

# Python Programming

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# Python



# Running a Python Program

- **Interactive Mode**: Python commands are typed directly into the *Python shell*, where they get immediately executed. Useful for quick experimenting
- **Normal Mode**: Alternatively, Python commands can be saved in a file whose name ends with **.py**, and then executed as often as you like

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## Defining Your Own Functions

# Printing in a Terminal Console

- Examples of console output statements using the simplest Python function, *print*:

- `print ( ' ' )`

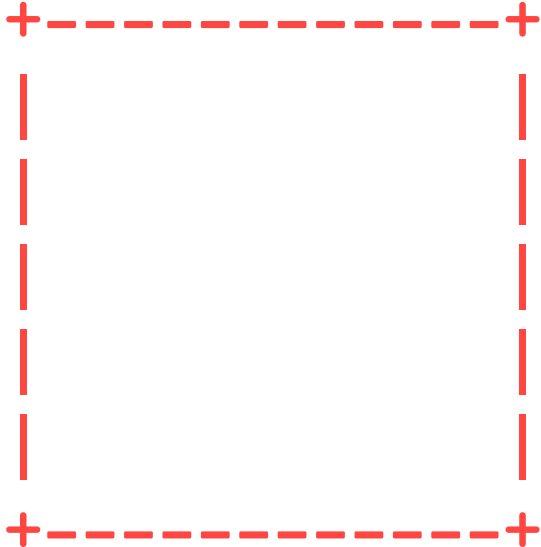
- `print ( ' ', end="")`

- Useful escape sequences:

`\n``\t``\"`

# Define Your Own Python Function

- Draw a box that looks like this using *print*:



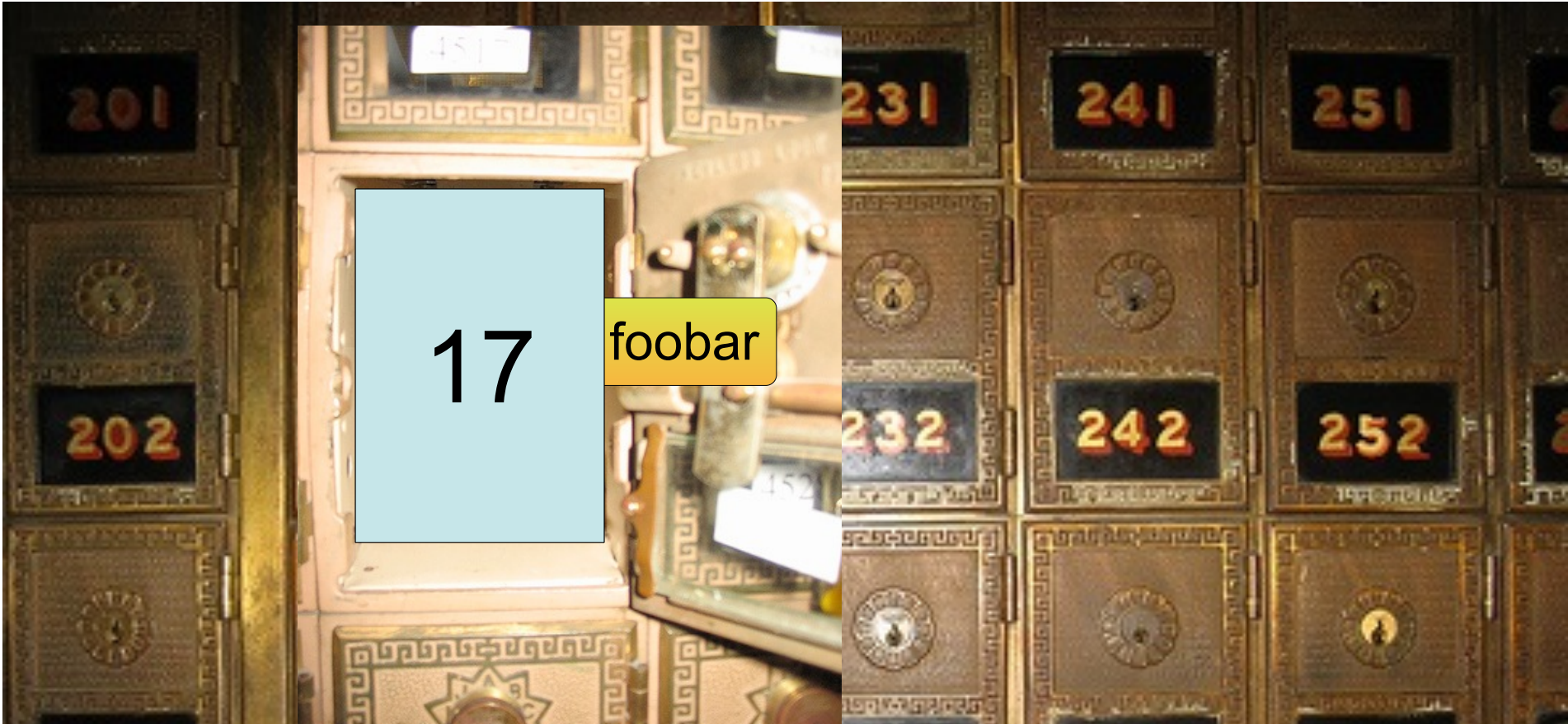
*Now modify the program to draw more than one of these rectangles.*

