

# Introducción a Python

Héctor Enríquez

# Outline

- 1 Introducción al lenguaje
  - Tipos definidos
  - Notación abreviada
  - Definir funciones
  - Funciones
  - Sobrecarga
  - Clases

# Números Enteros

```
a = 1  
print(a)  
a += 1  
print(a)  
a = a + 1  
print(a)
```

1  
2  
3

Conversión a enteros int

```
print(int(1), int("1"), int(1.2))
```

1 1 1

## Cadenas de caracteres

```
a = "texto de ejemplo"  
print(a)  
a += " final"  
print(a)  
a = "#" * 10  
print(a)
```

```
texto de ejemplo  
texto de ejemplo final  
#####
```

### Conversión a cadenas str

```
print((str("3"), str(3), str(3.2)))
```

```
('3', '3', '3.2')
```

# Números Reales

```
a = 6.4  
print(a)  
a /= 2  
print(a)
```

6.4

3.2

Conversión a reales float

```
print(float(3.2), float("3"), float(3))
```

3.2 3.0 3.0

# Listas

```
a = [1, 2, 3]
print(a)
print(a + [8, 3])
print(a * 3)
```

```
[1, 2, 3]
[1, 2, 3, 8, 3]
[1, 2, 3, 1, 2, 3, 1, 2, 3]
```

Convertir a lista `list`

```
print(list("123"), list((1, 2, 3)), list({1: "a", 2: "b", 3: "c"}))
```

```
['1', '2', '3'] [1, 2, 3] [1, 2, 3]
```

# Diccionarios

```
a = {"clave1": "valor1", "clave2": "valor2", 3: "otro", "ultimo": 4}  
print(a)
```

## Listas sin abreviar y abreviando

```
lista = []  
for i in range(10):  
    lista.append(i**2)  
print(lista)
```

[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]

```
lista = [i**2 for i in range(10)]  
print(lista)
```

[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]



## Diccionarios sin abreviar y abreviando

```
squares = {}  
for i in range(10):  
    squares[i] = i**2  
print(squares)
```

{0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25, 6: 36, 7: 49, 8: 64, 9: 81}

```
squares = {i: i**2 for i in range(10)}  
print(squares)
```

{0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25, 6: 36, 7: 49, 8: 64, 9: 81}

## Tuplas sin abreviar y abreviando

```
tupla = tuple(i**2 for i in range(10))  
print(tupla)
```

(0, 1, 4, 9, 16, 25, 36, 49, 64, 81)

# Generadores

```
generador = (i**2 for i in range(10))  
print(generador)
```

<generator object <genexpr> at 0x6ffffcab620>

```
generador = (i**2 for i in range(10))  
for i in generador:  
    print(i, end=", ")  
for i in generador:  
    print(i)
```

0, 1, 4, 9, 16, 25, 36, 49, 64, 81,

## Generadores II

```
from sys import getsizeof
generador = (i**2 for i in range(10))
lista = [i**2 for i in range(10)]
print(getsizeof(generador), getsizeof(lista))
```

88 192

```
from sys import getsizeof
generador = (i**2 for i in range(100))
lista = [i**2 for i in range(100)]
print(getsizeof(generador), getsizeof(lista))
```

88 912

## Generadores III

```
from timeit import timeit
print(timeit("sum(i**2 for i in range(100))", number=1000))
print(timeit("sum([i**2 for i in range(100)])", number=1000))
```

0.0304261199999901857

0.029341689001739724

## def

```
def fun(a, b, c, d=1, e=""):  
    print(a, b, c, d, e)
```

```
def fun(*args, **kwargs):  
    print(args, kwargs)  
    return args, kwargs
```

```
def fun(arg, *args, kwarg="default", **kwargs):  
    print(arg, args, kwarg, kwargs)
```

def ll

## Peligroso

```
def fun(arg=[]):  
    arg.append(len(arg))  
    print(arg)
```

```
fun()
```

```
fun()
```

```
[0]
```

```
[0, 1]
```

# lambda

```
fun = lambda x: x**2  
print(fun(10))
```

100



## map

```
lista = [i**2 for i in range(10)]  
cadenas = map(str, lista)  
print(cadenas)  
print(list(cadenas))
```

```
<map object at 0x6ffffcb0d68>  
['0', '1', '4', '9', '16', '25', '36', '49', '64', '81']
```

## filter

```
lista = [i**2 for i in range(10)]  
positivos = filter(lambda x: x > 0, lista)  
print(positivos)  
print(list(positivos))
```

```
<filter object at 0x6ffffcb0d30>  
[1, 4, 9, 16, 25, 36, 49, 64, 81]
```

## reduce

```
from functools import reduce
lista = [i**2 for i in range(10)]
resta = reduce((lambda x, y: x - y), lista)
print(resta)
```

-285

## Comprobando el tipo del parámetro arg

```
def plus1(arg):  
    if isinstance(arg, int):  
        return arg + 1  
    elif isinstance(arg, str):  
        return int(arg) + 1  
    elif isinstance(arg, list):  
        return list(map(lambda x: x + 1, arg))  
  
print(plus1(2))  
print(plus1("2"))  
print(plus1([2, 3]))
```

3

3

[3, 4]

## Comprobando el tipo dentro del parámetro

```
def plus1(arg):  
    if isinstance(arg, int):  
        return arg + 1  
    elif isinstance(arg, str):  
        return int(arg) + 1  
    elif isinstance(arg, list):  
        return list(map(plus1, arg))  
  
print(plus1(2))  
print(plus1("2"))  
print(plus1([2, 3]))
```

3

3

[3, 4]

## Definiendo una clase

```
class Clase:
    def __init__(self):
        self.variable1 = "cadena"
        self.variable2 = 20

    def metodo1(self, a, b):
        self.variable1 = a
        self.variable2 = b
        return self.variable1 + self.variable2
```