



# Accelerating Information Technology Innovation

<http://aiti.mit.edu>

Cali, Colombia  
Summer 2012

Lesson 1 – Introduction to Python

# Agenda

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- What is Python? and Why Python?
- Basic Syntax
- Strings
- User Input
- Useful Data Structures
- Introduction to Functions

# What is Python?



# Python is...

- ...*interpreted*. Languages like C/C++ need to translate high-level code to machine code...

High-Level Code

```
a = b + c;
```

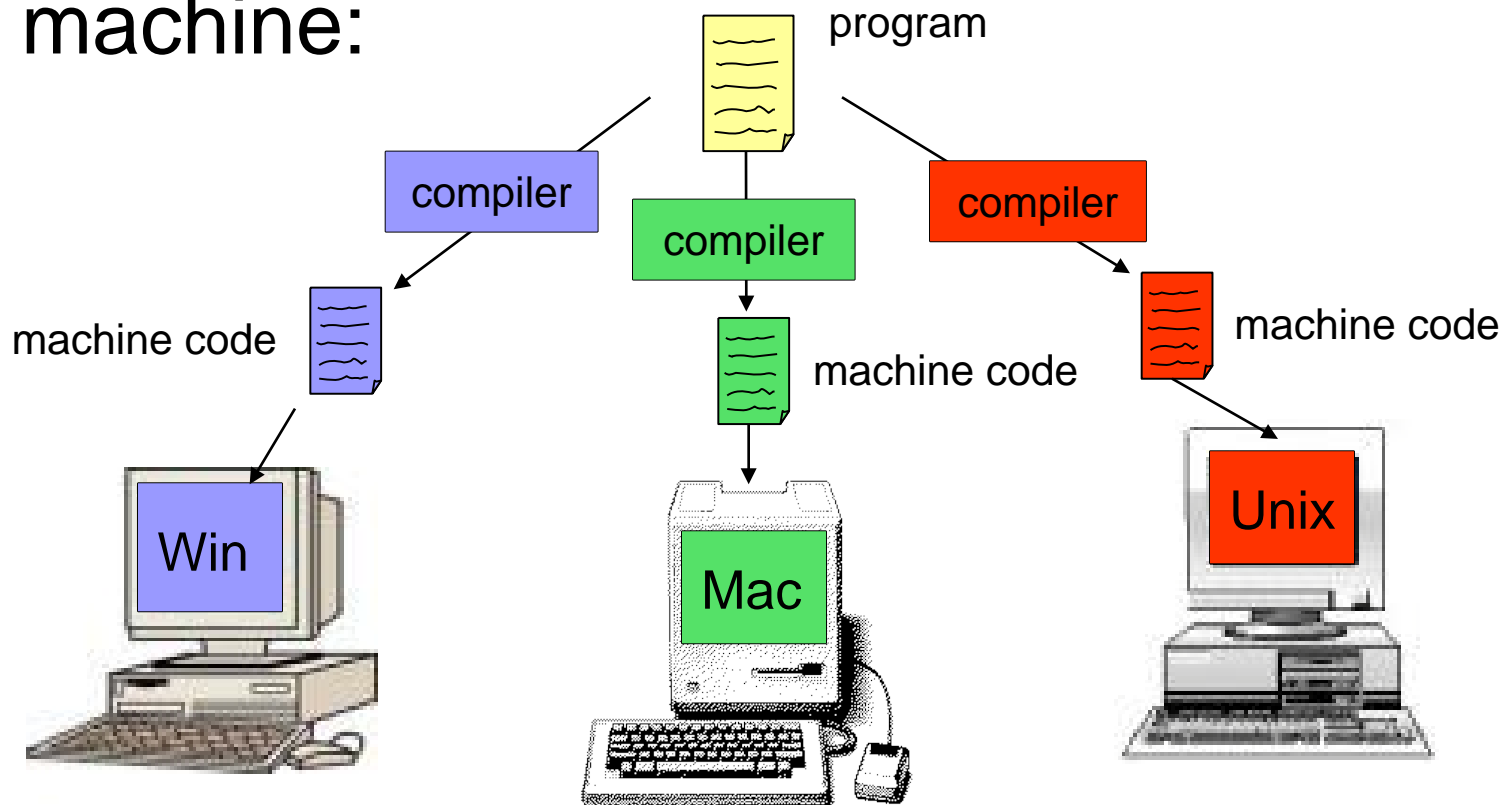
Compiler

Machine Code

```
...  
ld $r1, a  
ld $r2, b  
add $r3, $r1, $r2  
st a, $r3  
...
```

