

Beyond Blocks: Python Session #1

CS10 Spring 2013
Thursday, April 30, 2013
Michael Ball

Beyond Blocks : Python : Session #1 by Michael Ball adapted from [Glenn Sugden](#) is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License](#).

Goals

- Quick introduction to Python
 - *Not* a tutorial or “how to”
 - Hope is that you’ll want to learn (more)
- Advantages over higher level languages
- Challenges of programming syntax
 - It’s really like “writing BYOB on Paper”!

Beyond Blocks: Python #1

Installation: Mac Check

- Open Terminal
- Type `python3` and hit *return*
- Type `print("hello world")`
and hit *return*
- The result should be:

```
>>> print("hello world")
hello world
>>> █
```

Beyond Blocks: Python #1

Installation: Windows Check

- Get Python to "print" something with these instructions:

<http://docs.python.org/faq/windows.html>

(You only have to get to the "Many people use the interactive mode as a convenient yet highly programmable calculator" paragraph)

Beyond Blocks: Python #1

Installation: More Information

- Computer Science Circles : Run Python at Home

cemclinux1.math.uwaterloo.ca/~cscircles/wordpress/run-at-home/

Beyond Blocks: Python #1

Installation: Version Check

```
Michael> python3 -V  
Python 3.3.4
```

We'll be talking about version 3.3.x here, although version 2.7.x (which is more common) works just as well!

If curious, there's more version info at:
<http://docs.python.org/whatsnew/index.html>

Beyond Blocks: Python #1

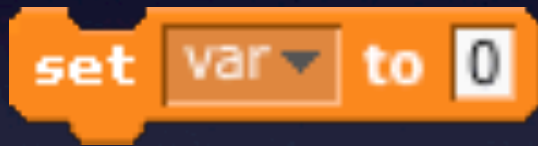
Why used “text based” programming?

<demo>

BYOB ↔ Python

BYOB ↔ Python

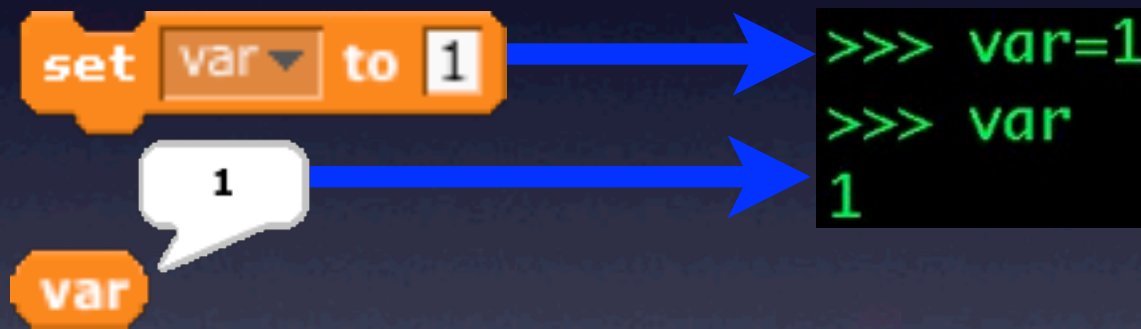
Variables



```
>>> var = 0  
>>>
```

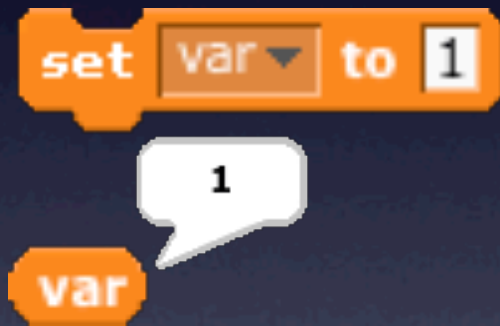
BYOB ↔ Python

Variables



BYOB ↔ Python

Variables



```
>>> var=1
>>> var
1
```

NOTE:

Assignment doesn't "evaluate" to anything, so nothing is printed!