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## Variables

# Computer Memory and Variables





# Variables Get Values Using =

- The first time a variable is *assigned* a value, the variable is created and initialized with that value. After a variable has been defined, it can be used in other statements. E.g.,
  - `foobar = 17`
  - `foobar = 3.14`
  - `foobar = 'blah'`
- Note: The data type of a value specifies how the value is stored in the computer and what operations can be performed on the value.

# Naming Identifiers in Python

- Identifiers must begin with a letter and may contain additional letters and digits. `_` (underscore) can be used in place of a letter. Are any of following legal identifiers?
  - `_6pack`
  - `x+y`
  - `president Biden`
- Avoid `l` (lowercase letter el), `O` (uppercase letter oh), or `I` (uppercase letter eye) as single character variable names.
- Reserved words (e.g., `for`, `while`, `def`, ... ) cannot be used!
- Function and variable names should be in lowercase.

# The Assignment Statement

- You *assign* the value of an expression to a variable:

*variable = expression*

- Assignment* is different from algebraic “equals”

	Algebra	Python
	$x = 3$	$x = 3$
	$y = 2x$	$y = 2 * x$
	$x = 5$	$x = 5$
	$0 = x^2 - x - 2$	



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Iteration / Looping / Repetition

# Iteration Using the `for` Loop

- Python syntax

```
for variable in container :
```

```
    Python statement[s]
```

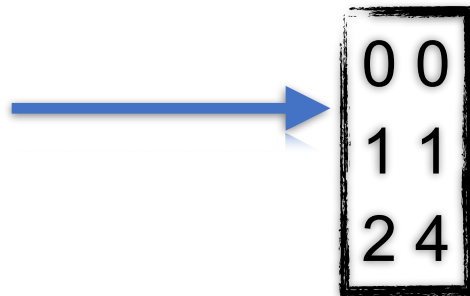
```
    # statements in the loop body are
```

```
    # executed for each element in the container
```

- An example:

```
for i in range(3):
```

```
    print(i, i*i)
```



# Another *for* Loop Example

```
print ("+----+")
for i in range(3):
    print ("\    /")
    print ("/    \")
print ("+----+")
```

*outputs*

```
+----+
\    /
/    \
\    /
/    \
\    /
/    \
+----+
```

# The *range* Function

- **range** function accepts 1, 2, or 3 arguments

- `for x in range(5):`

`print (x)`  *# outputs 0, 1, 2, 3, 4*

- `for x in range(1, 5):`

`print (x)`  *# outputs 1, 2, 3, 4*

- `for x in range(4, 14, 3):`

`print (x)`  *# outputs 4, 7, 10, 13*



# Counting Backwards

How to produce the lyrics:

*99 bottles of beer on the wall.*

*99 bottles of beer!*

*If one of those bottles should happen to fall,*

*There'd be 98 bottles of beer on the wall!*

*98 bottles of beer on the wall.*

*98 bottles of beer!*

*If one of those bottles should happen to fall,*

...



