



## 2. Contenidos

# BLOQUE 1

### TEMA 1: Conceptos básicos de programación en Python

- Fundamentos de la programación de alto nivel
- Diferencias entre compilados e interpretados
- Errores frecuentes y depuración
- Generalidades sobre editores, IDEs
- Edición de texto plano. Nano

### TEMA 2: Sintaxis, operadores, tipos de datos

- Operadores matemáticos y lógicos
- Tipos de datos simples
- Tipos de datos complejos

### TEMA 3: Estructuras de control de flujo

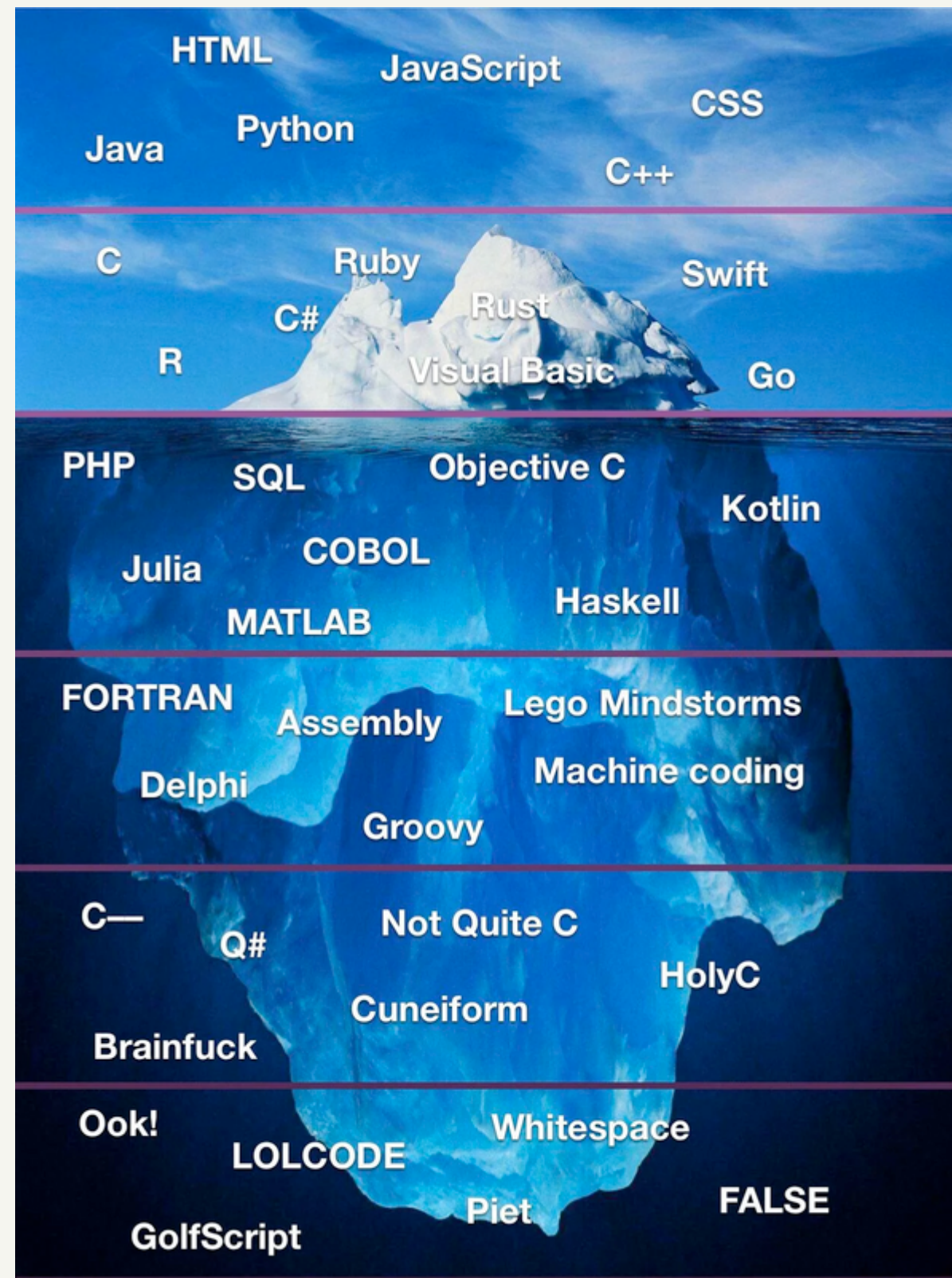
- Indentación, ejecución condicional y control de variables
- Iteraciones: Tipos, bloques, recursividad
- Instrucciones break-continue-pass: Usos y depuración de errores
- Instrucciones try-except y raise: Usos y depuración de errores