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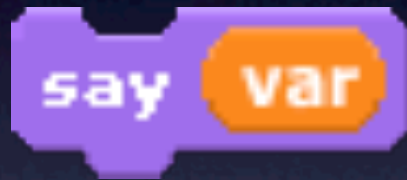
Variables



```
>>> var = var + 1
```

BYOB ↔ Python

Variables



```
print(var)
```

NOTE:

Printing is one of the big differences between Python 2 and 3. Python 3 requires () with print!
For the sake of humanity, just use print()! :)

BYOB Python

Operators



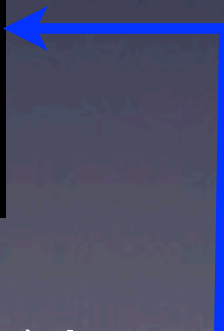
```
>>> 1+1
2
>>> 2-1
1
>>> 2*2
4
>>> 6/2
3
```

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Types

- Everything in Python has an internal “type”
- Types are determined *dynamically*
 - `x = 1`
 - `x` now has the type “int”:
 - (short for “integer”)

```
>>> x=1
>>> type(x)
<type 'int'>
>>>
```



We'll talk about this “script” (or function) later...

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Types: bool

- 'bool' is short for boolean
- 'bool's can have two values:

- True



- False



```
>>> True
True
>>> False
False
```

```
>>> type(True)
<type 'bool'>
```

BYOB ↔ Python

Types: bool

- 'bool' is short for boolean
- 'bool's can have two values:

```
>>> type(True)
<class 'bool'>
```

- True

true

```
>>> True
```

```
True
```

- False

false

```
>>> False
```

```
False
```

NOTE: Upper case is important!

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Types: function type()

This function returns the type that Python has assigned the *identifier*.

```
>>> type(True)
<class 'bool'>
>>> type(1)
<class 'int'>
>>> type(1.0)
<class 'float'>
>>> type("Hello, there!")
<class 'str'>
>>> type("1")
<class 'str'>
```

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Operators

and

or

not

```
>>> True and False
False
>>> True and True
True
>>> True or False
True
>>> not True
False
>>> not False
True
```

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Operators



```
>>> 1 < 2
True
>>> 3 == 3
True
>>> 2 > 3
False
```

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Operators



```
>>> 1 < 2
True
>>> 1 == 3
True
>>> 2 > 3
False
```

- Note the double =s!
- = means **assign**, == means **compare**
- Very common source of bugs!

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Operators

= means *assign*,

== means *compare*

BYOB ↔ Python

Operators

= means *assign*,

== means *compare*

BYOB ↔ Python

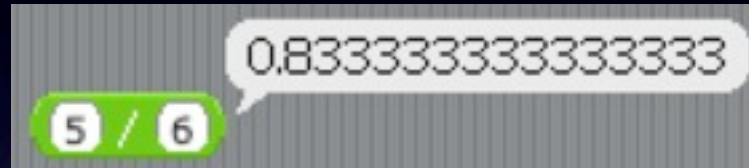
Operators

 mod 

```
>>> 3 % 2
1
>>> 12345 % 678
141
```

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Sidebar: Division (integer vs. real/float)



Python 2

```
>>> 5/6
0
>>> 5.0/6.0
0.8333333333333334
>>> 5.0//6.0
0.0
```

Python 3

```
>>> 5/6
0.8333333333333334
>>> 5.0/6.0
0.8333333333333334
>>> 5.0//6.0
0.0
```

BYOB ↔ Python

Sidebar: Division (integer vs. real/float)



```
>>> 5/6
0.83333333333333333334
>>> 5.0/6.0
0.83333333333333333334
>>> 5.0//6.0
0.0
```

“Force” integer division



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Sidebar: Exponent

BYOB has e^x and 10^x ,
but Python can do any base & exponent!

```
>>> 2**8
```

```
256
```

```
>>> 2**10
```

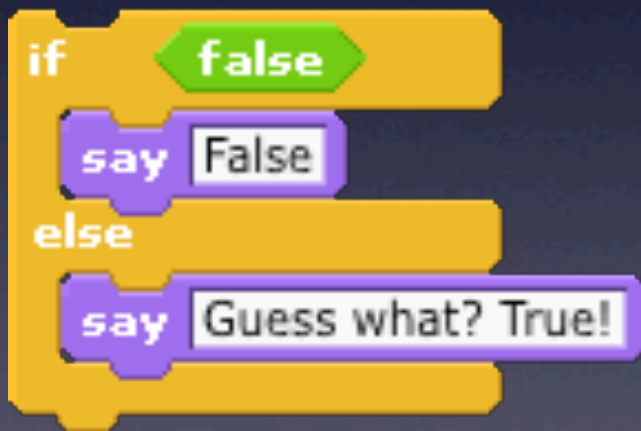
```
1024
```

```
>>> 2**100
```

```
1267650600228229401496703205376
```

