Week 2: Basic Python

- 1. Resources
- 2. Syntax
- 3. Control Structures
- 4. Data Structures
- 5. Boilerplate Code
- 6. Outlook

Resources

There are lots of resources on Python out there - use the ones that suit your learning style.

- The Official Python Tutorial: https://docs.python.org/3.7/tutorial/ (thorough)
- Google's Python Class: https://developers.google.com/edu/python (brief)
- Java Primer: https://lobster1234.github.io/2017/05/25/python-java-primer/ (minimal)
- The Official Python Docs: https://docs.python.org/3.7/library/ (everything)
- Course Recordings: https://scientificprogramminguos.github.io/lectures/ ("live" feeling)
- Any of the 397.000.000 Google search results for "Python tutorial"

... or use the following two lectures "Basic Python" and "Advanced Python"!

This Lecture

Short Video with Slides +

basic_python_slides.pdf

Interactive Jupyter Notebook

basic_python_notebook.ipynb

- Video describes and explains, notebook shows with examples
 - → Use them at the same time or one after another
- Open the Jupyter Notebook in the terminal by running:

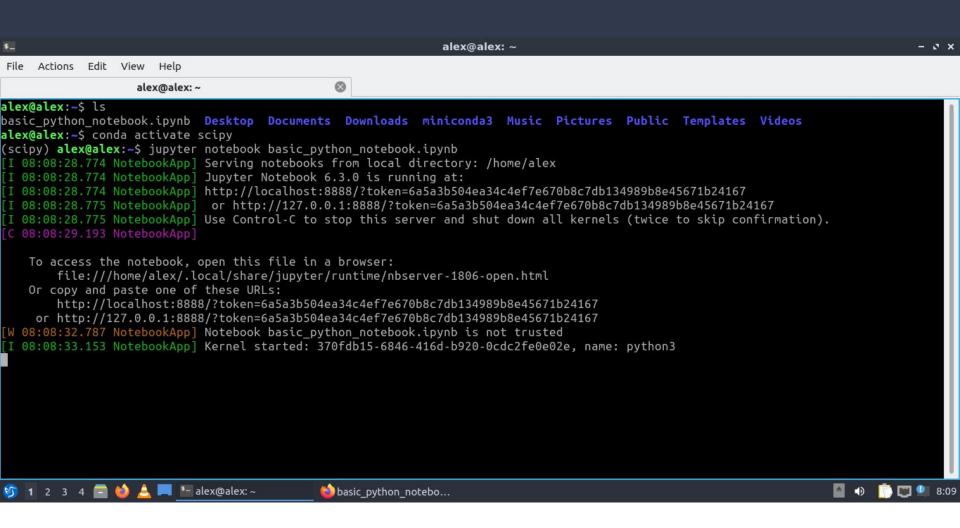
(scipy) \$ jupyter notebook basic_python_notebook.ipynb

(will open a browser)

- If not installed: Install jupyter with \$ pip install jupyter
- Execute cells in Jupyter Notebook with Ctrl + Enter

```
In [1]: print("Hi there!")

Hi there!
```



Basic Syntax

Variable assignment operator: = (dynamically typed variables)

Basic data types:

• **int:** Integer ranging from -2147483648 to 2147483647

• **bool:** Boolean that is either True or False

• **float:** Double precision floating point numbers such as -3.78 or 1239.9329

• **str:** Collection of characters written in single ' or double " quotation marks

• None: Value indicating the absence of an object

Print type of a variable: print(type(variable_name))

Conversion: Call constructor by name, e.g. **a = float("4.0")**

Mathematical operators: * (multiply), + (add), - (subtract), / (divide), % (modulo)

Control Structures

Meaningful whitespace:

Python separates instruction blocks by whitespace indentation!

→ That means more readability, but also need for consistency

Standard recommendation:

Configure your editor to indent 4 spaces when you press Tab

Comparison operators:

== (equals), > (greater than), < (less than), >=, <=, !=, is, in

Logical operators: not, and, or

Basic control structures:

Conditionals:

if-statement, elif-clauses, else-clause

Loops:

for-loop, while-loop, break instruction, continue instruction

Functions:

def for function definition, arguments in brackets (), return

Conditionals

```
In [3]: a = 9
In [4]: if a < 8:
            print("a is less than 8.")
        elif a == 8:
            print("a is equal to 8.")
        elif a == 9 or a == 10:
            print("a is equal to 9 or equal to 10.")
        elif a > 8:
            print("a is greater than 10.")
        else:
            print("This will never be executed.")
        a is equal to 9 or equal to 10.
```

Conditions are evaluated top-to-bottom, left-to-right.

Loops

```
In []: a = 0
                                                        These loops all do the same thing:
        while a < 3:
            print(a)
            a = a + 1
                                                        They print first 0, then 1, then 2.
In [ ]: a = 0
        while True:
            print(a)
            a = a + 1
                                                         range() returns a sequence of
            if a == 3:
                                                         numbers.
                break
In [ ]: for a in range(0, 3):
                                                         for variable in range(start, end)
            print(a)
                                                         is a very common construct.
```

Functions

```
def increment(my int, increment size=1):
    my int = my int + increment size
    return my int
a = 5
b = increment(a)
c = increment(b, increment size=3)
print(a, b, c)
5 6 9
```

Functions must be defined before they are called.

Positional arguments like my_int must be given when called.