# Características de Python

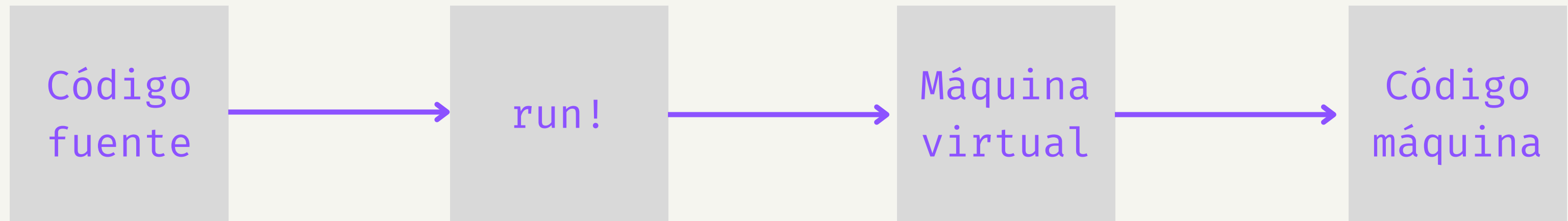
- Alto nivel
- Interpretado
- Tipado dinámico
- Multiparadigma
- Orientado a Objetos

Lenguaje humano

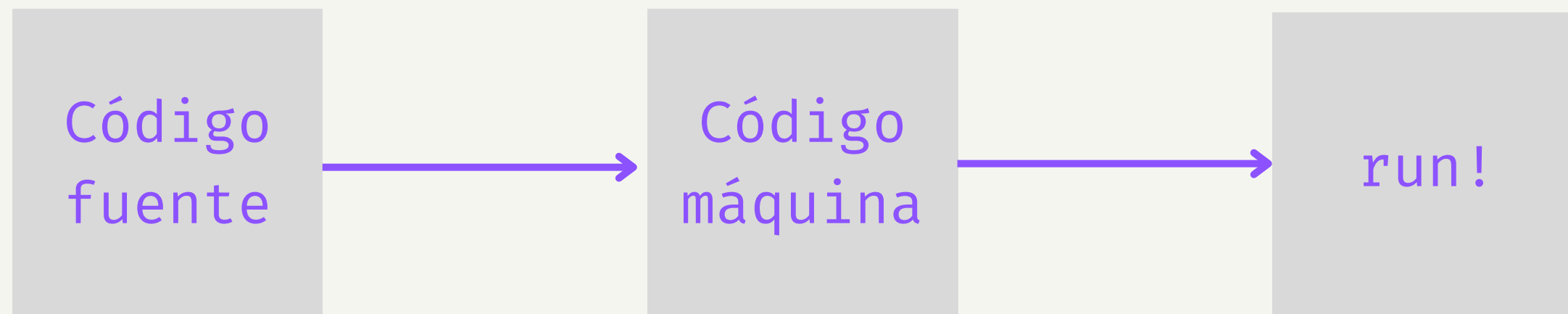
100100111110011



## Interpretado



## Compilado



# Tipos de datos y operadores

- Conocer los tipos de datos primitivos
- Conocer los diferentes tipos de operadores
- Diferenciar integers de floats

# Tipos de datos

int

3

float

2.5

complex

3j

str

"I'm a string!"