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Conditionals



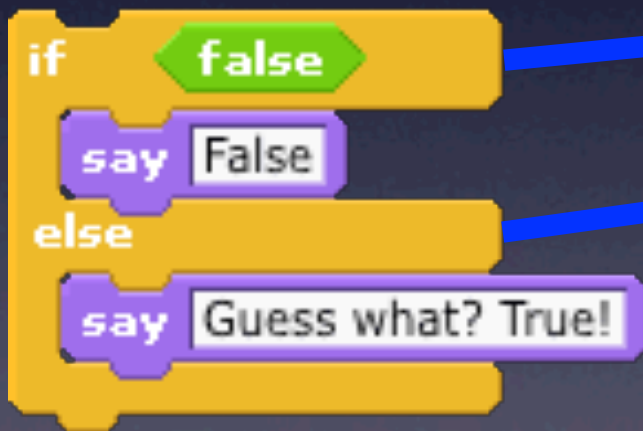
```
>>> if (True):  
...     print "True"  
...  
True  
>>> if (False):  
...     print "False"  
... else:  
...     print "Guess what? True!"  
...  
Guess what? True!
```

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Conditionals



```
>>> if (True):  
...     print "True"  
...  
True
```



```
>>> if (False):  
...     print "False"  
...  
else:  
...     print "Guess what? True!"  
...  
Guess what? True!
```


BYOB ↔ Python

Conditionals

```
>>> if (True):
...     print "True"
...
True
>>> if (False):
...     print "False"
... else:
...     print "Guess what? True!"
...
Guess what? True!
```

Notice the colon and indentation *syntax*!

BYOB ↔ Python

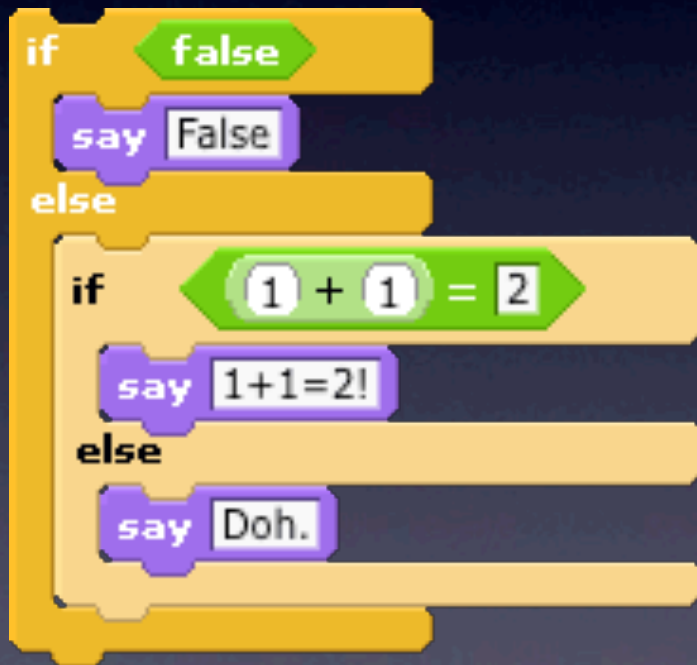
Conditionals

```
>>> if (True):
...     print "True"
...
True
>>> if (False):
...     print "False"
... else:
...     print "Guess what? True!"
...
Guess what? True!
```

Notice the colon and indentation *syntax*!

