1. Setting the context
2. As a trainer what are my goals

>> Teach the basics of Python in an informal funny way

>> Hope to get you motivated to start programming

>> Get you curious about the language

>> Ensure that you are attentive (no blank stares ☺)

1. Teaching style

>> Interactive / personalized style with lots of visuals

>> Please STOP me if you see lengthy paragraphs or find me talking for too long on a specific topic

>> Get all of you to write lots of programs

>> From Day 1, you will write code

>> Quizzes

>> Timeouts where I change the context completely to break the monotony

>> Not only will you write code (Assignments/Activities), you will have to modify someone else’s code

>> Since it is a big group, I will randomly check your code

>> Will try to use images, because our brain understands visuals more easily than text

>> DON’T USE I – WE WILL EXPLORE TOGETHER

1. What you need to do

>> Do the exercises

>> Make notes

>> Don’t just read what I say. Digest it slowly. Stop me if I am going too fast

1. About myself
2. What’s next for you

**>> PAUSE …. Get your inputs from the team**

>> Python and The Python Eco-system

>> Python on your system

>> Environment variables

>> Different ways of accomplishing the same task

>> Being open source, developers have created so many tools

>> Python is used for a variety of different purposes.

>> Rich standard library and third party modules

>> Python is designed to be extendible.

>> The core is small and extremely fast with a small footprint.

>> So if your needs are simple, there is no overhead involved at all

>> Python is meant to help you solve problems

>> Typically programs accept input and generate output

>> Serious programs have to manage data

>> when you install Python 3 on your computer, an interpreter is installed, too. This is the technology that runs your Python code.

>> With Python, you edit your code and save it, and run it immediately

>> Doesn’t the code get compiled at some point ?

>> : Yes, it does, but the interpreter does not expose this process to the Python programmer (you). All of the details are taken care of for you. All you see is your code running as IDLE does all the heavy lifting, interacting with the interpreter on your behalf.

>> Executing Code, One Statement at a Time

>> As a developer, you need to write code. How will you write this code ? Editors, of course !

>> There are numerous editors that you can use. We will start with IDLE. This will keep you busy

>> Wingware’s WingIDE 101 to develop our Python programs - http://wingware.com/downloads/wingide-101

>> Python’s interactive shell

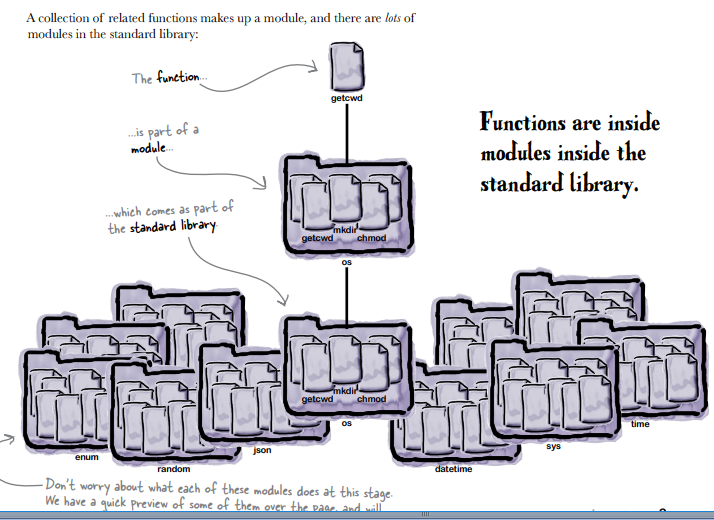
* The first window, the Python Shell, is a REPL environment used to run snippets of Python code, typically a single statement at a time. The more you work with Python, the more you’ll come to love the Python Shell, and you’ll be using it a lot as you progress through this book. For now, though, we are more interested in the second window.

