



# PYTHON

Day6

# RECAP

- function
- File I/O
- List Comprehension

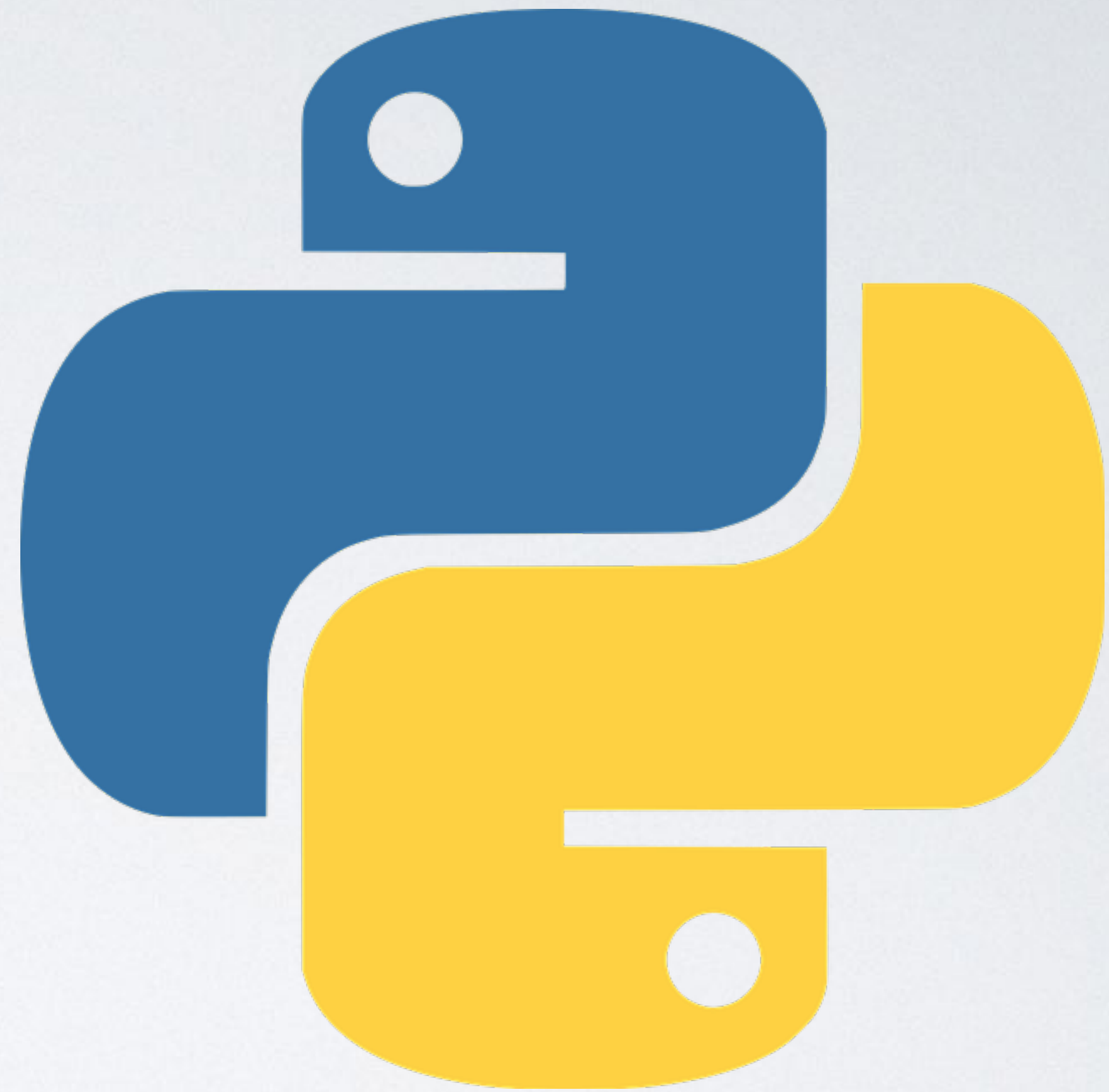


# INDEX

- List Comprehension again!
- handle excel with python
- Error Exception
- Class

# PYTHON

## List Comprehension





# LIST COMPREHENSION

존재하는 리스트를 활용하여 새로운 리스트를 생성하는 방법

# LIST COMPREHENSION

```
old_list = [1, 2, 3, 4, 5]
```

```
doubled_list = []
```

```
for i in old_list:
```

```
    doubled_list.append(i * 2)
```



# LIST COMPREHENSION

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doubled_list = [i * 2]
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for i in old_list:
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    doubled_list.append(i * 2)
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# LIST COMPREHENSION

```
old_list = [1, 2, 3, 4, 5]
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```
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```