BYOB ↔ Python

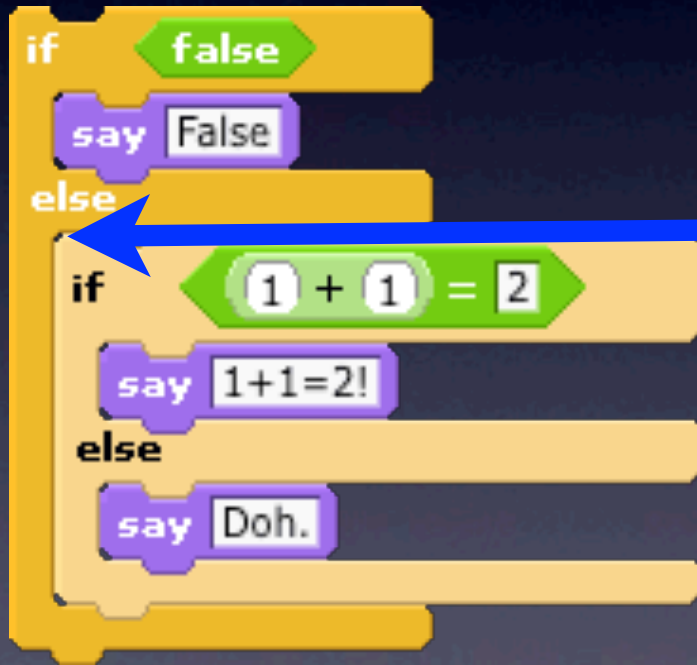
Conditionals



```
>>> if (False):  
...     print "False"  
... elif (1+1==2):  
...     print "1+1==2!"  
... else:  
...     print "Doh."  
...  
1+1==2!
```

BYOB ↔ Python

Conditionals



```
>>> if (False):  
...     print "False"  
... elif (1+1==2):  
...     print "1+1==2!"  
... else:  
...     print "Doh."  
...  
1+1==2!
```

BYOB ↔ Python

Loops



```
>>> var = 0
>>> while(True):
...     print var
...     var = var + 1
...
0
1
2
3
4
5
6
7
8
9
```

BYOB ↔ Python

Loops



```
>>> var = 0
>>> while(True):
...     print var
...     var = var + 1
0
1
2
3
4
5
6
7
8
9
```

BYOB ↔ Python

Loops

```
>>> var = 0
>>> while(True):
...     print var
...     var = var + 1
...
0
1
2
3
4
5
6
7
8
9
```

Note the indentation (again)!

BYOB ↔ Python

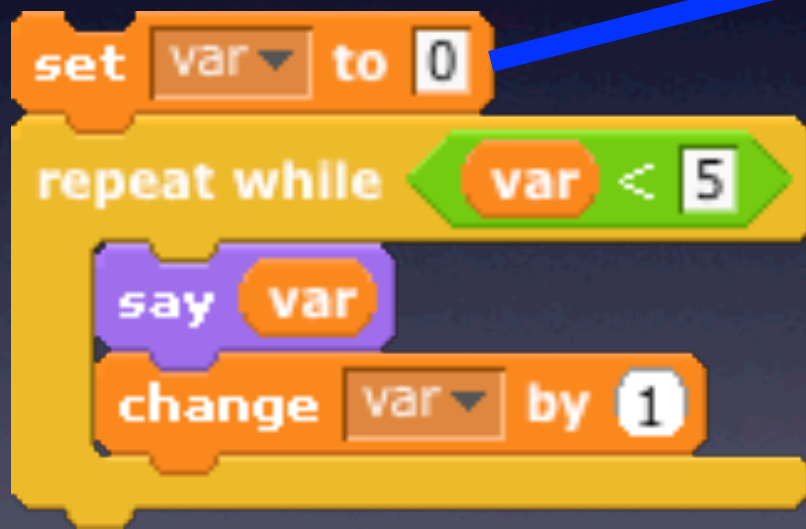
Loops



```
>>> var = 0
>>> while( var < 5 ):
...     print var
...     var = var + 1
...
0
1
2
3
4
```

BYOB ↔ Python

Loops



```
>>> var = 0
>>> while( var < 5 ):
...     print var
...     var = var + 1
...
0
1
2
3
4
```

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More Loops

```
set var to 0
repeat 10
  say var
  change var by 1
```

```
for i = 1 step 1 to 10
  say i
```

BYOB ↔ Python

Moar [sic] Loops

```
set var to 0
repeat 10
  say var
  change var by 1
```

```
for i = 1 step 1 to 10
  say i
```

There isn't really an exact equivalent of this in Python...

