

INTRODUCTION TO PYTHON PROGRAMMING FOR DATA ANALYTICS

Part I - Lecture 01

Introduction to Python

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Reference book:

- *Python Distilled (David Beazley)*
- *Python Crash Course (Eric Matthes)*

History of Python

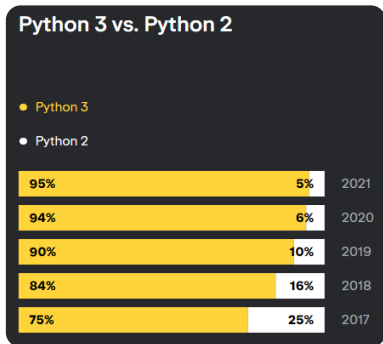
- Started in the late 1980s by Guido van Rossum.
- Named after the BBC comedy series “Monty Python's Flying Circus.”
- In 2018, Rossum stepped down as leader (although he remains the “Benevolent Dictator for Life”).
- The five-member Steering Council now leads the project.



Guido van Rossum

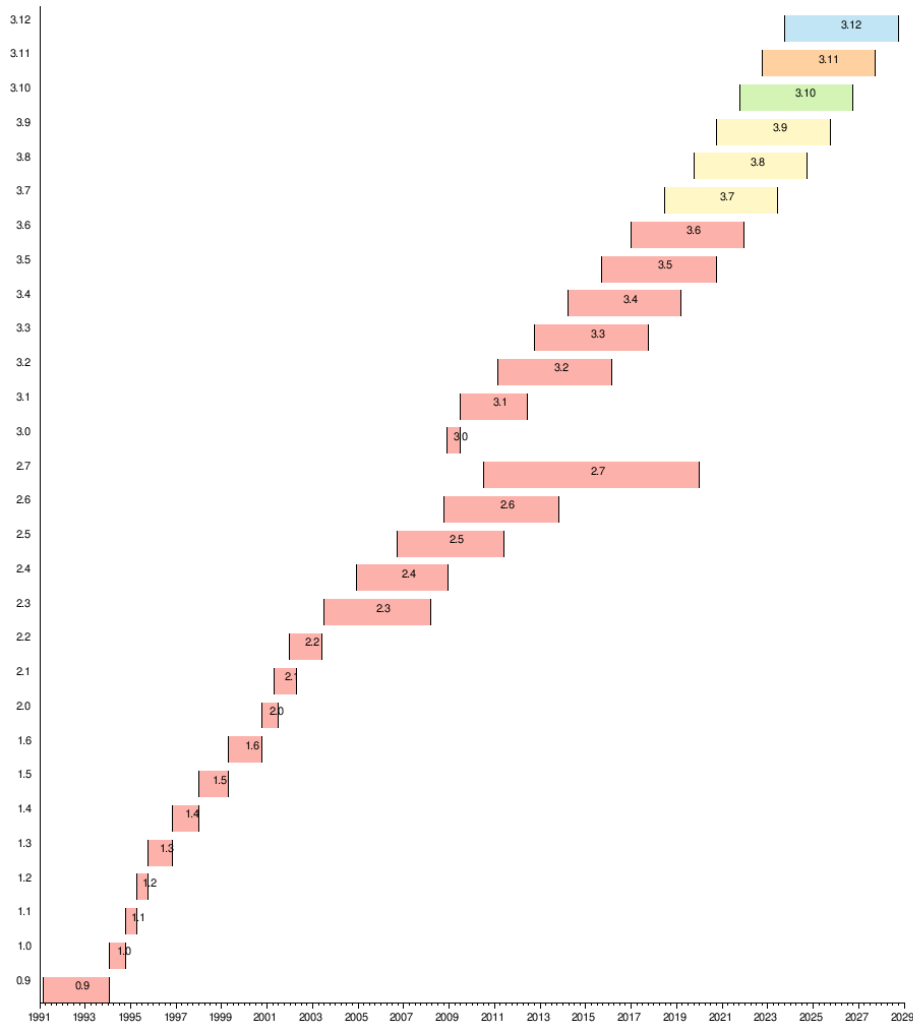
<https://gvanrossum.github.io/>

History of Python



<https://lp.jetbrains.com/python-developers-survey-2021>

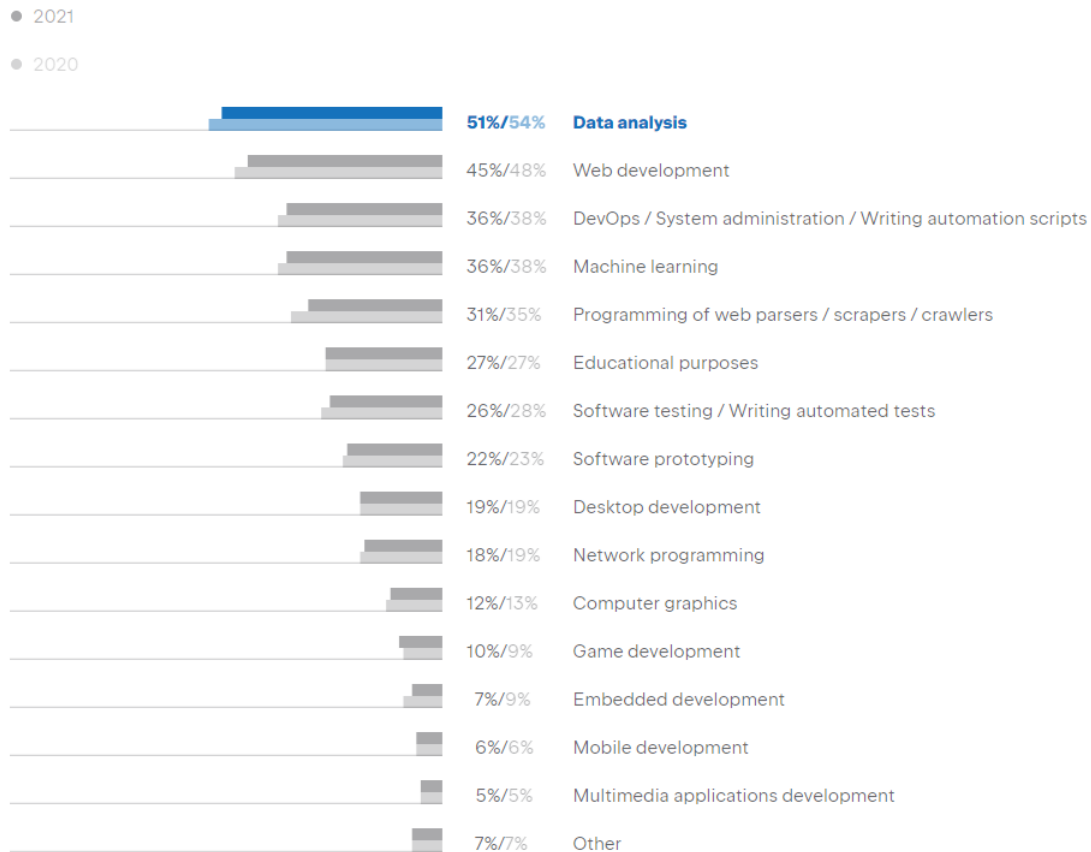
https://en.wikipedia.org/wiki/History_of_Python



