



# Introduction to Python and the Command Line ...

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# Some simple commands

...

# cd (change directory)

To go down into a directory

```
beste@Beste-Ubu:~$ cd Documents
beste@Beste-Ubu:~/Documents$ cd cs110
beste@Beste-Ubu:~/Documents/cs110$ cd in_class
beste@Beste-Ubu:~/Documents/cs110/in_class$
```

To back up into a directory `cd ..`

```
beste@Beste-Ubu:~/Documents/cs110$ cd in_class
beste@Beste-Ubu:~/Documents/cs110/in_class$ cd ..
beste@Beste-Ubu:~/Documents/cs110$
```

# ls (list)

Lists out all the files and directories under that current directory

```
beste@Beste-Ubu:~/Documents/cs110$ ls
in_class  labs  projects
beste@Beste-Ubu:~/Documents/cs110$ cd in_class/
beste@Beste-Ubu:~/Documents/cs110/in_class$ ls
week1  week2  week3
beste@Beste-Ubu:~/Documents/cs110/in_class$
```

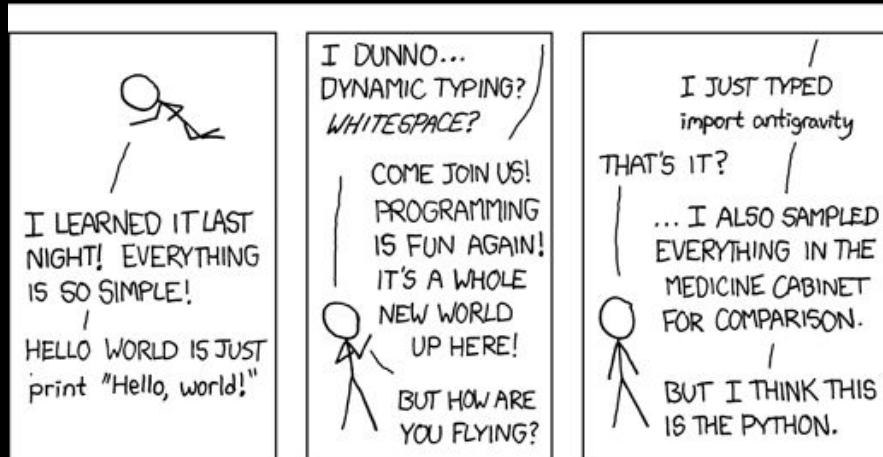
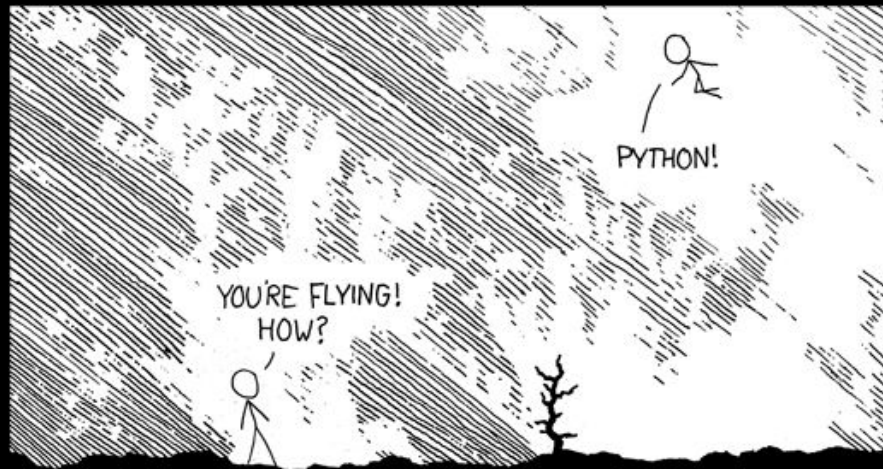
# pwd (present working directory)

Gives you the path of the directory you are currently in

```
beste@Beste-Ubu:~/Documents/cs110/in_class$ pwd
/home/beste/Documents/cs110/in_class
beste@Beste-Ubu:~/Documents/cs110/in_class$ cd ..
beste@Beste-Ubu:~/Documents/cs110$ pwd
/home/beste/Documents/cs110
beste@Beste-Ubu:~/Documents/cs110$
```

# Some simple Python

...



Type:  
**`import antigravity`**  
into the Python shell and  
see what happens...