Keyword arguments like increment_size have default values that can be overwritten.

print() takes arbitrarily many positional arguments, which are concatenated with spaces

Data Structures

Basic data structures

- **list:** Ordered, mutable collection containing objects
- **tuple:** Ordered, immutable collection containing objects
- set: Unordered, mutable collection containing unique objects
- **dict:** Ordered*, mutable collection with key-value structure containing objects

```
In []: my_list = [1, 2, 3, 4]
   my_tuple = (1, 2, 3, 4)
   my_set = {1, 2, 3, 4}
   my_dict = {1: 2, 3:4}
```

* since Python 3.7

The following slides are stolen from the 2019 iteration of "Basic Programming in Python"

Creating Lists

There are many ways to create lists.

```
list_explicit = ["harry", "ron", "hermione"] # explicit
list_empty_explicit = []
list_empty_constructor = list() # constructor
list_from_range = list(range(100))
print(list_from_range) # [0, 1, 2, ..., 99]
```

Modifying Lists

```
hp list = ["harry", "ron", "hermione"]
print(hp list) # ["harry", "ron", "hermione"]
hp_list.append("luna")
print(hp_list) # ["harry", "ron", "hermione", "luna"]
hp list.remove("harry")
print(hp_list) # ["ron", "hermione", "luna"]
hp list[1] = "sirius"
print(hp_list) # ["ron", "sirius", "luna"]
```

Indexing Lists

- Access items in the list like normal variables
- Sytax: my_list[index]
- Index must always be an int (e.g. 1, 4, 99)
- 4 First element has the index 0
- 5 Last element has the index -1

Indexing Lists

```
hp_list = ["harry", "ron", "hermione"]

print(hp_list[0]) # "harry"

print(hp_list[1]) # "ron"

print(hp_list[2]) # "hermione"

print(hp_list[-1]) # "hermione"

print(hp_list[-2]) # "ron"

print(hp_list[-3]) # "harry"
```

Slicing Lists

```
The ending index is always excluded (just like in range)
hp list = ["harry", "ron", "hermione"]
print(hp list[0:3]) # ["harry", "ron", "hermione"]
print(hp list[1:3]) # ["ron", "hermione"]
print(hp list[2:3]) # ["hermione"]
print(hp list[:]) # ["harry", "ron", "hermione"]
print(hp list[:-1]) # ["harry", "ron"]
print(hp list[:-2]) # ["harry"]
print(hp list[:-3]) # ???
```

Slicing Lists

```
Index from rear: -6 -5 -4 -3 -2 -1
Index from front: 0 1 2 3 4 5

+---+--+--+

| a | b | c | d | e | f |

+---+---+

Slice from front: : 1 2 3 4 5 :

Slice from rear: : -5 -4 -3 -2 -1 :
```

Iterating over Lists

```
hp_list = ["harry", "ron", "hermione"]
print(len(hp_list)) # 3

# Iterating by index
for index in range(len(hp_list)):
    item = hp_list[index]
    # do something with item here
    print(item)
```

Iterating by content
for item in hp_list:
 # do something with item here
 print(item)

Iterate both by index and content:

for index, item in enumerate(hp_list): print(index, item)

Evaluating Lists

- 1 len(list): Returns length of list
- 2 max(list): Returns maximum item of list
- 3 min(list): Returns minimum item of list
- 4 sum(list): Returns sum of items in list
- 5 sorted(list): Returns sorted copy of list

How could we use these functions to calculate the average?

Nesting Lists

```
def make_grid(height, width, value=1):
    grid = []
    for y in range(height): # repeat for each row
        row = [] # create empty list
        for x in range(width): # repeat for each cell
           row.append(value) # add value to row
        grid.append(row) # add row to grid
    return grid
my_grid = make_grid(3, 2)
print(my_grid) # [[1, 1], [1, 1], [1, 1]]
```

1	1
1	1
1	1

Tuples

Tuples

```
Same as lists, but immutable (unchangeable)
 Creating: my_tuple = (v1, v2, v3)
 Unpacking: x1, x2, x3 = my_tuple
my_list = [1, 2, 3]
my_list[1] = 5
print(my_list) # [1, 5, 3]
my_tuple = (1, 2, 3)
my_tuple[1] = 5
# TypeError
```

Sets

Sets

- Same as lists, but unique (duplicates automatically removed)
- 2 Syntax: $s = \{v1, v2, v3\}$
- Not ordered (no indexing)

```
my_set = {1, 2, 2, 3}
print(my_set) # {1, 2, 3}
print(my_set[0])
# TypeError
```

Dictionaries

Dictionaries

```
Stores not only values, but also names ("keys")
 Creating: my_dict = {key1: value1, key2: value}
 Indexing: my dict[key1]
 Material Material Methods (Apples) Methods (Apples) (Apples)
my_dict = {"price_apples": 1.2, "price_banana": 4.8}
print(my_dict["price_apples"]) # 1.2
# Iterating by key value pairs
for key, value in my_dict.items():
        print(key, value)
        value = 7 # this will not change anything
        my_dict[key] = 29 # this will change something
```

Boilerplate Code

This is a typical Python script structure.

Line 7 prevents the code from being accidentally executed when importing this script.

The main function is the first thing being executed when running this script.

Outlook

Next Steps:

- Open the Jupyter Notebook (basic_python_notebook.ipynb)
- 2. Accept the homework assignment (link will be in StudIP announcement)
- 3. Complete the homework until Sunday at midnight (2021-04-26 00:00:00+02:00)

Next Week: Object-oriented programming, comprehensions, exceptions, ...

Enjoy the week!