository should contain the following components:
 - README with installation instructions,
 - Proper project structure,
 - Python tests and script/notebook examples,
 - Software manual,
 - One C/C++ class which is exposed to Python.
- I should be able to install and run your software,
- The code should follow Python coding conventions,
- The Git commits should follow (more or less) a set of commit conventions.

2. Short **project presentation**:

- 2026/02/02
- 10 min. Jupyter notebook demonstration of your software



Project: Develop your own Python software

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 - I should be able to install and run your software,
 - The code should follow Python coding conventions,
 - The Git commits should follow (more or less) a set of commit conventions.
- We will cover each of these topics during the semester,
- Most of the practical tasks during classes will be directly related to your project.



Project: Develop your own Python software

By/on 13 November:

- Decide which project you would like to do:
 - Select from my list of projects (list to be posted on course website),
 - Design your own.
- During the **class on 13 November**, we'll:
 - Set the projects,
 - Discuss the corresponding code structure.



Part 2: Course Questionnaire

Prior experience with Python

Complete the questionnaire:

<http://bit.ly/3KVWp6s>



Part 3: Conda and Jupyter Notebooks

Virtual Environment

Isolated environment which allows to manage **project-specific dependencies** and **prevents version conflicts** between projects.

Python Virtual Environment

- Isolates Python packages
- Available with standard Python

Recommended for **pure Python** projects.

Conda Environment:

- Isolates both Python and other languages (C, C++, Fortran, etc.)
- Needs a conda interpreter like Miniconda or Anaconda

Recommended for **multi-language** environments.



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Recommendation: Always work in a virtual environment!



Jupyter Notebook

- Browser-based **interactive** computational notebook.
- Multiple programming languages (**Julia**, **Python**, **R**, and more, e.g. shell scripting).
- Input cells can be:
 - **Code** cells
 - **Markdown** cells with equations, text, images.
- Allows **side-by-side** comparison of **equations** and **code**.
- Code **runs in real time**, variables can be directly accessed, printed, or plotted.

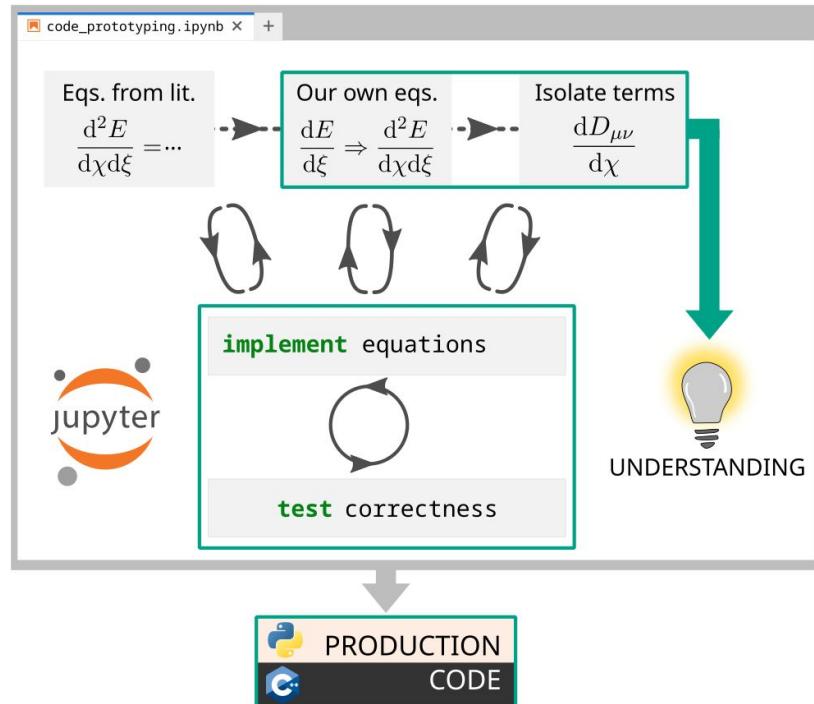
<https://jupyter.org/>



Jupyter Notebook

Development Strategy:

- Prototype code using notebooks.
- Debug and test if the code is correct.
- Implement as production code in Python project.



Tasks for today

- Follow the instructions on the course website to install the conda environment defined by the **myenv.yml** file,
- Download the **jupyter.ipynb** notebook from Course Material,
- Run the notebook and **fill in the missing code**,
- When you are finished, save the notebook, rename it with your name, and send it in.



Summary

- Introduction to using conda and working in a conda environment,
- Introduction to interactive programming with Jupyter notebooks.

Programming strategy for the rest of the course:

- Always work in a conda environment, i.e. always run `conda activate my-env` before programming for the project.
- Prototype your routines first (e.g. using notebooks), then implement them in the source code of your project.



Homework

- If you haven't finished, complete the Jupyter notebook.
- Send me the completed notebook by **Friday 25/10**.

Next time we will:

- Create the Git repository for our projects,
- Get an introduction to Git version control.



Thank you for today!

Questions?