```
for i in old_list:
```

```
    doubled_list.append(i * 2)
```

```
doubled_list = [i * 2 for i in old_list]
```

# LIST COMPREHENSION

```
old_list = [1, 2, 3, 4, 5]
```

```
doubled_list = []
```

```
for i in old_list:
```

```
    if i % 2 == 0:
```

```
        doubled_list.append(i * 2)
```



# LIST COMPREHENSION

```
old_list = [1, 2, 3, 4, 5]
```

```
doubled_list = []
```

```
for i in old_list:
```

```
    if i % 2 == 0:
```

```
        doubled_list.append(i * 2)
```

```
doubled_list = [i * 2]
```

# LIST COMPREHENSION

```
old_list = [1, 2, 3, 4, 5]
```

```
doubled_list = []
```

```
for i in old_list:
```

```
    if i % 2 == 0:
```

```
        doubled_list.append(i * 2)
```

```
doubled_list = [i * 2 for i in old_list]
```



# LIST COMPREHENSION

```
old_list = [1, 2, 3, 4, 5]
```

```
doubled_list = []
```

```
for i in old_list:
```

```
    if i % 2 == 0:
```

```
        doubled_list.append(i * 2)
```

```
doubled_list = [i * 2 for i in old_list if i % 2 == 0]
```

# MINI PROJECT

with pair programming



# MINI PROJECT

1. 1부터 100까지 리스트를 생성합니다.

2. 조건문을 활용하여

3의 배수일 경우, “fizz”

5의 배수일 경우, “buzz”

15의 배수일 경우, “fizzbuzz”

나머지 경우, 그 숫자를 저장하는 프로그램을 작성하세요.

# MINI PROJECT

\* Sample output

[1, 2, fizz, 4, buzz, ..., fizzbuzz, ..., buzz]



# MINI PROJECT - ANSWER

```
num_list = []
```

```
for i in range(1, 100+1):
```

```
    num_list.append(i)
```

```
fizz_list = ["fizzbuzz" if i%15==0 else "fizz" if i%3==0 else "buzz" if  
i%5==0 else i for i in num_list]
```

# PYTHON

handle excel with python





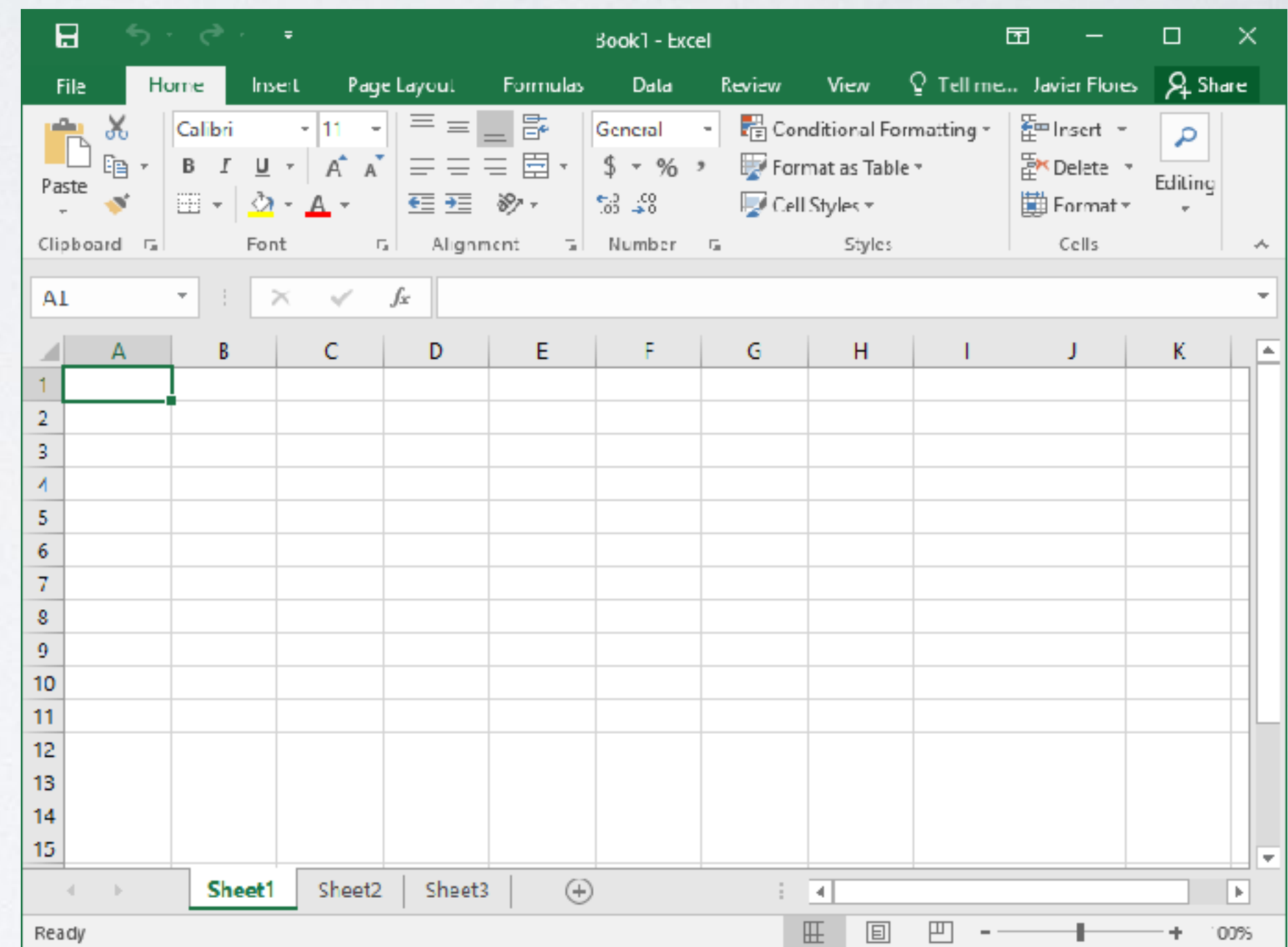
# EXCEL

- Microsoft에서 발표한 스프레드 시트 프로그램



# EXCEL WITH PYTHON??

- excel은 row와 column으로 구성!
- excel = [  
    [1,2,3],  
    [4,5,6],  
    [7,8,9],  
    ]





# WE CAN HANDLE WITH PYTHON