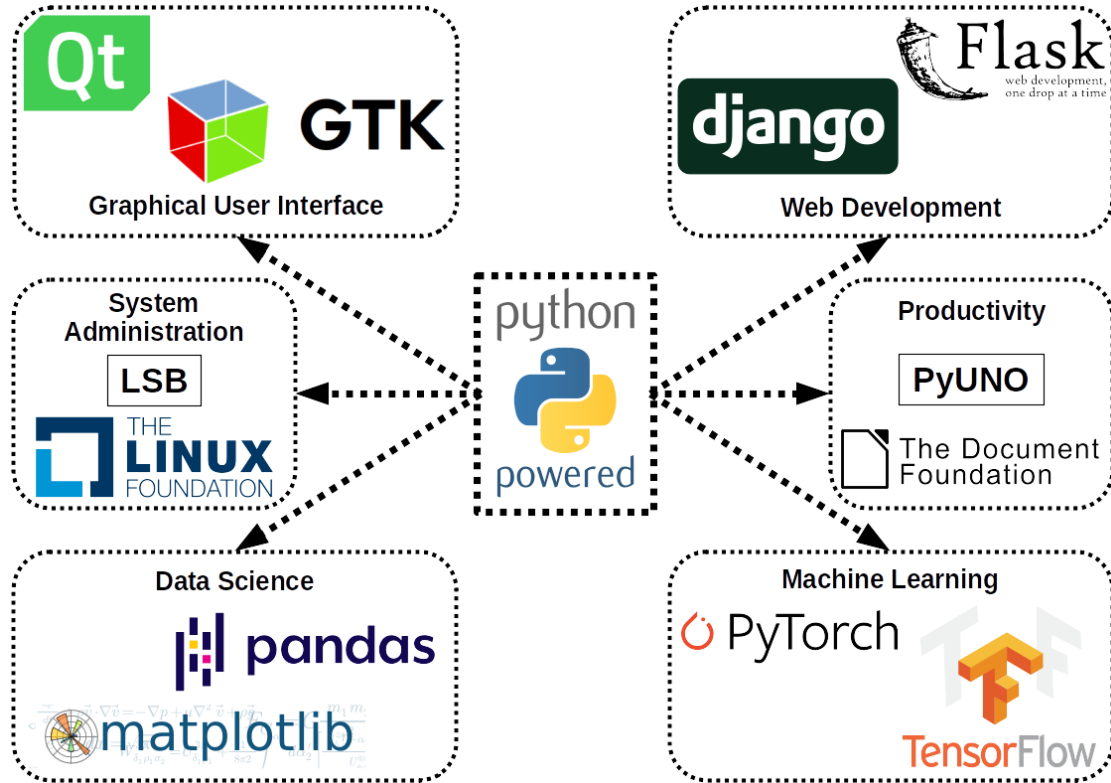
Application areas

Python usage in 2020 and 2021

100+



Frameworks



[https://en.wikipedia.org/wiki/Python_\(programming_language\)#/](https://en.wikipedia.org/wiki/Python_(programming_language))