bool

True/False

# Operadores

Arithmetic

Comparison

Assignment

Logical

`+, -, *, /, **, %`

`<, >, >=, ==, !=`

`=, *=, /=`

`and, or, not`



Números

# Tipos de números

INT	3
FLOAT	3.2
COMPLEX	3J
Operadores	+, -, *, /, **, %

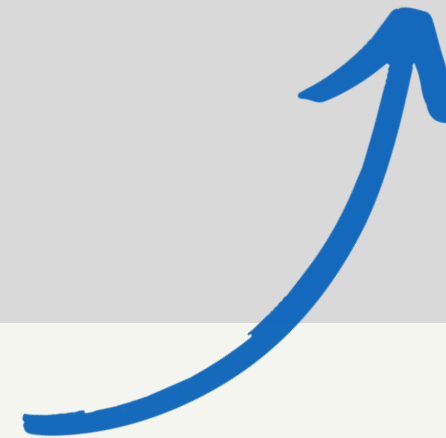
String

- Iterables
- Index-based
- Objetos

name

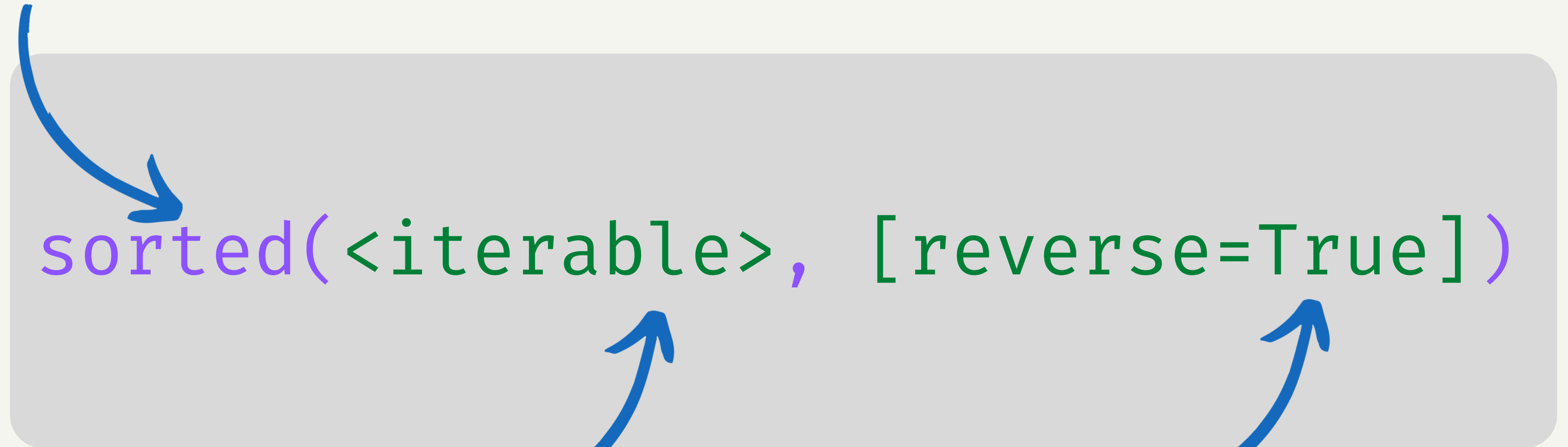


type(<object>)