```
pip install pandas
```

# IMPORT PANDAS

```
import pandas as pd
```



# READ .XLSX

```
df = pd.read_excel("blahblah.xlsx", sheet_name="Sheet1")  
df
```

# SELECT COLUMNS

```
df["email"]
```

```
df["phone"]
```

```
df["firstname"]
```

```
..
```



# DROP COLUMN

```
df.drop("firstname", axis=1)
```

# DROP ROW

```
df.drop(l, axis=0)
```



# SHOW INFORMATION

`df.shape`

`df.index`

`df.columns`

`df.loc[0]`

# SAVE TO .XLSX

```
df.to_excel("user.xlsx", sheet_name = "Sheet2")
```



# PYTHON

## Error Exception



# ERROR

- error
  - a mistake
  - the state or condition of being wrong in conduct or judgment
  - a measure of the estimated difference between the observed or calculated value of a quantity and its true value



# ERROR COULD BE ..

- 프로그래밍에서 에러는 오동작으로 끝나지 않습니다.
- 오동작을 역이용한 예외처리
- 에러를 통한 효율적인 알고리즘 처리

# ERROR EXCEPTION

try:

정상적인 알고리즘

except:

알고리즘 수행 중 실패했을 경우에 대한 처리



# ERROR EXCEPTION - VALUE ERROR

```
try:
```

```
    some_input = int(input("Type the number: "))
```

```
except ValueError as e:
```

```
    print("I said type the NUMBER!!!!!!")
```

```
    print(e)
```

# ERROR EXCEPTION - FILE NOT FOUND ERROR

try:

```
f = open("no_existance.txt","r")
```

except FileNotFoundError as e:

```
    print(e)
```

else:

```
    text = f.read()
```



# ERROR EXCEPTION - PASS ERROR

```
try:  
    f = open("no_existance.txt","r")  
except FileNotFoundError as e:  
    pass  
else:  
    text = f.read()
```

# ERROR EXCEPTION - MULTIPLE ERRORS

```
try:
    f = open("no_existance.txt","r")
except FileNotFoundError as e:
    print(e)
except NameError as e:
    print(e)
except ValueError as e:
    print(e)
else:
    text = f.read()
```



# PYTHON

Class



# OOP

Object-Oriented Programming

- 객체 지향적으로 프로그래밍을 하는 것

객체의 흐름과 행위를 먼저 정의한 후, 객체의 타입에 따라 수행시키는 것

C++, Java, ..



# CLASS

Python 도 당연히 객체 지향적으로 프로그래밍 가능합니다.

```
class Bread(): # ==> 빵이라는 객체를 정의
    def bake(self): # ==> 메소드: 빵이라는 객체에 대한 설명
        return "Bake complete"
```

# LET'S BAKE BREAD

```
class Bread():  
    def bake(self):  
        return "Bake complete"
```



# LET'S BAKE BREAD WITH DETAILS

```
class Bread():
```

```
    def __init__(self): # ==> 클래스 객체가 만들어지면 자동으로 하는 일
```

```
        print("Let's make bread!! select dough and fill with recipe()")
```

```
    def recipe(self, dough, fill): # ==> 클래스 내에서 쓰일 재료를 세팅
```

```
        self.dough = dough
```

```
        self.fill = fill
```

```
    def bake(self):
```

```
        return "%s and %s bake complete" % (self.dough, self.fill)
```

# LET'S BAKE BREAD AGAIN

```
boongeo = Bread()  
boongeo.recipe("wheat", "redbean")  
boongeo.bake()
```



# NEXT CLASS

- Chronicles of Web
- Web Scrapping with python