Apps built with Python



Instagram



Pinterest



Spotify



Dropbox



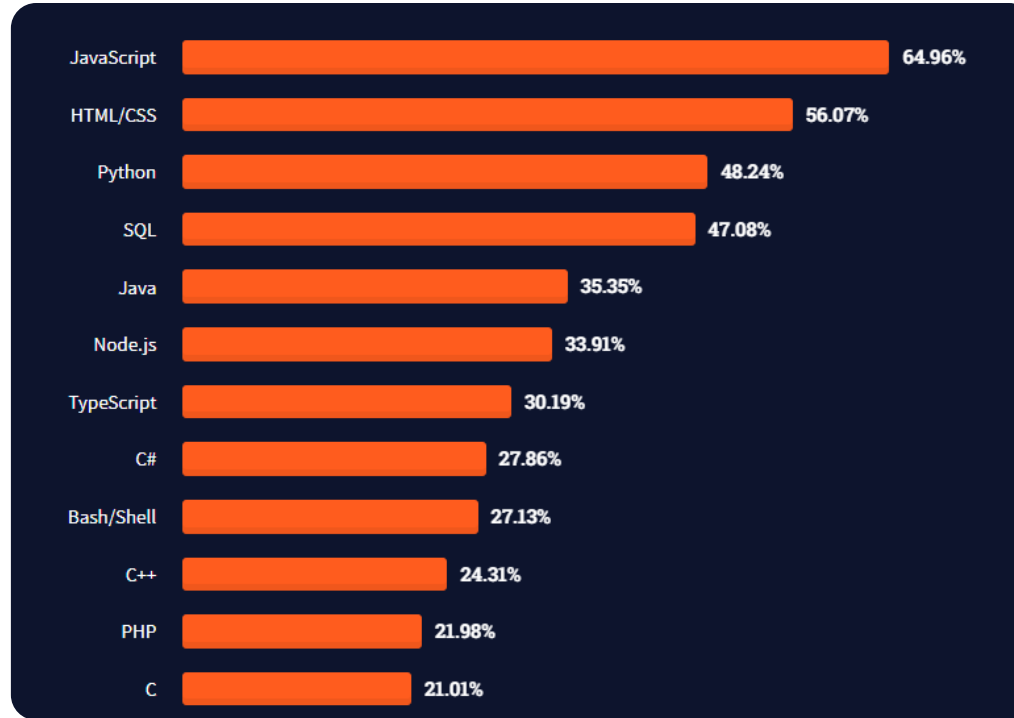
Uber



Reddit

Source: <https://appinventiv.com/blog/types-of-apps-developed-using-python/>

Popularity



Source: 2021 Stackoverflow Developer Survey

Variables

Definition

- A **variable** is a name that refers to a **value**.

```
1 message = "Hello Python world!"
2 print(message)
```

Hello Python world!

- The value of a variable **can be changed** at any time in the program.

```
1 message = "Hello Python world!"
2 print(message)
3 message = "Hello Python Crash Course world!"
4 print(message)
```

Hello Python world!

Hello Python Crash Course world!

Variables

Rules and conventions

■ Rules:

- Variable names can contain **letters, numbers, and underscores**. A variable name is **not allowed** to start with a **number**.

```
1 study_program = "Master in Management"
2 print(study_program)
```

Master in Management

```
1 1st_study_program = "Master in Management"
```

```
Input In [7]
1st_study_program = "Master in Management"
^
```

SyntaxError: invalid syntax

- Avoid using Python **reserved keywords**. For instance: print, for, while, etc.

```
1 print = "This is a message"
```

```
1 print("Something")
```

```
-----
TypeError                                Traceback (most recent call last)
Input In [12], in <cell line: 1>()
----> 1 print("Something")
TypeError: 'str' object is not callable
```




Variables

Rules and conventions

■ Conventions:

- Variable names should be **short but descriptive**. Use **small letters** and separate words using underscores `_`.

```
1 quarterly_revenue = 20
2
3 this_variable_is_for_quarterly_revenue = 20
4
5 r = 20
```



- **Constants** should be named using **CAPITALIZED** variable names.

```
1 VOTING_AGE = 18
2 DRINKING_AGE = 21
```

- It takes **time and practice** to be able to name variables properly. Expect your code to be read by other people!

Simple data types

Strings

- A string is a **series of characters**.
- A string can be defined inside **double quotes** or **single quotes**.

```
1 study_program = "Master in Management"
2 study_program = 'Master in Management'
```

- Literal (double) single quotations can be used **inside** a (single)double-quoted string.

```
1 text_content = 'The name of my study program is "Master in Management"'
2 print(text_content)
```

The name of my study program is "Master in Management"

Simple data types

Strings

- **Multiple-lines** string can be defined using the **triple quote**.
- This is useful when the textual content span multiple lines (e.g., writing docstring, long comments, etc.).

```
1 """This is a very long description.
2 Such a long description can be defined
3 using the triple quote.
4 """
```

Simple data types

Modern string formatting

- **f-string** was introduced in Python 3.6 and is currently the **preferable** way to format a string.