argument

name

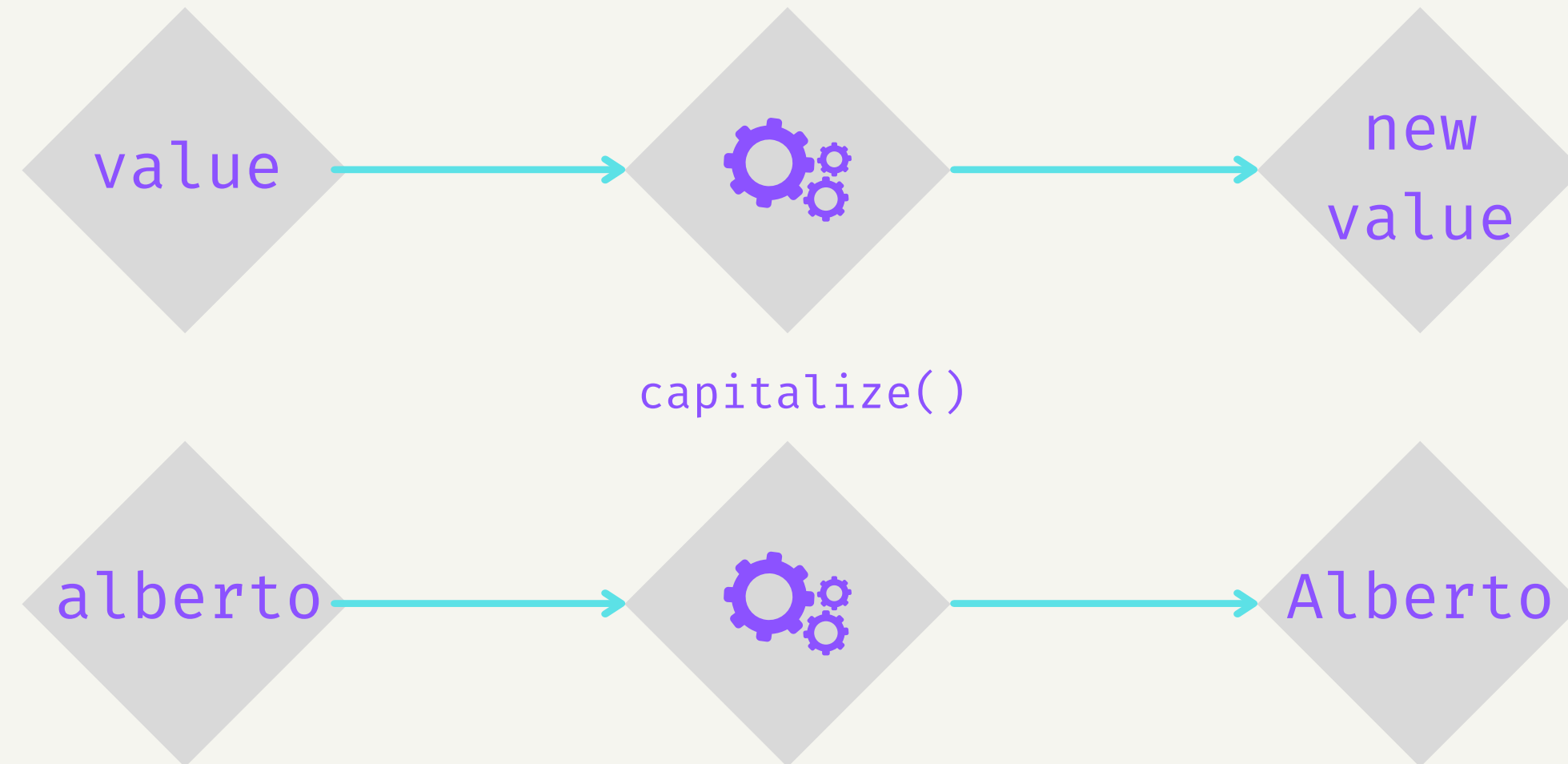


```
sorted(<iterable>, [reverse=True])
```

argument

optional

Los métodos son una porción de código previamente escrita que nos permite manipular las propiedades de un determinado Objeto

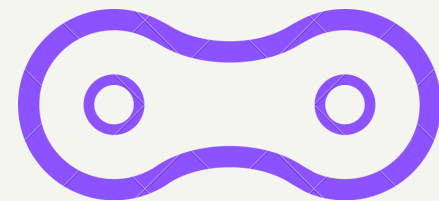


# Iterables

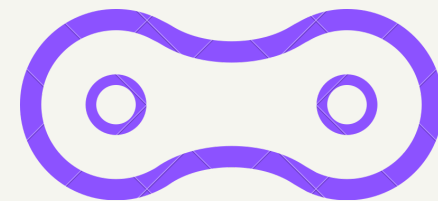
F 0 0



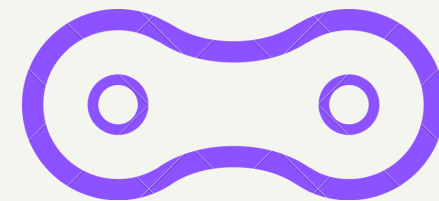
"F"



"0"



"0"



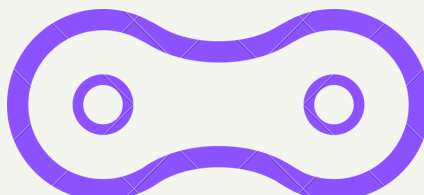


Iterables

F 0 0

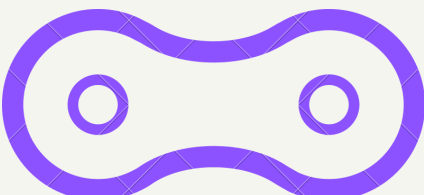


"F"



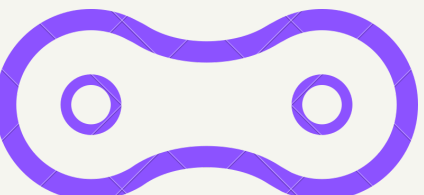
0

"0"



1

"0"