We'll talk more about this in Session #2...

BYOB ↔ Python

Functions: Calling

- Calling functions (the *syntax*) looks like this:

```
>>> func(1,2,3)
```

- Equivalent to creating & running a BYOB block:



BYOB ↔ Python

Functions: Calling

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BYOB ↔ Python

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BYOB ↔ Python

Functions: Calling

- Calling functions (the *syntax*) looks like this:

```
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```

- Equivalent to creating & running a BYOB block:



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Functions : Defining

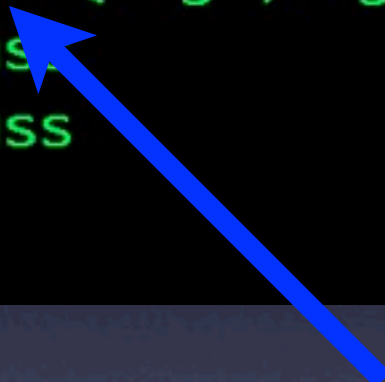
```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...  
>>>
```

Keyword: DEF

BYOB ↔ Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pas  
...     pass  
...  
>>>
```

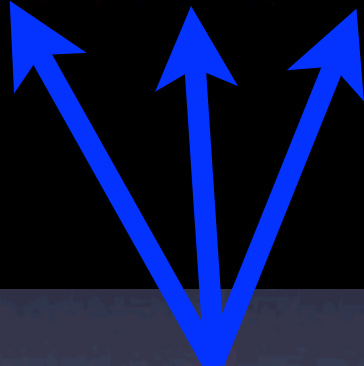


Name of the function

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Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...  
>>>
```



“Arguments,” or inputs to the function

BYOB ↔ Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...  
>>>
```

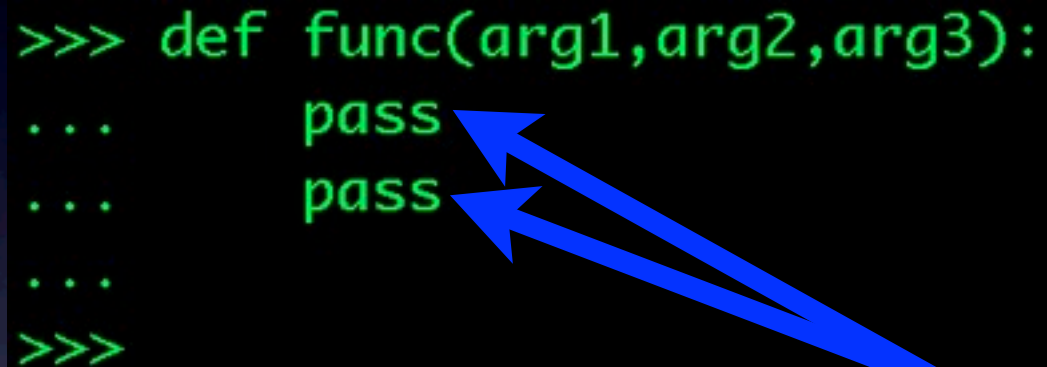
Indentation: the key to Python and “scope.”!
In Python: **Indentation matters!!**

We'll talk about “scope” later...

BYOB ↔ Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...  
>>>
```

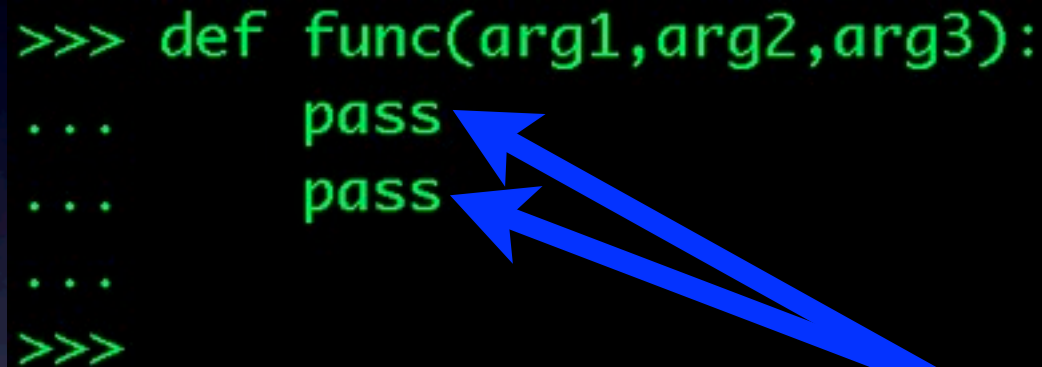


pass: Python's "placeholder"
Skip this, and do nothing.

BYOB ↔ Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...  
>>>
```



pass: Python's "placeholder"
Skip this, and do nothing.