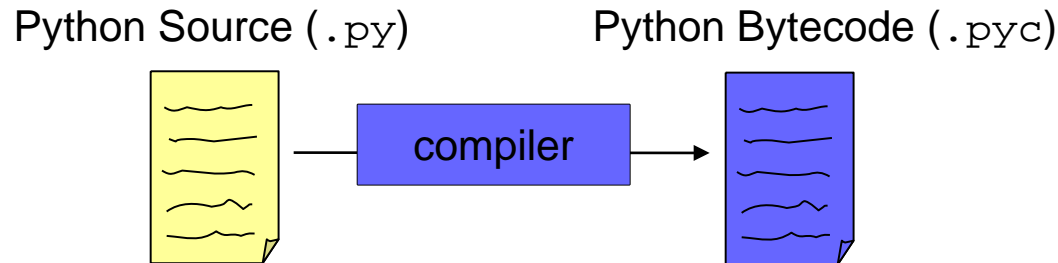
# Python is...

- ...which means that a program has to be compiled separately for each type of machine:

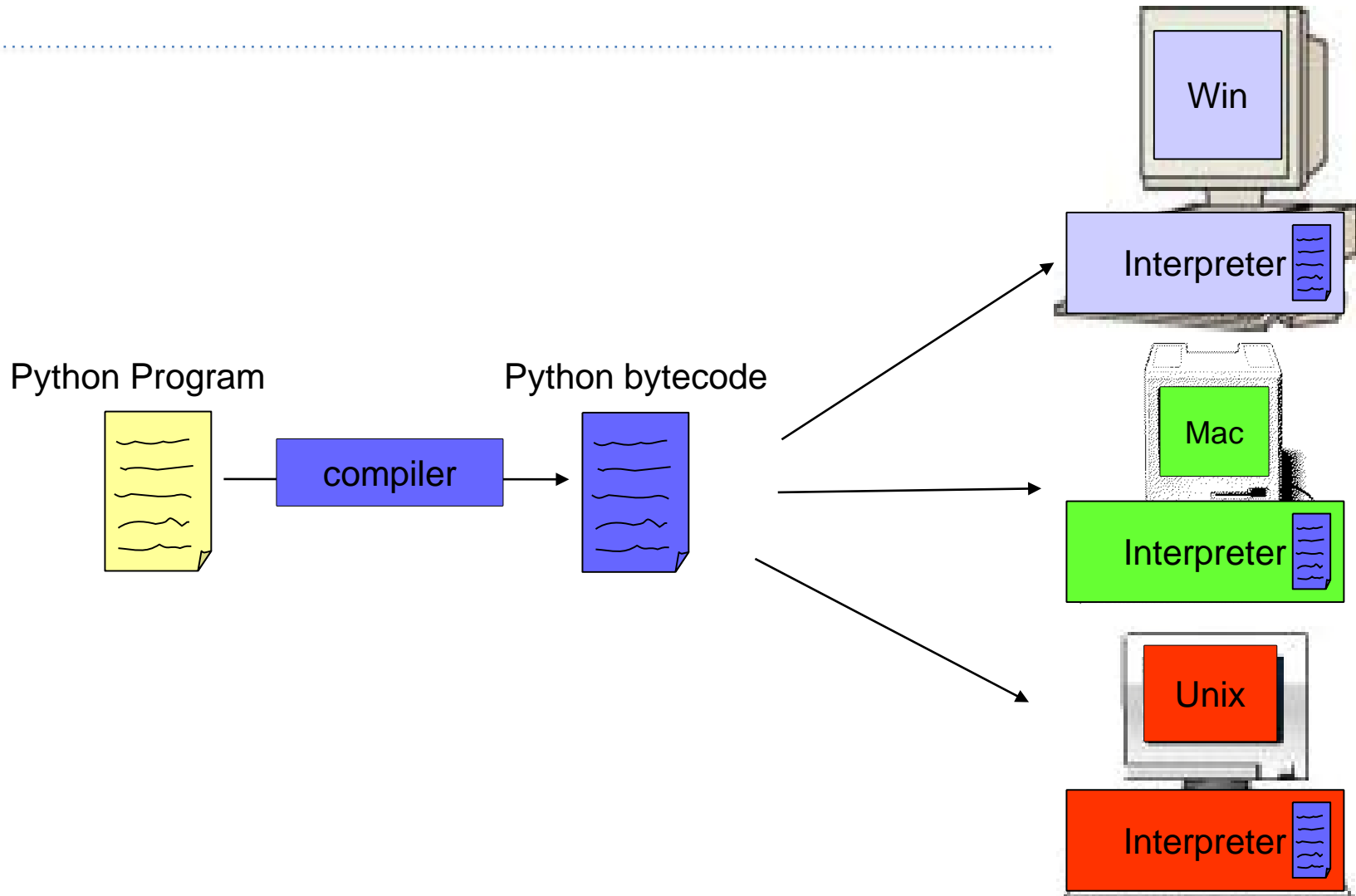


# Python is...

- Python code is compiled to an intermediate format called **bytecode**, which is understood by a *virtual machine/interpreter*.



# Python is...



# Why Python?





# Python because...

- Portable and architecture-agnostic
- Convenient built-in functions and data structures
- Syntax is readable and fast to write

```
if (x)
{
    if (y)
    {
        a();
    }
    b();
}
```



```
if x:
    if y:
        a()
    b()
```



# Python because...

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- Great for rapid prototyping
  - No separate compile step
  - No need to explicitly specify method argument types beforehand (due to dynamic typing)

# Python for us, because...

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- We want each of you to reach millions of users, and don't want to waste time building the pipes and plumbing
- Python is supported by a number of good frameworks, led by
  - Django
  - Heroku
  - Google AppEngine

# The (Ideal) Development Cycle

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- *Clearly* specify the problem:
  - Inputs, input manipulation, outputs
- Design the solution:
  - E.g. what algorithms, data structures
- Implementation
- Test

# The (Real) Development Cycle

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- As above, but *faster*.
