

# Apprentice Python

Let's get cracking

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# I/O (Input/Output)

One of the basic tasks in any programming language, the ability to take input and give output is essential.

`raw_input()` - take input of any kind

`print` - display information to the screen

# Print Formatting

print "[%format\_character]" % (corresponding data)

'd'	Signed integer decimal.	
'i'	Signed integer decimal.	
'x'	Signed hexadecimal (lowercase).	(2)
'e'	Floating point exponential format (lowercase).	(3)
'f'	Floating point decimal format.	(3)
'c'	Single character (accepts integer or single character string).	
'r'	String (converts any Python object using repr()).	(5)
's'	String (converts any Python object using str()).	(6)

# Statements & Control Flow

- import
- if
- while
- def
  - Functions
- for

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# import

- This is how you include another python module or library in your code. It pulls the entire module in, and then you can reference specific elements by using:
  - `modulename.elementname`

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# if

- Checks the True/False (Boolean) value of a statement and executes code conditionally.

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# while

- Also uses a boolean test condition, but executes the same code block repeatedly until that condition is no longer True

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# def

- defines a function object
- `def functionname():`
  - `functionbody`

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# for

- Ok, I admit, I'm cheating with this one. It's not control flow, it's actually an iterator (something we'll discuss later). However, for loops are one of the most elemental aspects of Python, and need to be discussed.

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# Expressions

- == - test equivalency
- < > - determine if a number is larger or smaller
- != - test inverse equivalency
- = - assigns value (Don't confuse with ==)

# Let's do some activities!



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