Functions must have a body!

BYOB ↔ Python

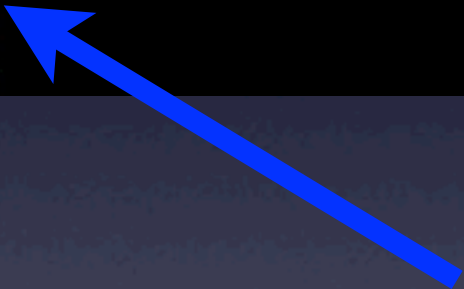
Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...  
>>>
```

BYOB ↔ Python

Functions : Defining

```
>>> def func(arg1,arg2,arg3):  
...     pass  
...     pass  
...  
>>>
```



Hitting Return/Enter (on an empty line)
“closes” (finishes) the definition.

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Sidebar: Keywords

<code>and</code>	<code>del</code>	<code>from</code>	<code>not</code>	<code>while</code>
<code>as</code>	<code>elif</code>	<code>global</code>	<code>or</code>	<code>with</code>
<code>assert</code>	<code>else</code>	<code>if</code>	<code>pass</code>	<code>yield</code>
<code>break</code>	<code>except</code>	<code>import</code>		
<code>class</code>	<code>exec</code>	<code>in</code>	<code>raise</code>	
<code>continue</code>	<code>finally</code>	<code>is</code>	<code>return</code>	
<code>def</code>	<code>for</code>	<code>lambda</code>	<code>try</code>	

- Words reserved by Python
 - List at: docs.python.org/reference/lexical_analysis.html

BYOB ↔ Python

Built In Functions

<code>abs()</code>	<code>oct()</code>	<code>float()</code>	<code>zip()</code>
<code>dict()</code>	<code>staticmethod()</code>	<code>iter()</code>	<code>compile()</code>
<code>help()</code>	<code>bin()</code>	<code>print()</code>	<code>globals()</code>
<code>min()</code>	<code>eval()</code>	<code>tuple()</code>	<code>map()</code>
<code>setattr()</code>	<code>int()</code>	<code>callable()</code>	<code>reversed()</code>
<code>all()</code>	<code>open()</code>	<code>format()</code>	<code>__import__()</code>
<code>dir()</code>	<code>str()</code>	<code>len()</code>	<code>complex()</code>
<code>hex()</code>	<code>bool()</code>	<code>property()</code>	<code>hasattr()</code>
<code>next()</code>	<code>exec()</code>	<code>type()</code>	<code>max()</code>
<code>slice()</code>	<code>isinstance()</code>	<code>chr()</code>	<code>round()</code>