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| --- |
| >>> dir(random)  >>> help(random.randint) |

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| • Debuggers. A debugger allows a programmer to more easily trace a program’s execution in order to locate and correct errors in the program’s implementation. With a debugger, a developer can simultaneously run a program and see which line in the source code is responsible for the program’s current actions. The programmer can watch the values of variables and other program elements to see if their values change as expected. Debuggers are valuable for locating errors (also called bugs) and repairing programs that contain errors.  NOT BEING COVERED IN THE COURSE - PDB |

>> Do you want to introduce the Standard Library – YES

>> Include a diagram similar to this



>> Think of modules *(Python refers to programs as modules)* as a collection of related functions.

>> The standard library is the jewel in Python’s crown, supplying reusable modules that help you with everything from, for example, working with data, through manipulating ZIP archives, to sending emails, to working with HTML. The standard library even includes a web server, as well as the popular SQLite database technology. {{ This is copied text re-word }}

>> .The Python documentation has all the answers on the standard library. Here’s the kicking-off point:

https://docs. python.org/3/library/index.html

>> The standard library isn’t the only place you’ll find excellent importable modules to use with your code. The Python community also supports a thriving collection of third-party modules, some of which we’ll explore later in this book. If you want a preview, check out the community-run repository: <http://pypi.python.org>. {{ This is copied text re-word }}

>> THEME : Data Structures Come Built-in { I will refer to this repeatedly } The focus is on covering the course content, but given the power of data structures, we will explore more advanced concepts together

**>> PAUSE PAUSE PAUSE**

>> In our sample programs and assignments, we will at times be using the standard library

>> Please feel free to explore the standard library [[ Assignment for the group ]]

>> Python variables are dynamically assigned Before getting to the next line of code, perhaps a few words are needed about variables, especially if you are one of those programmers who might be used to pre declaring variables with type information before using them (as is the case in statically typed programming languages). In Python, variables pop into existence the first time you use them, and their type does not need to be predeclared. Python variables take their type information from the type of the object they’re assigned.

{{ How and When DO I introduce this concept }}

>> We will write programs and when required using the Interactive Shell

>> Let’s dive in

>> Let’s execute the simplest program possible using IDLE - **Really-Simple.py**

>> We could have done this directly from the Shell itself using the print function

>> The shell helps you run snippets of code - The interactive interpreter is most useful for experimenting with small snippets of Python code

>> As you get more and more experienced, as a developer you will execute programs

>> One can also run this from the command line

python .\sample-programs\Really-Simple.py

>> More on the Interactive Shell

>>> help() {{ The prompt at the interactive shell changes to >>>, remember this }}

>> Let’s pause and summarize what has been covered so far

* Interpreter
* Interactive Shell
* IDLE
* And a very simple program

>> From you, I would like to know what are the basic features that Python needs to provide

* Variables to hold data
* Statements
* If statements
* Looping

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| --- |
| What is a compiler?  2. What is an interpreter?  3. How is a compiler similar to an interpreter? How are they different?  4. How is compiled or interpreted code different from source code?  5. What tool does a programmer use to produce Python source code?  6. What is necessary to execute a Python program?  7. List several advantages developing software in a higher-level language has over developing software in machine language.  8. How can an IDE improve a programmer’s productivity?  9. What is the “official” Python IDE?  10. What is a statement in a Python program? |

**>> Let’s start coding**

* **Indentation rules [ specific to Python] – Walkthrough at least 4 programs**
* **Constructs**

>> Program with some variables - var-first-try.py

>> Program with different kinds of variables - var-second-try.py

>> Messing around with your program

>> Typically in training programs, working code is used. We will look at plenty of programs that don’t work and fix them.

>> Any simple programs – invite suggestions from the group

>> A program that does nothing

>>

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| Identifiers While mathematicians are content with giving their variables one-letter names like x, programmers should use longer, more descriptive variable names.  Names such as sum, height, and sub\_total are much better than the equally permissible s, h, and st. A variable’s name should be related to its purpose within the program.  Good variable names make programs more readable by humans. Since programs often contain many variables, well-chosen variable names can render an otherwise obscure collection of symbols more understandable. Python has strict rules for variable names.  A variable name is one example of an identifier.  An identifier is a word used to name things.  One of the things an identifier can name is a variable.  We will see in later chapters that identifiers name other things such as functions, classes, and methods.  Identifiers have the following form:  • An identifiers must contain at least one character.  • The first character of an identifiers must be an alphabetic letter (upper or lower case) or the underscore ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz\_  • The remaining characters (if any) may be alphabetic characters (upper or lower case), the underscore, or a digit ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz\_0123456789  • No other characters (including spaces) are permitted in identifiers.  • A reserved word cannot be used as an identifier |