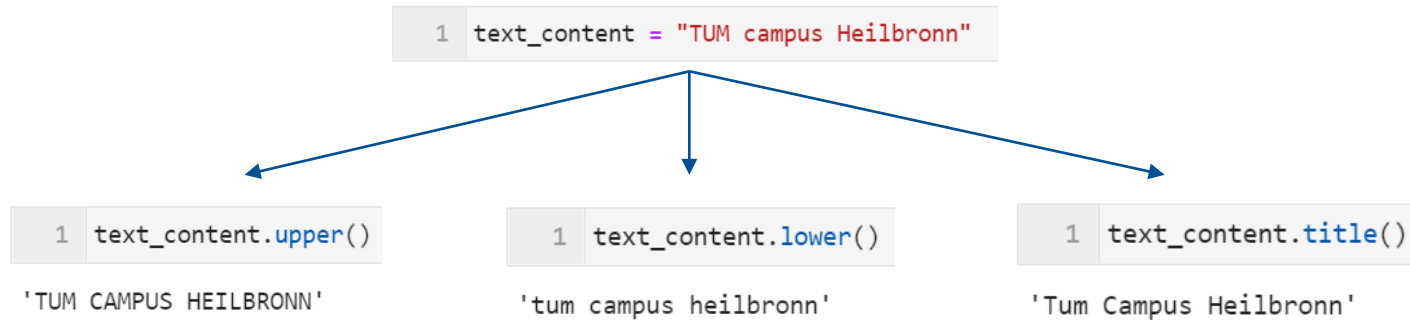
```
1 name = "Dan"
2 age = 30
3 campus = "Heilbronn"
4 print(f"Hi, my name is {name}. I am {age}, and I am a student at TUM {campus}")
```

Hi, my name is Dan. I am 30, and I am a student at TUM Heilbronn

Simple data types

Manipulating strings

- The **case** of a string can be changed using the following methods:



Simple data types

Manipulating strings

- Python uses the `+` symbol to concatenate strings.

```
1 first_name = "Daniel"
2 last_name = "Ross"
3 full_name = first_name + " " + last_name
4 print(full_name)
```

Daniel Ross

- Note: Python will **never implicitly interpret** strings as numerical data.

```
1 a = "34"
2 b = "13"
3 y = a + b
4 print(y)
```

3413

```
1 a = "34"
2 b = "13"
3 y = int(a) + int(b)
4 print(y)
```

47

Simple data types

Manipulating strings – other useful methods

- To strip leading and trailing white spaces, use the `strip()` method.

```
1 last_name = " Ross "
2 last_name.strip()

'Ross'
```

- A string can be split using the `split()` method and specifying the `delimiter`.

```
1 address = "Bildungscampus-9"
2 address.split("-")

['Bildungscampus', '9']
```

- We can check if a string `starts` or `ends` with a certain string using the `startswith()` and `endswith()` methods.

```
1 address = "Bildungscampus-9"
2 address.startswith("Bi")

True
```

```
1 address = "Bildungscampus-9"
2 address.endswith("8")

False
```

- We can replace a substring within a string using the `replace()` method.

```
1 address = "Bildungscampus-9"
2 address.replace("-9", ",9")

'Bildungscampus,9'
```


Simple data types

Manipulating strings – indexing and slicing

```
1 my_string = "Heilbronn City"
```

→
Forward indexing

0	1	2	3	4	5	6	7	8	9	10	11	12	13
H	e	i	l	b	r	o	n	n		C	i	t	y

←
Backward indexing

```
1 my_string[4]
```

'b'

```
1 my_string[-10]
```

'b'

```
1 my_string[4:9]
```

'bronn'

```
1 my_string[3:]
```

'lbronn City'

```
1 my_string[:5]
```

'Heilb'

```
1 my_string[-4:]
```

'City'

Simple data types

Integers & Floats - arithmetic operators

```
1 int() # 1, 2, 58, 129
2 float() # 1.5, 5.7, 129.0
```

Operation	Description
<code>x + y</code>	Addition
<code>x - y</code>	Subtraction
<code>x * y</code>	Multiplication
<code>x / y</code>	Division
<code>x // y</code>	Truncating division
<code>x ** y</code>	Power (x to the y power)
<code>x % y</code>	Modulo (x mod y). Remainder.
<code>-x</code>	Unary minus
<code>+x</code>	Unary plus

```
1 x = 7.2
2 y = 2
3 print(f"x + y = {x+y}")
4 print(f"x - y = {x-y}")
5 print(f"x * y = {x*y}")
6 print(f"x / y = {x/y}")
7 print(f"x // y = {x//y}")
8 print(f"x ** y = {x**y}")
9 print(f"x % y = {x%y}")
10 print(f"-x = {-x}")
11 print(f"+x = {+x}")
```

```
x + y = 9.2
x - y = 5.2
x * y = 14.4
x / y = 3.6
x // y = 3.0
x ** y = 51.84
x % y = 1.2000000000000002
-x = -7.2
+x = 7.2
```