# Python as a High-Level Language

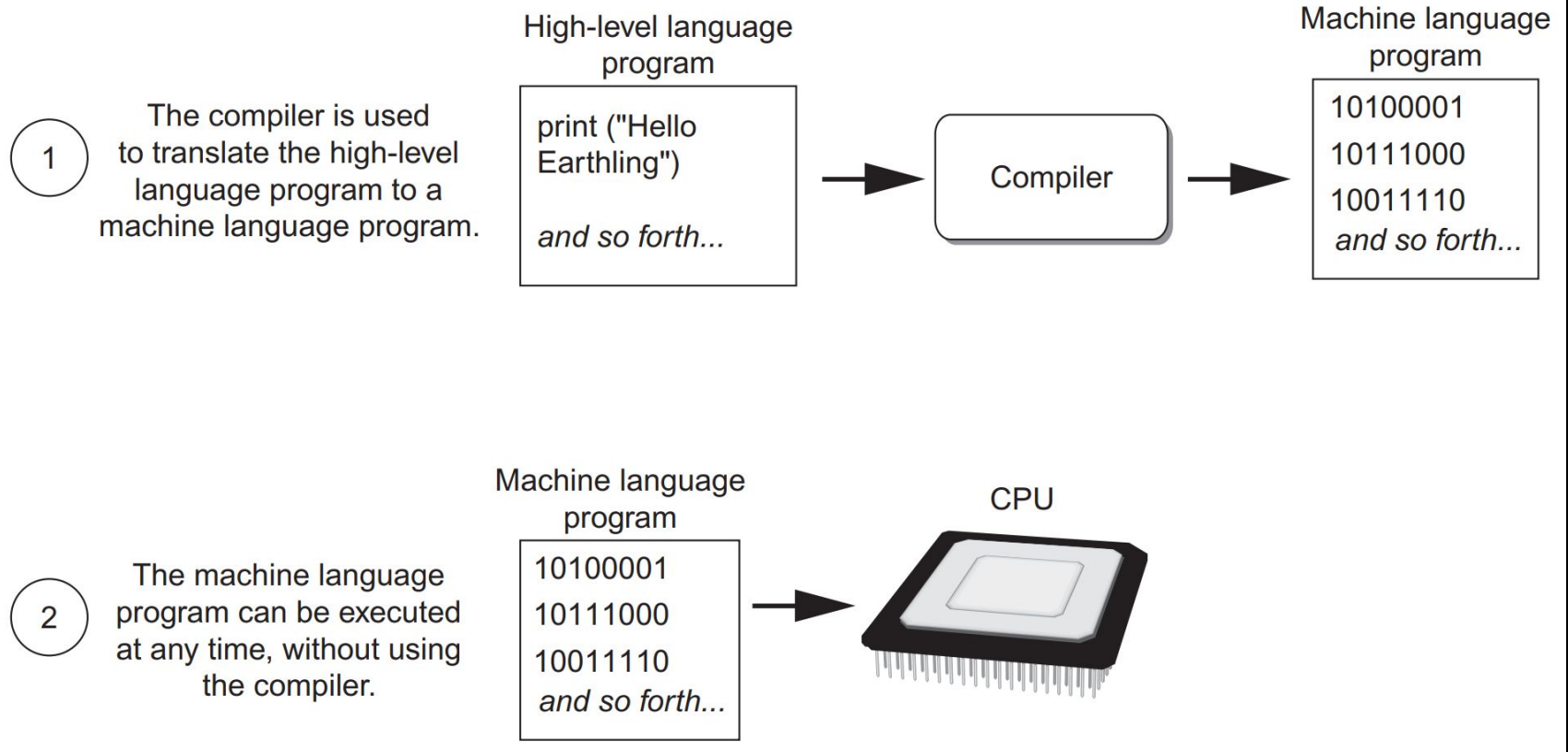
Python is a *high-level language*

Allows you to create complex programs without knowing machine language (or assembly language).