>> So far, we have created simple programs which handle data in a really simple way

>> integers, floating point numbers, strings, text

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| Exercises  Which is better, too many comments or too few comments  What is the purpose of comments?  Why is human readability such an important consideration? |

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| How many spaces should you indent? Python requires at least one, some programmers consistently use two, four is the most popular number, but some prefer a more dramatic display and use eight. A four space indentation for a block is the recommended Python style. This text uses the recommended four spaces to set off each enclosed block. In most programming editors you can set the Tab key to insert spaces automatically so you need not count the spaces as you type. Whichever indent distance you choose, you must use this same distance consistently throughout a Python program.  Why is indentation that mixes tabs and spaces a problem and thus forbidden in Python 3? Consider creating a Python source file in one editor and then viewing it in a different editor with tab stops set differently. Lines that appear perfectly indented in the original editor would be misaligned in the new editor. Instead, code indented with four spaces within one editor would appear exactly the same in any other editor. Python 3 does allow the use of tabs for indentation—you just cannot mix them with spaces within the same source file. |

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| #simple\_if.py  # Get two integers from the user  dividend = int(input('Please enter the number to divide: '))  divisor = int(input('Please enter dividend: '))  # If possible, divide them and report the result  if divisor != 0:  quotient = dividend/divisor  print(dividend, '/', divisor, "=", quotient)  print('Program finished') |
| #simple\_if.py  # Will not work  # Get two integers from the user  dividend = int(input('Please enter the number to divide: '))  divisor = int(input('Please enter dividend: '))  # If possible, divide them and report the result  if divisor != 0:  quotient = dividend/divisor  print(dividend, '/', divisor, "=", quotient)  print('Program finished') |

>> deciding when to run blocks of code

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| --- |
| Simple if |
| If else |
| If elif else  // Python provides a multi-way conditional construct called if/elif/else that permits a more manageable textual structure for programs that must check many conditions |

|  |
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| 18. Write a Python program that requests five integer values from the user. It then prints the maximum and minimum values entered. If the user enters the values 3, 2, 5, 0, and 1, the program would indicate that 5 is the maximum and 0 is the minimum. Your program should handle ties properly; for example, if the user enters 2, 4 2, 3 and 3, the program should report 2 as the minimum and 4 as maximum. |
| 19. Write a Python program that requests five integer values from the user. It then prints one of two things: if any of the values entered are duplicates, it prints "DUPLICATES"; otherwise, it prints "ALL UNIQUE". |

>> Iteration

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| // What do you think of this code  print(1)  print(2)  print(3)  print(4)  print(5)  print(6)  print(7)  print(8)  print(9)  print(10) |

ITERATION TO THE RESCUE

>> Using iteration can greatly simplify programs

>> Using iteration helps you to loop/traverse through data sets

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| While |
| For  // Python’s for loop is amazing  // See below |
| RANGE function |
| WHILE/ELSE AND FOR/ELSE |
| BREAK/CONTINUE |

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| --- |
| for ch in "Hi!":  print(ch) |
| for i in [1, 2, 3]:  print(i) |

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| --- |
| Exercises |

>> PAUSE PAUSE PAUSE PAUSE Exercises

>> We have been running fairly straight forward programs

>> Let’s use the wonderful standard library as well

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| --- |
| Interactive Shell  >>> dir(random)  >>> help(random.randint) |