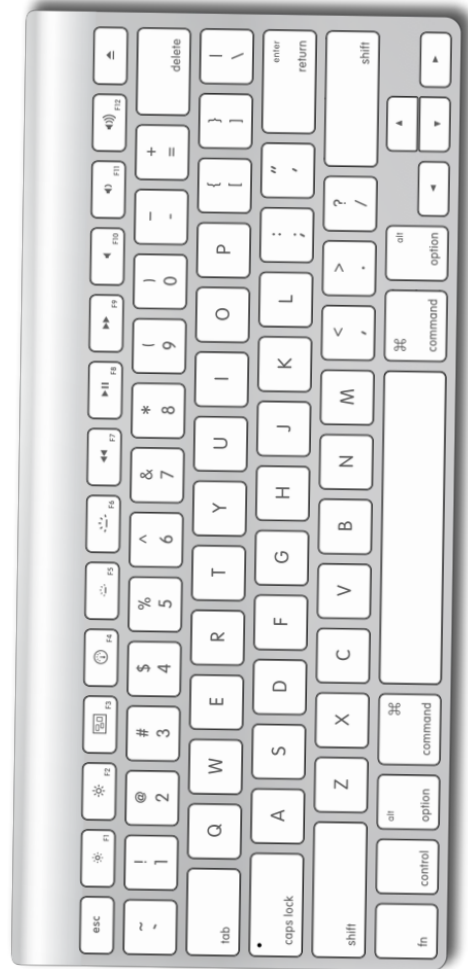
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Keyboard Input

# Getting Keyboard Input

- Your programs will be more flexible if they ask the user for inputs rather than using fixed values.
- When a program requests user input, it should first print a message that tells the user what value is expected. Such a message is called a *prompt*. In Python, displaying a prompt and reading the keyboard input is combined in one operation using the `input()` function



# Simple Example Using input()

```
#file greeting.py

name = input ("What's your name? ")
age = input ("How old are you? ")
print ("Greetings", name)
print ("You don't look", age, "years old!")
```

# Boolean-valued Expressions

- In Python, the 6 basic *relational* operators each produce the value *True* or *False*:

*expression*<sub>1</sub>



*expression*<sub>2</sub>

# Conditional Statements

- Syntax

```
if Boolean-expression :  
    Python-statement[s]1
```

---

```
if Boolean-expression :  
    Python-statement[s]1
```

```
else:  
    Python-statement[s]2
```

- **elif** is an abbreviation of "else if"

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## Defining Functions that Accept Arguments

# Defining Python Functions That Accept Arguments

- Functions can have multiple parameters (separated by , )
  - When calling the function, you must pass an actual value for each parameter.

- Defining

```
def function_name ( param1, param2, ..., paramn ) :  
    Python statement[s]
```

- Calling: `function_name` (expr<sub>1</sub>, expr<sub>2</sub>, ... , expr<sub>n</sub>)



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## Modules and Indefinite Repetition

# 3 Ways to Import Modules

- You can import multiple functions from the same module:
  - **from math import sqrt, sin, cos**
- You can also import the entire contents of a module:
  - **from math import \***
- Alternatively, import the module with the statement
  - **import math**
  - With this form of import, you need to add the module name and a period before each function call, like this: **y = math.sqrt(x)**

# math Module Methods That Return Values

Function	Description	Example	Result
<b>gcd</b>	greatest common divisor	<code>math.gcd(32, 72)</code>	8
<b>log10</b>	logarithm base 10	<code>math.log(1000)</code>	3
<b>sqrt</b>	square root	<code>math.sqrt(3)</code>	1.7320508075688
<b>sin</b>	sine (radians)	<code>math.sin (3* math.pi / 2)</code>	-1.0
<b>factorial</b>	product of [1.. n]	<code>math.factorial(6)</code>	720
<b>degrees</b>	radians to degrees	<code>math.degrees(3.14)</code>	179.908747671079

# Iteration Using `while`

- The `while` permits "indefinite" looping. The syntax:

```
while bool-expression :  
    Python instruction[s]
```

- The semantics: *bool-expression* gets evaluated. If `True`, the Python *instruction[s]* are executed; then we start over again by checking the *bool-expression*. The *Python instruction[s]* may be executed any number of times.
  - If *bool-expression* is `False` initially, then ... ?
  - After the `while` loop terminates, *bool-expression* ... ?
  - If executing *Python instructions[s]* does not make it possible for *bool-expression* to become `False` (when it started off `True`), then what?

