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# Python-Programmierung

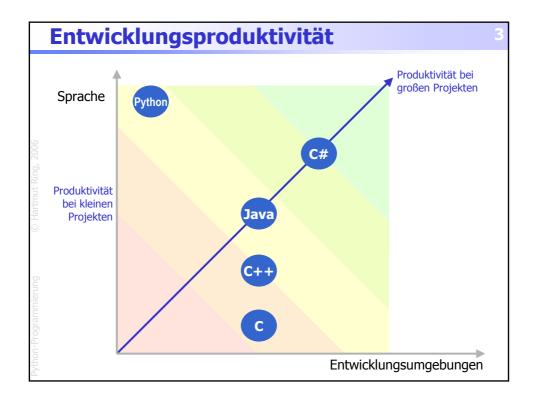
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# What is Python?

http://www.python.org/

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- Python is a **dynamic** object-oriented programming language that can be used for many kinds of software development.
- It offers strong support for integration with other languages and tools, comes with extensive standard libraries, and can be learned in a few days.
- Many Python programmers report substantial productivity gains and feel the language encourages the development of higher quality, more maintainable code.
- Python runs on Windows, Linux/Unix, Mac OS X, OS/2, Amiga, Palm Handhelds, and Nokia mobile phones. Python has also been ported to the Java and .NET virtual machines.
- Python is distributed under an OSI-approved open source license that makes it free to use, even for commercial products.



### Literaturauswahl

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- Michael Weigend
   Python Ge-packt
   ISBN 3-8266-1512-3, mitp, 2. Aufl. 2005 16,95 €.
- Michael Weigend
   Objektorientierte Programmierung mit Python. Version 2.4
   ISBN 3-8266-1571-9, mitp, 2. Aufl. 2005
   36,95 €
- Alex Martelli
   Python in a Nutshell
   ISBN 0-596-00188-6, O'Reilly, 2003
   34,95 \$

**Software** 

- Python: http://www.python.org/
  - Aktuelle Version: Python 2.4.3: http://www.python.org/download/releases/2.4.3/
  - Start mit Tutorial!
  - Direktmodus und Editor: IDLE
- Alternativer Editor: SciTE. http://www.scintilla.org/SciTE.html
  - Aktuelle Version 1.68
  - Die Datei python.properties öffnen und folgende Zeilen ändern:

```
command.go.*.py=pythonw -u "$(FileNameExt)"
command.go.*.py=c:\Python24\pythonw -u "$(FileNameExt)"
command.go.*.pyw=pythonw -u "$(FileNameExt)"
command.go.*.pyw=c:\Python24\pythonw -u "$(FileNameExt)"
```

• http://scintilla.sourceforge.net/gen\_python\_api.zip herunterladen, auspacken und Anleitung in gen python api.py befolgen

## **Python: Visuelle Syntax**

Beispiel: Fibonacci-Zahlen (jede Zahl ist Summe ihrer beiden Vorgänger) 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

0 1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987 1597 ...

fib(n)

```
function fib(n: integer): integer;
var a, b, a0, i: integer;
begin
  if n < 2 then
     fib := n
  else begin
     a := 0;
     b := 1;
     for i := 2 to n do begin
       a0 := a;
        a := b;
        b := a0 + b;
     end:
     fib := b
  end
end
begin
```

writeln (fib(5))

end.

```
C++
int fib (int n) {
  int a, b, a0, i;
  if (n < 2)
     return n;
  else {
     a = 0;
     b = 1;
     for (i=2; i<=n; i++) {
       a\dot{0} = a;
        a = b;
        b = a0 + b;
     return b;
  }
```

cout << fib(5) << endl;

int main() {

```
Pvthon
def fib (n):
  if n < 2:
    return n
  else:
     a = 0
     b = 1
     for i in range(2, n+1):
       a0 = a
        a = b
        b = a0 + b
     return b
                     Einfacher mit
                   Simultanzuweisung:
                   a, b = b, a+b
print fib(5)
```