<code>any()</code>	<code>ord()</code>	<code>frozenset()</code>	<code>delattr()</code>
<code>divmod()</code>	<code>sum()</code>	<code>list()</code>	<code>hash()</code>
<code>id()</code>	<code>bytearray()</code>	<code>range()</code>	<code>memoryview()</code>
<code>object()</code>	<code>filter()</code>	<code>vars()</code>	<code>set()</code>
<code>sorted()</code>	<code>issubclass()</code>	<code>classmethod()</code>	
<code>ascii()</code>	<code>pow()</code>	<code>getattr()</code>	
<code>enumerate()</code>	<code>super()</code>	<code>locals()</code>	
<code>input()</code>	<code>bytes()</code>	<code>repr()</code>	

- <http://docs.python.org/3.3/library/functions.html>

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USEFUL: Built In Functions

<code>abs()</code>	<code>type()</code>	<code>map()</code>	<code>tuple()</code>
<code>help()</code>	<code>str()</code>	<code>filter()</code>	<code>list()</code>
<code>min()</code>	<code>chr()</code>	<code>sum()</code>	<code>dict()</code>
<code>max()</code>	<code>ord()</code>		<code>set()</code>
<code>print()</code>	<code>bool()</code>	<code>open()</code>	
<code>range()</code>	<code>float()</code>		
	<code>int()</code>	<code>iter()</code>	
		<code>len()</code>	

- <http://docs.python.org/3.3/library/functions.html>

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Functions : Returning Values

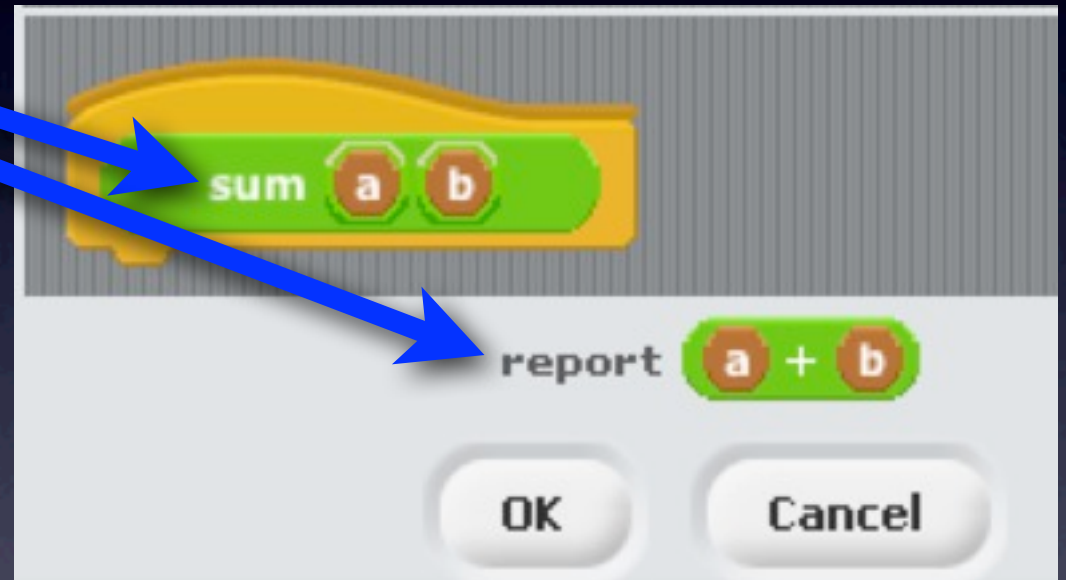
```
>>> def sum(a,b):  
...     return (a+b)  
...  
>>> c=sum(5,7)  
>>> print c  
12
```



BYOB ↔ Python

Functions : Returning Values

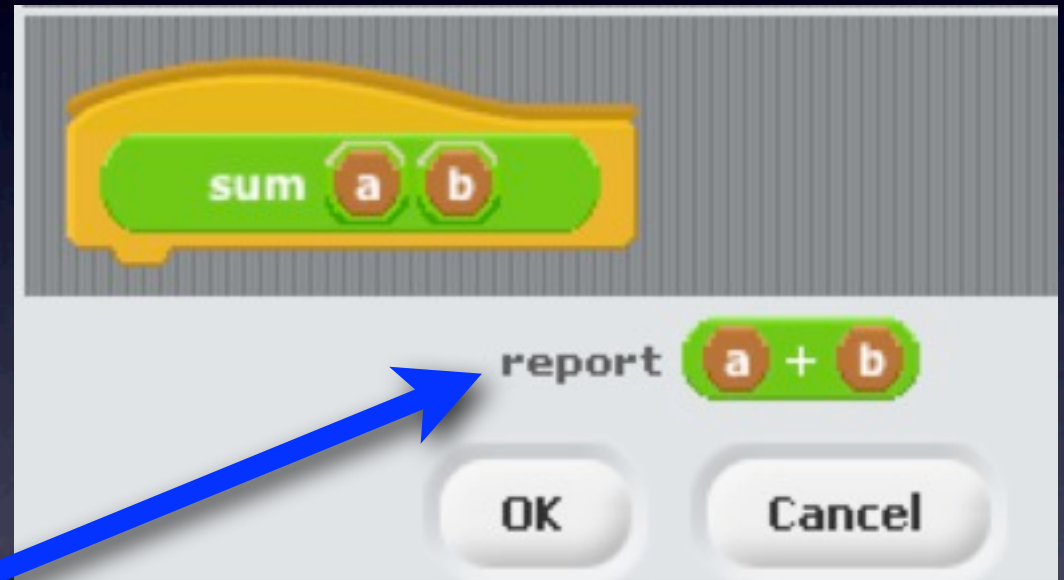
```
>>> def sum(a,b):  
...     return (a+b)  
...  
>>> c=sum(5,7)  
>>> print c  
12
```



BYOB ↔ Python

Functions : Returning Values

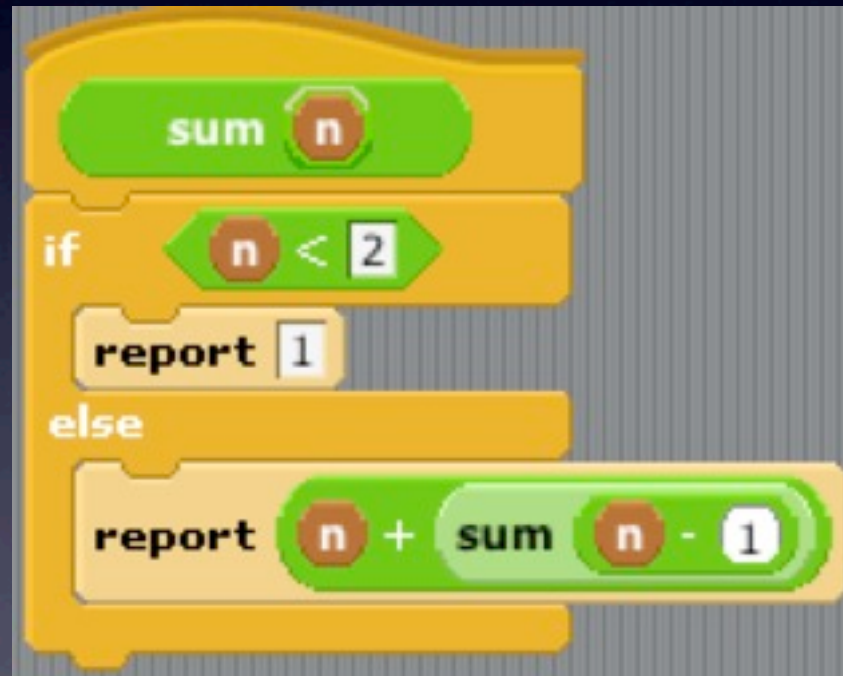
```
>>> def sum(a,b):  
...     return (a+b)  
...  
>>> c=sum(5,7)  
>>> print c  
12
```



“return” and “report” are
equivalent!

BYOB \leftrightarrow Python

Functions : Recursion!



BYOB ↔ Python

Functions : Recursion!

