



# *Python Course*



## *Class 1 : Programming basics*

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# *What's a programming language ?*

- *A **programming language** is a special language programmers use to develop software programs for computers to execute.*
- *A Software program is a set of instructions that the computer can read and understand (After few transformations of course).*
- *There are many programming languages, some of them are compiled and interpreted languages (further informations at : <https://www.lifewire.com/compiled-language-2184210> ), some of them are :*
  - ***Compiled** : C, C++, Java, Pascal...etc.*
  - ***Interpreted** : Perl, PHP, **Python**...etc.*
- *Choosing a language to use depends on your need, for example to develop a web app you can use PHP, to create an android application you can choose java, to manage critical system applications you can choose C...et*
- *In this course we'll be choosing **PYTHON**, it's one of the most used languages in 2018 because of its portability, ease to learn and use, rich documentation and great community. (More informations at : <http://www.bestprogramminglanguagefor.me/why-learn-python> )*

*Note : For the rest of this course, all the programming concepts will be explained following the python syntax and logic*

# *Variables*

- A variable is simply a storage space in our memory that contains an **information**. Informations must be stored somewhere, and that somewhere is our variable so that we can use this information in our code, read it, update it, remove it...etc
- Variables are represented by their **identifier** (symbolic name) this name must follow the following conventions : <https://docs.snowflake.net/manuals/sql-reference/identifiers-syntax.html> .
- In addition to the identifier, a variable has a **type** and a **value**. The most common types are : (more informations at : [https://www.tutorialspoint.com/python/python\\_variable\\_types.htm](https://www.tutorialspoint.com/python/python_variable_types.htm) )
  - **int** : integer: a whole number, *ex : 1, -5, 0, 132482, -3213 ...etc*
  - **float** : floating point value: ie a number with a fractional part. *ex : 1.0, 3232.4, -3.5 ...etc*
  - **char-strings** : a single character - multiple characters put together *ex : 'A', 'D' - "Welcome to Open Minds Club !", do not forget the " " for the characters and strings !*
  - **booleans** : whether a statement is true or false *ex : True, False .*
- In python there's no need to declare the variable type, we just assign the value to the variable
  -

# Variable operations

- **Affectation** : `my_fisrt_variable = 1`
- **Multiple affectation** : `my_first_variable, any_other_variable = 2.5, "Yes affecting a string now"`
- **Arithmetic operations** : `a = b + c`, `a = b - c` (basic arithmetic operators are : `+`, `-`, `*`, `/`, `%` )
- **incrementation** : `a = a + 1` can be written as : `a+=1` , The general form is : `variable = variable (arithmetic operator) (value or variable) ==> variable(arithmetic operator)=(value or variable)` for example : `a = a - b ==> a-=b`
- **Boolean affectation** : `my_crazy_variable_name = True`
- **Boolean Expressions** : Boolean operations are based on comparators ( `>`, `<`, `>=`, `<=`, `==`, `is`, `!=`, `not`, `and`, `&&`, `or`, `||` ) for example we can have :

*a, b = 2, 10*

*my\_crazy\_variable\_name = (a > b)      (this operation will give the Boolean value : False to my variable)*

*my\_crazy\_variable\_name = (a <= b) ( this operation will give the Boolean value : True to my variable)*

# Conditions

- In programming conditions are one of the most important structures, it tells the program whether to choose between option 1, option 2, option 3... depending on a condition, *for example : if i do this course the good way ==> i'll get a certificate, if i don't ==> i'm not getting the certificate* .
- In python conditions follow the syntaxe :
  - `if` BOOLEAN EXPRESSION:  
    STATEMENTS
  - `elif` BOOLEAN EXPRESSION:  
    STATEMENTS
  - `else`:  
    STATEMENTS
- **Important rules :**
  - DON'T FORGET THE INDENTATION, in python if a statement belongs to a condition, loop, function, exception or any other structure we need to put a tab under the structure.
  - Don't forget the : (two points) after Boolean expression or the else statement.

# Loops

- Loops provide us from re-writing the same instruction multiple times.
- Loops help us parse through structures(We'll see that in the following course) in a simple and fast way.
- The most used ones are the **For** and **While** loops.
  - **While :** is used mostly when we do not know how many times we have to repeat an operation and is written :

*while* BOOLEAN EXPRESSION :

SET OF INSTRUCTIONS

*Example :*

```
my_age = 17
while my_age < 18 :
    can't go to a dance club
    if birthday :
        my_age += 1
```

*Important :* don't forget the indentation as mentioned previously and don't forget the 2 points “:” after the Boolean expression

# Loops

- The **for** loops can be used literally everywhere and is the most used one. In general we use the **for** loop when we know how many times we have to repeat a certain instruction, for example if we want to print the multiplication table for 6, **i know** i have to print a certain results 10 times :  $6 \times 1 = 6$ ,  $6 \times 2 = 12$ ...etc
- In addition the **for** loop is used to parse over structures, for example if we need to read a file that contains hundreds of words we can use the **for** loop to get these words (We'll see that in an upcoming course).

Examples :

**for** *i in range (1,11) :*  
    *print (" 6 x",i," = ", 6\*i)*

**for** *character in "print each character alone" :*  
    *print (character)*

p  
r  
i  
n  
t  
  
e  
a  
c  
h  
  
c  
h  
a  
r  
a  
c  
t  
e  
r  
  
a  
l  
o  
n  
e



## *New instructions*

- ***print()*** : used to print a text, or the content of a variable to the console

```
print("Hello this is my first print and i wanna print the content of the  
variable",my_agee)
```

- ***input()*** : gives the hand to the user to input a value, generally used this way :

```
my_variable = input()
```

- ***in*** : is a key word generally used in BOOLEAN EXPRESSION to say that the values of our variable will be **in** a certain range of values (as we have seen in the previous slide)

# ***Practice !***

*Write a program that asks the user a mathematical question, and he has to answer ,if the answer is correct, we congratulate him, if the answer is not correct, he has to write the sentence : I suck at math, i need more practice.  
he has to write it a 1000 times !!!!*