  - Python, as a dynamically typed, programming language is perfect for *rapid* prototyping
- Be prepared to throw away one (or more!) prototypes
  - Often you learn crucial things about the problem as you code which cannot be fixed without starting from scratch.

# Basic Syntax

# Syntax

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- Blocks are delimited with whitespace: specifically, four spaces (and no tabs)

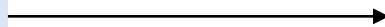
```
if x:
    if y:
        a()
    b()
```

```
count = 0
for i in range(0:5)
    count += i
```

# Syntax

- Semicolons are only used to separate multiple statements on the same line, which is discouraged:

```
if (x)
{
    a();
    b();
}
```



```
if x:
    a(); b()
```

No

```
if x:
    a()
    b()
```

Yes



# Syntax

---

- Single line comments are denoted with hash (#), multiline with three quotes """

```
# This is a comment  
foo()
```

```
"""  
This is a  
longer comment  
"""  
foo()
```

# Interaction

- Python has an interactive console which is great for tinkering

```
$ python
Python 2.7.1+ (r271:86832, Apr 11 2011, 18:13:53)
[GCC 4.5.2] on linux2
Type "help", "copyright", "credits" or "license" for
more information
>>> a = 1
>>> a
1
>>> type(a)
<type 'int'>
>>>
```

- ...etc

# Variables

---

- Strings

```
>>> x = 'Hello World'
```

- Numerics

```
>>> x = 3.1415
```

- Booleans

```
>>> x = True
```

- Lists

```
>>> x = ['Hello', True, 3.1415]
```

- And many more...