2



if

o.  
logical

o.  
compar

and, or, not

<, >, >=, ==, !=

```
if <condition>:  
    this happens
```

```
if 1 == 1:  
    print("we know!")
```

```
if <condition_1>:  
    result 1  
elif <condition_2>:  
    result 2  
  
if 1 != 1:  
    print("we don't know!")  
elif 1 == 1:  
    print("This is the correct!")
```

```
if <condition_1>:
```

```
    result 1
```

```
else:
```

```
    result 2
```

```
if 1 != 1:
```

```
    print("we don't know!")
```

```
else:
```

```
    print("This will always happen")
```

# List, Sets & Tuples

- Colección de datos ordenada
- Index-based
- Objetos



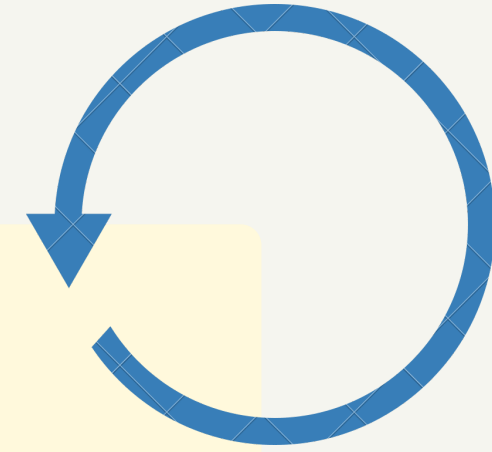
## By Position

```
test = ["a", "b", "c", "d"]  
test[0] # --> "a"  
test[-1] # --> "d"  
test[-1] == test[3] # --> True  
test[1:3] # --> ["b", "c"]
```

# Useful functions

```
test = [1,2,3,4]  
sum() # --> 10  
max() # --> 4  
min() # --> 1  
range(1:5) == test # --> True
```

while & for loops

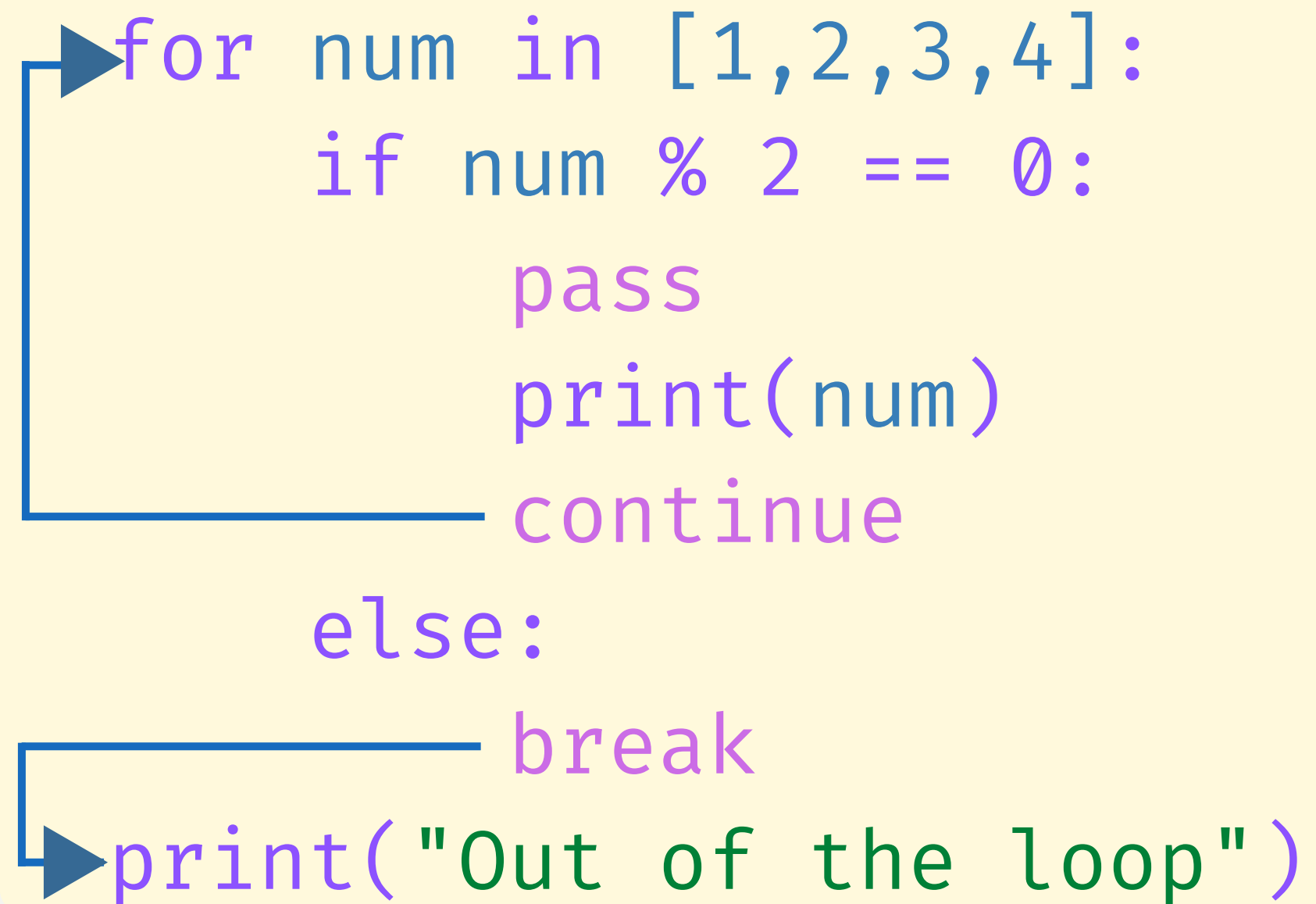


```
while <some_condition>:  
    result
```

```
while 1 == 1:  
    print("A terrible mistake!")
```

```
for <element in iterable>:  
    result
```

```
for letter in "I'm iterable":  
    print(f"that {letter}")
```



```
for num in [1,2,3,4]:  
    if num % 2 == 0:  
        pass  
        print(num)  
    continue  
else:  
    break  
print("Out of the loop")
```

