

# Python Version Changes

Version 2 vs. Version 3

# Some Changes in Python Version 3

- `raw_input` is replaced by `input`.
- Sorts – key words – `cmp` key word removed
  - Only `key` and `reverse` remain
  - Sort ordering has changed significantly
- `print` statement versus function
- `range`, `zip` and dictionary unload methods
- Integer division and types
- Comparing numerics and non-numerics
- Text representation – simplified
  - `Translate/maketrans` major changes
- Class types and designations
- Python 2to3 tool helps in conversions

# Print

- The new print function replaces the print statement/function from 2.x.
- There are new key words that allow easy modification of behavior.
- `sep=`
  - Controls the space between items being printed without explicit formatting.
  - The default is the same as before; a space
  - Valid entries include a null string as well as a multi-character string.
- `end=`
  - The default is the same as before; a newline character (`\n`).
  - Any replacement that does not include a `\n` will suppress linefeeds.
- `file=`
  - Printing can be easily directed to any valid opened file.
  - The default is still the `stdout` which is usually your screen.
- Sample on next slide

# Print Function

```
x = 1  
y = 2
```

```
print('I have 1 item for 2 people')  
print('I have', x, 'item for', y, 'people')  
print('I have', x, 'item for', y, 'people', sep = ' ')  
print('I have', x, 'item for', y, 'people', sep = '-*-')  
  
print('I have', x, 'item for', y, 'people')  
print('What should I do?')  
  
print('I have', x, 'item for', y, 'people.', end = ' ')  
print('What should I do?')
```

The diagram illustrates the output of the provided Python code. Arrows connect each print statement to its corresponding output string:

- `print('I have 1 item for 2 people')` → `I have 1 item for 2 people`
- `print('I have', x, 'item for', y, 'people')` → `I have 1 item for 2 people`
- `print('I have', x, 'item for', y, 'people', sep = ' ')` → `I have 1 item for 2 people`
- `print('I have', x, 'item for', y, 'people', sep = '-*-')` → `I have1item for2people`
- `print('I have', x, 'item for', y, 'people', sep = '-*-')` → `I have-*-1-*-item for-*-2-*-people`
- `print('I have', x, 'item for', y, 'people')` → `I have 1 item for 2 people`
- `print('What should I do?')` → `What should I do?`
- `print('I have', x, 'item for', y, 'people.', end = ' ')` → `I have 1 item for 2 people. What should I do?`

# Iterators Replace Lists

- In Python 2 many of the functions/methods produced lists.
- In Python 3 some of these have become iterators.
- `range`
  - The `range` function now produces an iterator. `xrange` has been eliminated.
  - To produce a list, wrap `range` in a `list` function: e.g.; `list(range(10))`
- `zip` - zipping two iterables together now produces an iterator, not a list of tuples.
- Dictionary unloads don't really unload
  - Dictionary methods `keys`, `values` and `items` now produce views.
  - As with `range`, use the `list` function to produce a list if needed.
  - `iterkeys`, `itervalues` and `iteritems` have been removed.
- The `sorted` and `reversed` functions still produce the same results.

# Integer Division and Types

- Integer division in Python version 2

- ```
>>> 7/3
2
```

- Integer division in Python version 3

- ```
>>> 7/3
2.3333333333333333
```

- Types in Python version 2

- ```
>>> x = 12.3
>>> type(x)
<type 'float'>
```

- Types in Python version 3

- ```
>>> x = 12.3
>>> type(x)
<class 'float'>
```

# Comparing Numerics and Strings

- Usually, this is done in error and results in a semantic error in Python 2
- Python 3 has changed this result somewhat as shown in the shell operations below.
- Objects of different types except numbers are ordered by their type names.

## Python Version 2

```
>>> x = 'a'
```

```
>>> x == 1
```

```
False
```

```
>>> x < 1
```

```
False
```

```
>>> x > 1
```

```
True
```

```
>>> x > 9999999999999999
```

```
True
```

## Python Version 3

```
>>> x = 'a'
```

```
>>> x == 1
```

```
False
```

```
>>> x > 1
```

```
Traceback (most recent call last):
```

```
TypeError: unorderable types: str() > int()
```

```
>>> x < 1
```

```
Traceback (most recent call last):
```

```
TypeError: unorderable types: str() < int()
```

# Sort Ordering

- In Python V2, you could sort items containing both numerics and non-numerics:

```
y = ['text', 2, True, None]; y.sort() # An extreme example  
result - [None, True, 2, 'text']
```

- In Python V3, this unexpected result is no longer supported:

```
y = ['text', 2, True, None]; y.sort() # An extreme example  
result - Traceback (most recent call last):  
          File "<pyshell#0>", line 1, in <module>  
            y = ['text', 2, True, None]; y.sort()  
          TypeError: unorderable types: int() < str() or  
          TypeError: unorderable types: int() < NoneType() or  
          TypeError: unorderable types: str() < NoneType()
```

- Booleans are still considered numbers (True = 1.0, False = 0.0).
  - They will sort just fine with other numbers.



# Classes

- In Python 2 there were two ways to define a class:
  - `class classname(); pass` # creates a classic-style class
  - `class classname(object); pass` # creates a new-style class
- In Python 3:
  - Classic-style classes have been removed
  - Both of the above definitions create a new-style class
  - If you don't place "object" inside the parentheses. The parentheses can be removed. (e.g.; `class classname`)

# Text Representation

- Python 2 assumed you were using ASCII while Python 3 assumes Unicode.
- For programmers who are dealing exclusively with ASCII, the change is minor.
- There are some new string methods covered in Python 3 Notes.
- `translate/maketrans` operation has changed completely
  - the `2to3` utility does not address this change at all

# translate and maketrans

- In Python 2.x translate/maketrans operated this way:
  - You had to import maketrans from the string module.
  - maketrans took two arguments:
    - The characters you wanted to translate.
    - The corresponding characters to replace the first characters.
    - With these two arguments maketrans would create a 256-byte table corresponding to every possible character a byte can hold.
- translate used one or two arguments:
  - First argument: the maketrans result to translate a given string.
  - Second argument: if supplied, these characters were removed from the string.

# translate and maketrans

- In Python 3.x translate/maketrans operate this way:
  - maketrans is now a built-in static method – no need to import.
  - maketrans takes two or three arguments:
    - The first two arguments are the same ones previously used in maketrans.
    - The third argument (optional) contains the characters to be deleted.
    - With these arguments maketrans creates a dictionary of the characters to be translated and/or deleted.
- translate uses the result of maketrans to process the string in question. Example:

```
x = "Don't worry - be happy!"  
y = x.translate(str.maketrans('aeiou', '12345', "-"))
```

result in variable y - D4n't w4rry b2 h1ppy!

# Conversion Assistance

- When working in Python 2.x, use the `__future__` module
  - `from __future__ import division, print_function`
  - integer division and the print function will now operate as they do in Python 3.x
- Using the 2to3 module – use 2to3 as the command
  - Ex: `2to3 -w /home/student/[programe.py]`
  - Processes one program or an entire directory
  - Windows must use:  
`python c:\full path\2to3.py file_dir`
  - For details go to [this link](#).