## FIRST STEPS WITH PYTHON

KONRAD HINSEN

CENTRE DE BIOPHYSIQUE MOLÉCULAIRE (ORLÉANS)

AND

SYNCHROTRON SOLEIL (ST AUBIN)

## WRITING PROGRAMS

- Computers don't understand your problem. You must explain everything to them in a precise language. Details matter.
- \* A computer program is targeted at
  - \* a computer that runs it
  - people that read it, including your colleagues and your later self
- Try to explain your programs to a colleague (or your neighbour in this room), and improve it until it's clear.

## WHEN THINGS GO WRONG

- Writing programs means making mistakes: typos, wrong assumptions, faulty algorithms, etc.
- \* A mistake leads to an error message or to a wrong result.
- Finding and fixing mistakes ("debugging") is an art that is learned through practice. You *will* become better at this with time.
- Today you will make lots of mistakes. That's a great way to learn programming. Don't hesitate to discuss your mistakes and ask for help. Everyone can learn from everybody else's mistakes.
- Try to understand your programs from the computer's point of view, i.e. the point of view of the dumb executor.

## Let's get to work!