```
>>> def sum( n ):
...     if ( n == 0 ):
...         return 0
...     else:
...         return n + sum( n - 1 )
...
>>> sum(5)
15
```

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Functions : Recursion! Within Reason!

```
>>> sum(1234)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 5, in sum
  File "<stdin>", line 5, in sum
```

•
•
•

```
File "<stdin>", line 5, in sum
File "<stdin>", line 5, in sum
File "<stdin>", line 5, in sum
File "<stdin>", line 5, in sum
RuntimeError: maximum recursion depth
>>>
```

Beyond Blocks: Python #1

More Information

- **Python.org:** www.python.org
- **Python Docs:** www.python.org/doc/
- **Python Modules:** docs.python.org/modindex.html
- **CodeAcademy:** codecademy.com
- **Online Python Tutor:** <http://www.pythontutor.com>

Beyond Blocks: Python #1

More Information

- **Computer Science Circles: Python**

cemclinux1.math.uwaterloo.ca/~cscircles/wordpress/using-this-website/

- **Dive Into Python:** diveintopython.org/toc/

- **Cal's Self-Paced Center:**

inst.eecs.berkeley.edu/~selfpace/class/cs9h/

How to Think Like a Computer Scientist (Python Version)

www.greenteapress.com/thinkpython/thinkCSpy/html/