# Variables

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- Python is a “dynamically typed” language
  - A variable’s data type is not declared.
  - “Statically typed” languages like Java must declare a variable’s data type

```
String x = “Hello World”;
```

- Get a variable’s data type with the type function

```
>>> x = ‘Hello World’
>>> type(x)
<type ‘str’>
```

# Strings

# Strings

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- A string is a piece of text.
- Encase with quotes
  - Single-quotes

```
>>> x = 'abc'
```
  - Double-quotes

```
>>> x = "abc"
```
  - Triple single-quotes or triple double-quotes

```
>>> x = '''abc'''
>>> x = """abc"""
```

# Strings

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- Use double-quotes to encase text containing single-quotes  

```
>>> "It's a string with a single-  
quote!"
```
- What is wrong with this statement?  

```
>>> x = abc
```

# String as a sequence

- You can access the characters one at a time using the bracket [] operator

```
1 fruit = "banana"
2 letter = fruit[1]
3 print letter
```

b	a	n	a	n	a
---	---	---	---	---	---

index    0    1    2    3    4    5



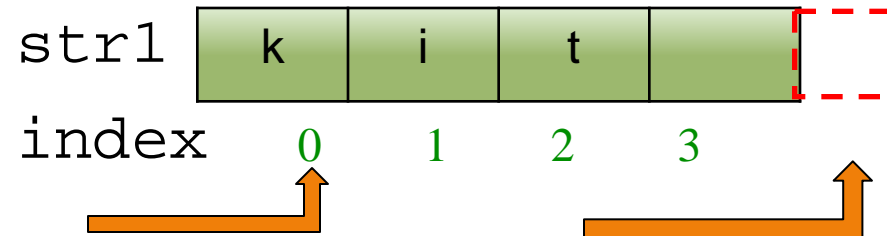
# String operators

- Applied to strings, produce strings

```
1 str1 = 'kit '  
2 str2 = 'kat '  
3 str3 = str1 + str2  
4 str4 = str3 * 2  
5 c = str1[0]  
6 c = str1[4]
```

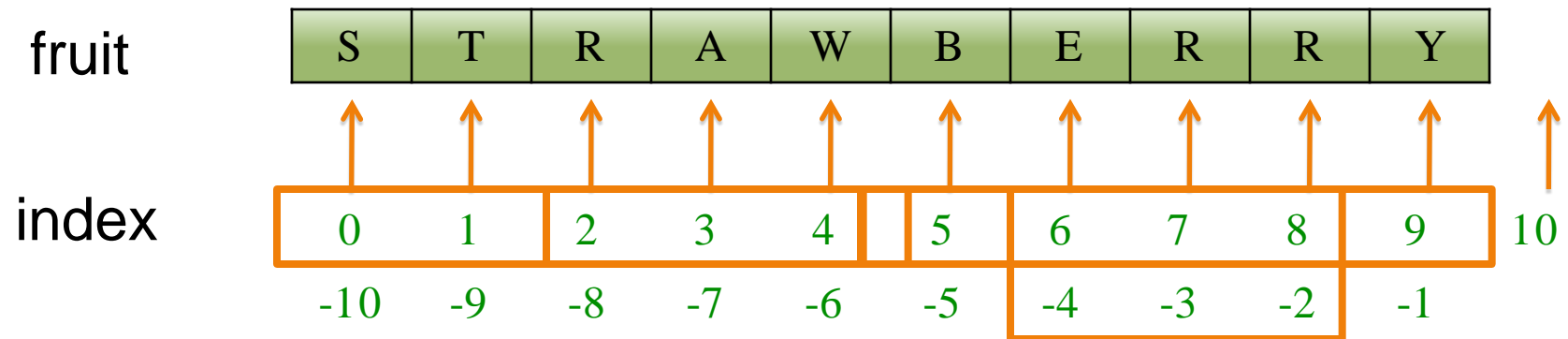
'kit kat '  
'kit kat kit kat '  
'k'

IndexError: string index  
out of range



# The slicing operator [m : n]

- Returns the part of the string from the "m-th" character to the "n-th" character, including the first but excluding the last.



```
1 str1 = fruit[2:5]
```

'RAW'

```
2 str1 = fruit[:5]
```

'STRAW'

```
3 str1 = fruit[5:]
```

'BERRY'

```
4 str1 = fruit[6:-1]
```

'ERR'