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| --- |
| **FOR LATER FOR LATER FOR LATER** |
| “Everything Is an Object” Any object can be dynamically assigned to any variable in Python. Which begs the question: what’s an object in Python? The answer: everything is an object. All data values in Python are objects, even though—on the face of things—“Don’t panic!” is a string and 42 is a number. To Python programmers, “Don’t panic!” is a string object and 42 is a number object. Like in other programming languages, objects can have state (attributes or values) and behavior (methods)  All this talk of “objects” can mean only one thing: Python is objectoriented, right?  Sort of. You can certainly program Python in an object-oriented way using classes, objects, instances, and so on (more on all of this later in this book), but you don’t have to. Recall the programs from the last chapter...none of them needed classes. Those programs just contained code, and they worked fine. Unlike some other programming languages (most notably, Java), you do not need to start with a class when first creating code in Python: you just write the code you need. Now, having said all that (and just to keep you on your toes), everything in Python behaves as if it is an object derived from some class. In this way, you can think of Python as being more objectbased as opposed to purely object-oriented, which means that object-oriented programming is optional in Python. |

>> Data Structures

>> We are going to spend a lot of time on this

>> Any serious program needs to handle data. A good programming language must provide data structures that will allow you to map diverse data sets to efficient data structures.

>> Data sciences

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| Python comes with four built-in data structures that you can use to hold any collection of objects, and they are list, tuple, dictionary, and set. [ LTDS] |
| Note that by “built-in” we mean that lists, tuples, dictionaries, and sets are always available to your code and they do not need to be imported prior to use: each of these data structures is part of the language. |

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| **List:** an ordered mutable collection of objects A list in Python is very similar to the notion of an array in other programming languages, in that you can think of a list as being an indexed collection of related objects, with each slot in the list numbered from zero upward. Unlike arrays in a lot of other programming languages, though, lists are dynamic in Python, in that they can grow (and shrink) on demand. There is no need to predeclare the size of a list prior to using it to store any objects. Lists are also heterogeneous, in that you do not need to predeclare the type of the object you’re storing—you can mix’n’match objects of different types in the one list if you like. Lists are mutable, in that you can change a list at any time by adding, removing, or changing objects. |
| Tuple: an ordered immutable collection of objects A tuple is an immutable list. This means that once you assign objects to a tuple, the tuple cannot be changed under any circumstance. It is often useful to think of a tuple as a constant list. |
| Dictionary: an unordered set of key/value pairs Depending on your programming background, you may already know what a dictionary is, but you may know it by another name, such as associative array, map, symbol table, or hash. Like those other data structures in those other languages, Python’s dictionary allows you to store a collection of key/value pairs. Each unique key has a value associated with it in the dictionary, and dictionaries can have any number of pairs. The values associated with a key can be any object. Dictionaries are unordered and mutable. It can be useful to think of Python’s dictionary as a two-columned, multirow data structure. Like lists, dictionaries can grow (and shrink) on demand. |
| Set: an unordered set of unique objects In Python, a set is a handy data structure for remembering a collection of related objects while ensuring none of the objects are duplicated. The fact that sets let you perform unions, intersections, and differences is an added bonus (especially if you are a math type who loves set theory). Sets, like lists and dictionaries, can grow (and shrink) as needed. Like dictionaries, sets are unordered, so you cannot make assumptions about the order of the objects in your set. As with tuples and dictionaries, you’ll get to see sets in action in the next chapter. |

>> Please include diagrams

>> Once again remember everything is an object

>> Iterations in the context of data structures

>> Lets talk about real world data

>> How do we map this to data structures

>> 80:20 rule

>> Do these 4 structures cover all the cases – NO

|  |
| --- |
| The four built-in data structures are useful, but they don’t cover every possible data need. However, they do cover a lot of them. It’s the usual story with technologies designed to be generally useful: about 80% of what you need to do is covered, while the other, highly specific, 20% requires you to do more work. |

>> Examples – Some of these can be really strange

|  |
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| TUPLES – () |
| Tuples are pretty easy to make. You give your tuple a name, then after that the list of values it will carry. For example, the months of the year: |
| months = ('January','February','March','April','May','June',\  'July','August','September','October','November',' December') |
| Cats = ( 'Tom', 'Snappy', 'Kitty', 'Jessie', 'Chester' ) |