Simple data types

Integers & Floats – common mathematic functions

Function	Description
<code>abs(x)</code>	Absolute value
<code>divmod(x,y)</code>	Returns (x // y, x % y)
<code>pow(x,y [,modulo])</code>	Returns (x ** y) % modulo
<code>round(x, [n])</code>	Rounds to the nearest multiple of 10 to the nth power.

```

1 x = 7.25
2 y = 2
3 print(f"abs(x) = {abs(x)}")
4 print(f"divmod(x,y) = {divmod(x,y)}")
5 print(f"pow(x,y) = {pow(x,y)}")
6 print(f"round(x,1) = {round(x,1)}")

```

```

abs(x) = 7.25
divmod(x,y) = (3.0, 1.25)
pow(x,y) = 52.5625
round(x,1) = 7.2

```

Simple data types

Booleans

```
1 True
2 False
```

Operation	Description
<code>x == y</code>	Equal to
<code>x != y</code>	Not equal to
<code>x < y</code>	Less than
<code>x > y</code>	Greater than
<code>x >= y</code>	Greater than or equal to
<code>x <= y</code>	Less than or equal to

```
1 x = 7.25
2 y = 2
3 print(f"x == y: {x==y}")
4 print(f"x != y: {x!=y}")
5 print(f"x < y: {x<y}")
6 print(f"x > y: {x>y}")
7 print(f"x >= y: {x>=y}")
8 print(f"x <= y: {x<=y}")
```

```
x == y: False
x != y: True
x < y: False
x > y: True
x >= y: True
x <= y: False
```

Simple data types

Logical operators

A	B	A and B	A or B	not A
False	False	False	False	True
False	True	False	True	True
True	False	False	True	False
True	True	True	True	False

```

1 x = True
2 y = False
3 print(f"x or y: {x or y}")
4 print(f"x and y: {x and y}")
5 print(f"not x: {not x}")

```

```

x or y: True
x and y: False
not x: False

```

```
1 (2 > 3) and (6/2==3)
```

False

```
1 (2 > 3) or (6/2==3)
```

True

Bit manipulation

Cautions

Operation	Description
<code>x << y</code>	Left shift
<code>x >> y</code>	Right shift
<code>x & y</code>	Bitwise and
<code>x y</code>	Bitwise or
<code>x ^ y</code>	Bitwise xor (exclusive or)
<code>~x</code>	Bitwise negation

```

a = 0b11001001 # Binary representation for int(201)
mask = 0b11110000 # Binary representation for int(240)
print(bin(a & mask))
print(a & mask)

```

```

0b11000000
192

```

- Most common data science libraries use the `&` and `|` operators differently! (not as bit manipulation operators)

Question?

Quiz Time!

Which of the following operations results in 16?

a) $4*4$

b) $4x4$

c) 2^4

d) $17//16$

Quiz Time!

Given the string `mystring = "Technical University of Munich"`, what is the results of `mystring[-6:]`

- a) Techni
- b) TUM
- c) Munich**
- d) Univer

Quiz Time!

What is the printout of the following script?

```
a = 6
```

```
b = 10
```

```
print( a == 10 or b == 10 )
```

- a) **True**
- b) False
- c) None
- d) Cannot print

Quiz Time!

In Python, what is the proper way to name a variable that stores the value of the net profit calculation?

- a) netProfit
- b) NET_PROFIT
- c) net_profit**
- d) net profit

Quiz Time!

Given the variable `my_str = "data_manipulation.csv"`

What is the printout of the following code:

```
print(my_str.split("_")[1].startswith("m"))
```

- a) **True**
- b) False
- c) d
- d) m