# User Input

# User Input

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- `raw_input` prints a prompt to the user and assigns the input to a variable as a string
- `input` can be used when we expect the input to be a number

# Control Statements

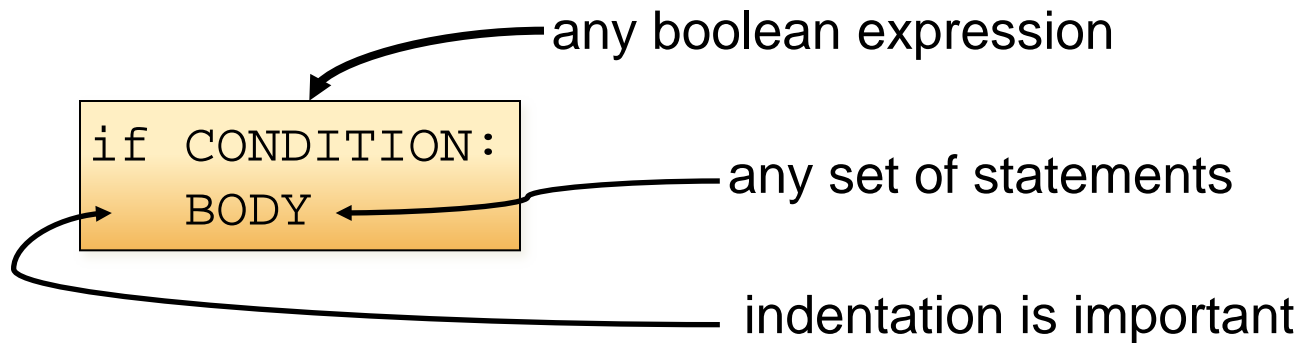


# Control statements

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- **Conditionals:** control which set of statements is executed.
  - if / else
- **Iteration:** control how many times a set of statements is executed.
  - while loops
  - for loops

# The if statement



- **If** the condition is True, the body gets executed.
- **Otherwise**, nothing happens.

```
if x < 0:  
    print 'x is negative'
```

# The if/else statement

```
if CONDITION:  
    BODY1  
else:  
    BODY2
```

any set of statements

- If the condition is True, body1 gets executed.
- Otherwise, **body2 gets executed.**

```
if x < 0:  
    print 'x is negative'  
else:  
    print 'x is positive or zero'
```



# Chained conditionals

```
if CONDITION1:  
    BODY1  
elif CONDITION2:  
    BODY2  
else:  
    BODY3
```

another boolean expression

any set of statements

- If the condition1 is True, body1 gets executed.
- Otherwise, if condition2 is True, body2 gets executed.
- If neither condition is True, body3 gets executed.

# An example

---

```
a = False
b = True
if a and b:
    print 'I love red.'
elif a or b:
    print 'I love green.'
else:
    print 'I love blue.'
    print 'I also love purple.'
```

What does this output?

I love green.

# An example

```
a = False
b = True
if a and b:
    print 'I love red.'
elif a or b:
    print 'I love green.'
else:
    print 'I love blue.'
print 'I also love purple.'
```



What does this output?

I love green.  
I also love purple.