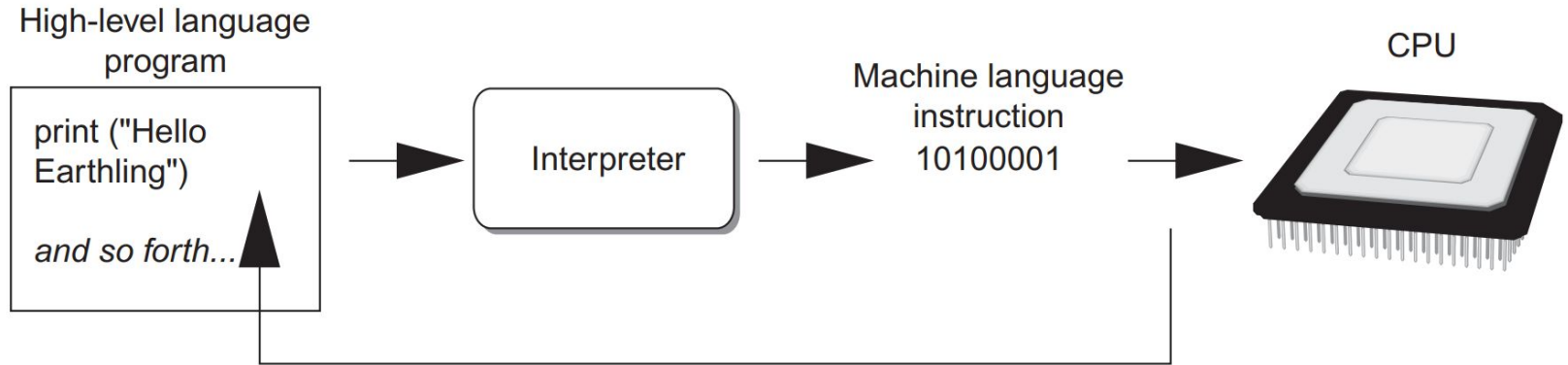
You don't need to write low-level instructions to the *central processing unit* (CPU) which is the part of the computer that actually runs the programs.



# Compiler translates - execution can occur later



# Interpreter (as used by Python) translates *and* executes

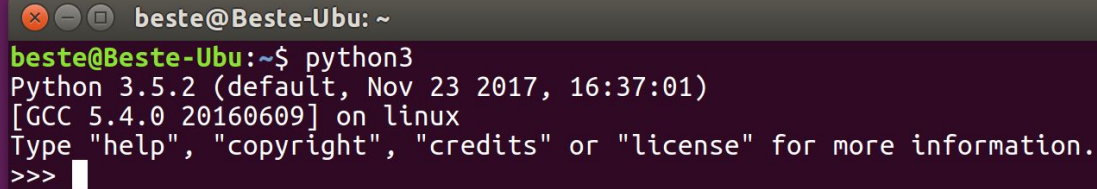


The interpreter translates each high-level instruction to its equivalent machine language instructions and immediately executes them.

This process is repeated for each high-level instruction.

# Python shell - interactive mode

## Type `python3` into the terminal

A terminal window with a dark purple background and a light purple title bar. The title bar contains window control icons and the text 'beste@Beste-Ubu: ~'. The terminal shows the command 'python3' being executed, followed by the Python version and build information. The prompt '>>>' is visible at the end of the last line.

```
beste@Beste-Ubu: ~  
beste@Beste-Ubu:~$ python3  
Python 3.5.2 (default, Nov 23 2017, 16:37:01)  
[GCC 5.4.0 20160609] on linux  
Type "help", "copyright", "credits" or "license" for more information.  
>>> █
```

# Python Shell - Interactive mode

Type `python3` in your terminal.

The prompt should appear. Type:

```
>>>print('hello world!') and press Enter
```

```
>>>print ('this is pretty easy') and press Enter
```

Try making a mistake, e.g.:

```
>>>print (this is pretty easy) and press Enter
```

What happens? Why?

# Python Shell - Interactive mode

```
>>> print (2+3)
```

5

```
>>> print ('2 + 3')
```

2 + 3

```
>>> print ('2 + 3 = ', 2+3)
```

2 + 3 = 5

Press Ctrl-D (or Ctrl-Z Enter on Windows) to exit the Python Shell in the terminal. Go back into interactive mode - were your statements saved as a program?

# Writing Python Programs and Running Them as *Scripts*

Allows you to save Python statements as a program in a Python file.

To execute your program you use the Python interpreter in *script mode*.

Let's write a Python script together. In the command line create a filepath *on your own computer* (this is not using FileZilla) to store your Python scripts e.g.

CS110

└─ in\_class

└─ week1

└─ hello\_world.py

Review: How do you make directories in the command line? How do you change directories in the command line?

# Hello\_world.py In-Class Exercise 0

In the file type:

```
print('hello world!')
```

To run your script, go to the command line in the directory where your file is and type:

```
python3 hello_world.py
```

NB. You need to be in the correct directory where your file is in order to execute your script.

Submit a print screen of your terminal with the code that you just ran to the Canvas page for assignment In-Class Exercise 0.

# Getting User Input (optional for today)

If you want to make the program a bit more interactive, you can ask the user for input. Go back to the interactive interpreter

```
>>> number = int(input('Please enter a number: '))
```

Please enter a number: 6

```
>>> print (number )
```

6

```
>>> number2 = int(input('Please enter a 2nd number: '))
```

Please enter a 2nd number: 10

```
>>> print (number + number2)
```

16



**Optional:**

**Now put the user input code in a script and run it.**

**You can call the script `input.py`**