# Lists Comprehension

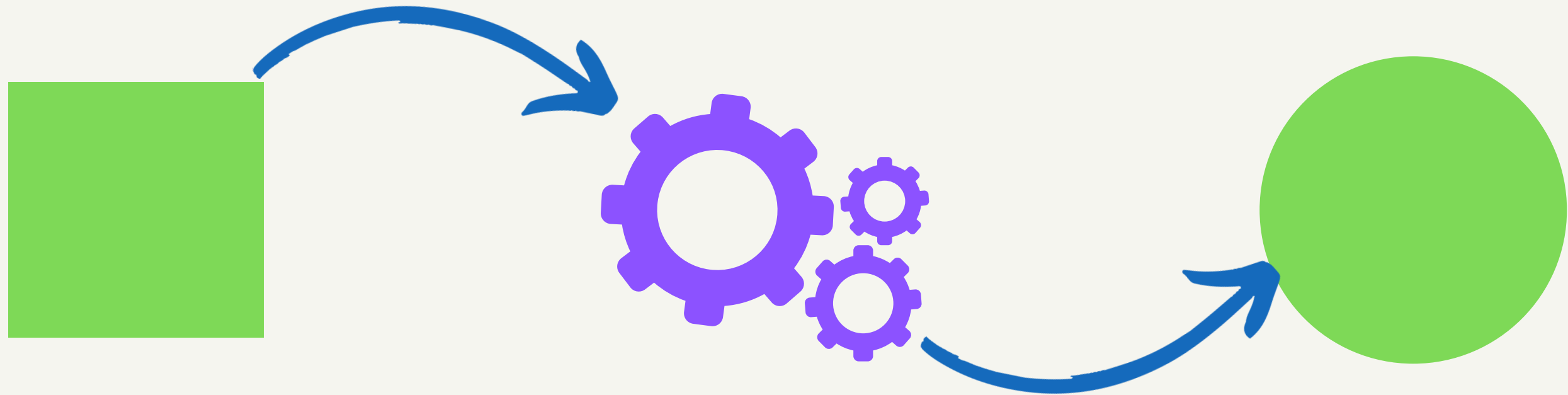
```
test_1 = ["a", "b", "c", "d"]  
test_2 = [ltr.upper() for ltr in test_1]  
test_2 # --> ["A", "B", "C", "D"]
```