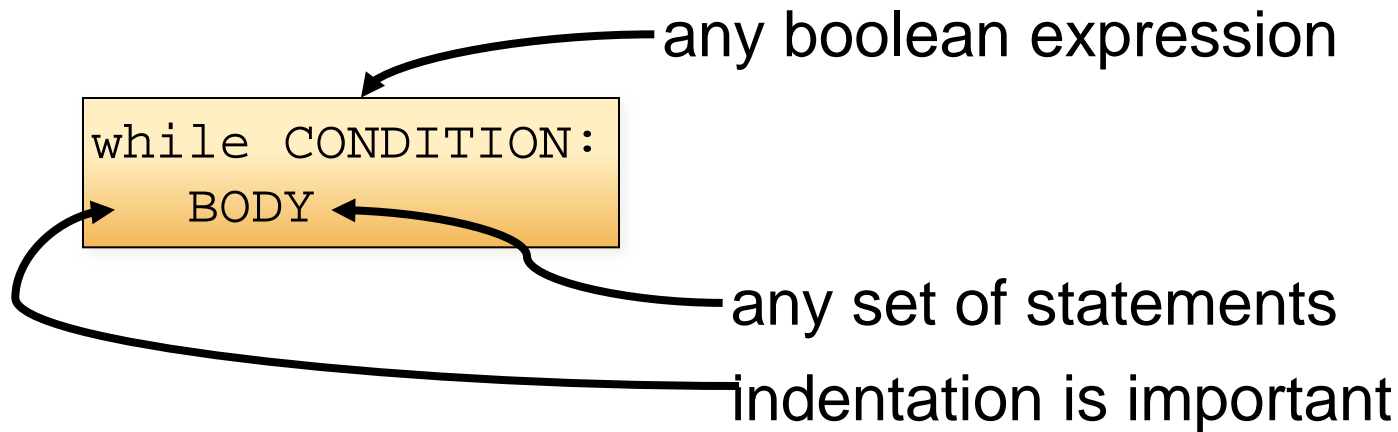
# Nested conditionals

```
if is_adult:
    if is_senior_citizen:
        print 'Admission $2 off.'
    else:
        print 'Full price.'
else:
    print 'Admission $5 off.'
```

outer conditional  
inner conditional

- Can get confusing. Indentation helps to keep the code readable and the python interpreter happy!

# The while loop



- As long as the condition is true, the body gets executed repeatedly.
- The first time the condition is false, execution ends.

# The while loop

---

```
i = 0
while i < 3:
    print i
    i = i + 1
```

- What does this output?

0

1

2

# The break statement

- Immediately exits the innermost loop.

```
while True:
    line = raw_input('>>> ')
    if line == 'done':
        break
    print line
print 'Done!'
```

```
>>> not done
not done
>>> done
Done!
```

# Useful Data Structures



# Lists

- A list is a sequence of values.
- Each **element** (value) is identified by an index.
- The elements of the list can be of any type.

```
tens = [10, 20, 30, 40]  
cities= ['Manila', 'Cebu', 'Boracay']  
empty = []
```

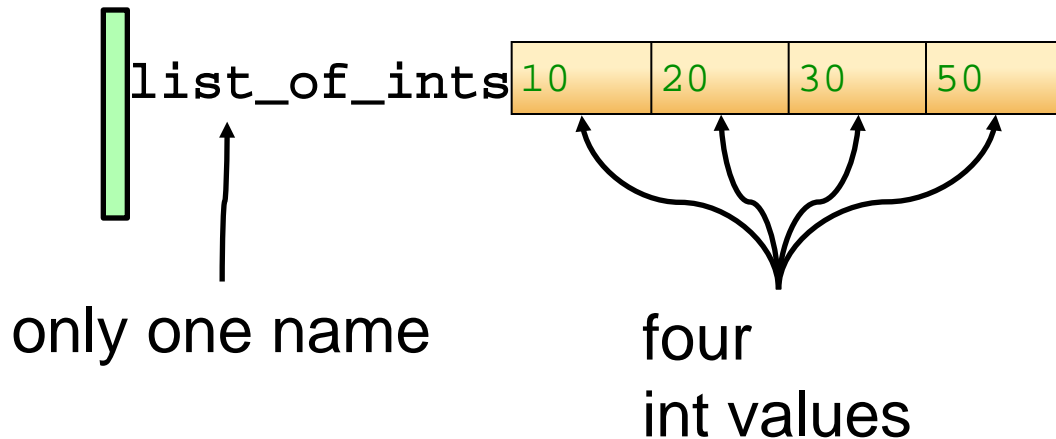
- Lists can have mixed types in them, even other lists (nested).

```
mixed = ['hello', 2.0, 5, [10, 20]]
```

# Creating a list

- Use the [] brackets

```
list_of_ints = [10, 20, 30, 50]
```



# Accessing list elements

- Individual elements are accessed using the `[]` operator.

`list_of_ints[0] = 17`

index

Lists are **mutable!**  
Assigns the first element to 17

`list_of_ints`

17	20	30	50
0	1	2	3

now has value 17

List indexing starts at 0, not 1!