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Formatted Output

# Formatted Output Via f-strings

```
• for x in range(1, 10):
    print (f' {x} {x*x:4d} {x**3:5d}' )
```

## outputs

1	1	1
2	4	8
3	9	27
4	16	64
5	25	125
6	36	216
7	49	343
8	64	512
9	81	729

optional: use < for left-alignment,  
> for right-alignment, ^ for center  
alignment

Format specifier	Output Format
<code>nx</code>	hexadecimal integer
<code>nc</code>	converts integer to UNICOD
<code>nd</code>	decimal integer
<code>w.nf</code>	fixed-point precision

*Digression*

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## Review

# Overview of Basic Python Concepts

- Output to the console using **print** function
- Variables can obtain simple values (*int*, *float*, *bool*, *str*) via assignment
- Arithmetic operators (+, -, \*, /, //, %, \*\*)
- Conditions and relational operators (<, >, <=, >=, !=, ==)
- **for** loop and the **range** function
- **while** loop
- writing functions that have 0 or more parameters
- the **input** function to prompt the user for keyboard input
- import modules (**math**, **random**, ...)



# How Functions “Return”

```
def foo():
```

```
    _____
```

```
    _____
```

```
    n = bar()
```

```
    _____
```

```
    _____
```

```
    _____
```

```
    _____
```

```
def bar():
```

```
    _____
```

```
    _____
```

```
    _____
```

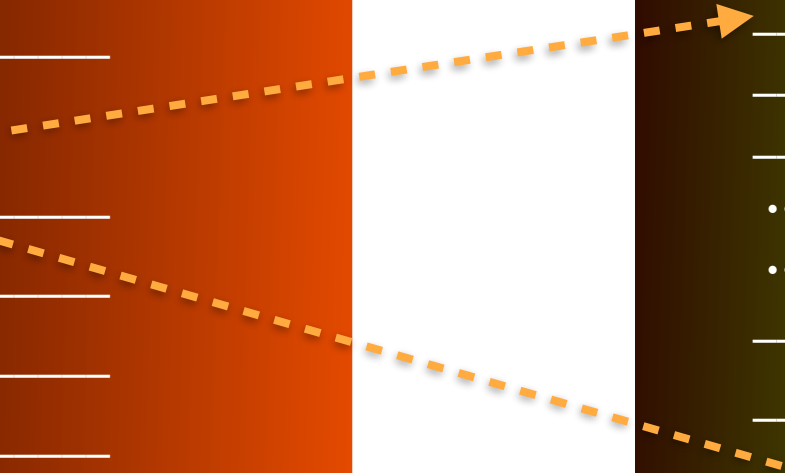
```
    ...
```

```
    ...
```

```
    _____
```

```
    _____
```

```
    return intExpr
```



# Writing Functions that Return a Value

- Use at least one **return** statement with a value
- Example: compute area of a circle
  - ```
def circle_area (radius) :  
    result = math.pi * radius*radius  
    return result  
    # see file returnValues.py
```
  - However, this will NOT work, unless you *import math*

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## Logical Operators

# Logical Operator: *and*

- To execute code only if both of two (or more) conditions are true, put *and* between the conditions.
  - Example: does integer  $n$  satisfies the inequality  $4 < n \leq 9$  use `if 4 < n and n <= 9: ...`
- A “truth table” formally defines *and* :

|                |       |       |       |      |
|----------------|-------|-------|-------|------|
| p              | False | False | True  | True |
| q              | False | True  | False | True |
| p <i>and</i> q | False | False | False | True |

# Logical Operator:

*or*

- If at least one of two (or more) conditions need be true, use the "logical inclusive or" operator, *or*
  - Example: *if age < 16 or age > 65 :*  
*print ("Not in workforce")*
- A "truth table" formally defines *or* :

|               |              |              |              |             |
|---------------|--------------|--------------|--------------|-------------|
| <i>p</i>      | <i>False</i> | <i>False</i> | <i>True</i>  | <i>True</i> |
| <i>q</i>      | <i>False</i> | <i>true</i>  | <i>False</i> | <i>True</i> |
| <i>p or q</i> | <i>False</i> | <i>True</i>  | <i>True</i>  | <i>True</i> |

# Logical Operator:

*not*

- Sometimes you may want to invert a condition with **not** (logical negation)
  - This operator takes a single boolean expression and evaluates to **True** if that condition is **False**, and to **False** if that condition is **True**.
- Occasionally useful are “DeMorgan’s Laws”
  - **not ( a and b )** is the same as ...
  - **not ( a or b )** is the same as ...