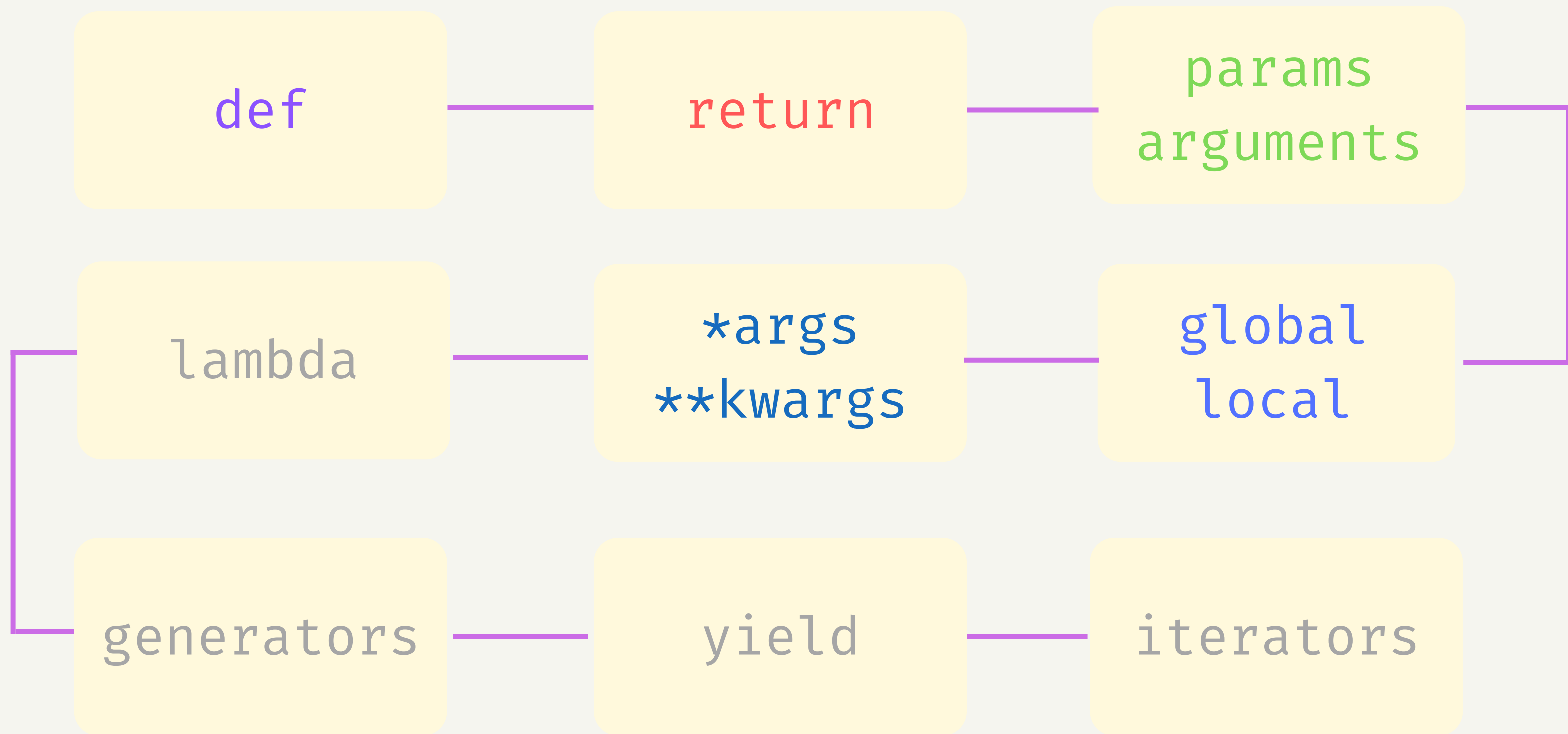
# "spread" operator

```
test_1 = ["a", "b", "c", "d"]  
test_2 = (*test_1)  
test_2 # --> ("a", "b", "c", "d")
```



# Functions





# Functions

```
def <name>():  
    # action
```

```
def print_something():  
    print("I'm a function")
```

# Functions

```
def <name>():  
    return param
```

Params



The diagram illustrates the flow of data in a function definition. An orange arrow labeled 'Params' points from the parameter list '()' to the function name '<name>'. Another orange arrow labeled 'Devolver' points from the return statement 'return param' back to the function name '<name>'. The code is presented in a yellow box with color-coded syntax: 'def' and '<name>' are blue, '()' is green, 'return' is purple, and 'param' is blue.

```
def double(num):  
    return num * 2
```

Devolver