`new_var = list_of_ints[0]`

accesses the value of the first element

`list_of_ints`

17	20	30	50
----	----	----	----

`new_var`

17
----

now also has value 17

# Printing a list

- We can use the print function to output the contents of the list:

```
cities = ['Cali', 'Bogotá', 'Medellin']  
numbers = [17, 123]  
empty = []  
print cities, numbers, empty
```

```
['Cali', 'Bogotá', 'Medellin'] [17, 123] [ ]
```

# Lists vs. Strings

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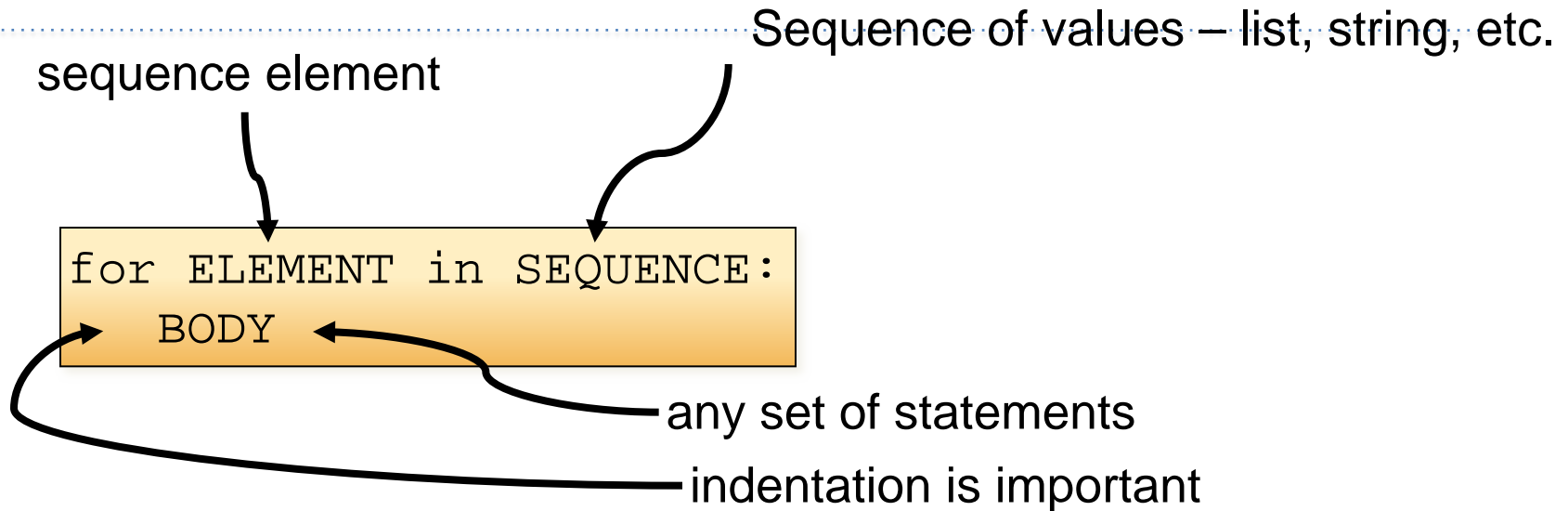
- Lists are mutable - their contents can be modified
- Strings are immutable

```
name = 'Lenny'  
name[0] = 'J'
```

**TypeError: object doesn't support item assignment**

# Control Structures

# The for loop



- Example:

```
for i in [0,1,2,3]:  
    print i
```

0  
1  
2  
3

# Using range

index variable

generates sequence of n values  
starting at 0 and incrementing  
by 1

```
for INDEX in range(n):  
    BODY
```

any set of statements

- What does this output?

```
for i in range(4):  
    sq = i * i  
    print i, sq
```

```
0 0  
1 1  
2 4  
3 9
```



# Using range

index variable

generates sequence of values  
start and step are optional

```
for INDEX in range([start], stop, [step]):  
    BODY
```

any set of statements

- What does this output?

```
for i in range(1, 7, 2):  
    print i
```

1  
3  
5



# For loop and strings

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- Iterating through the characters of a string

```
str1 = 'stressed'  
for c in str1:  
    print c,
```

s t r e s s e d

# For vs While

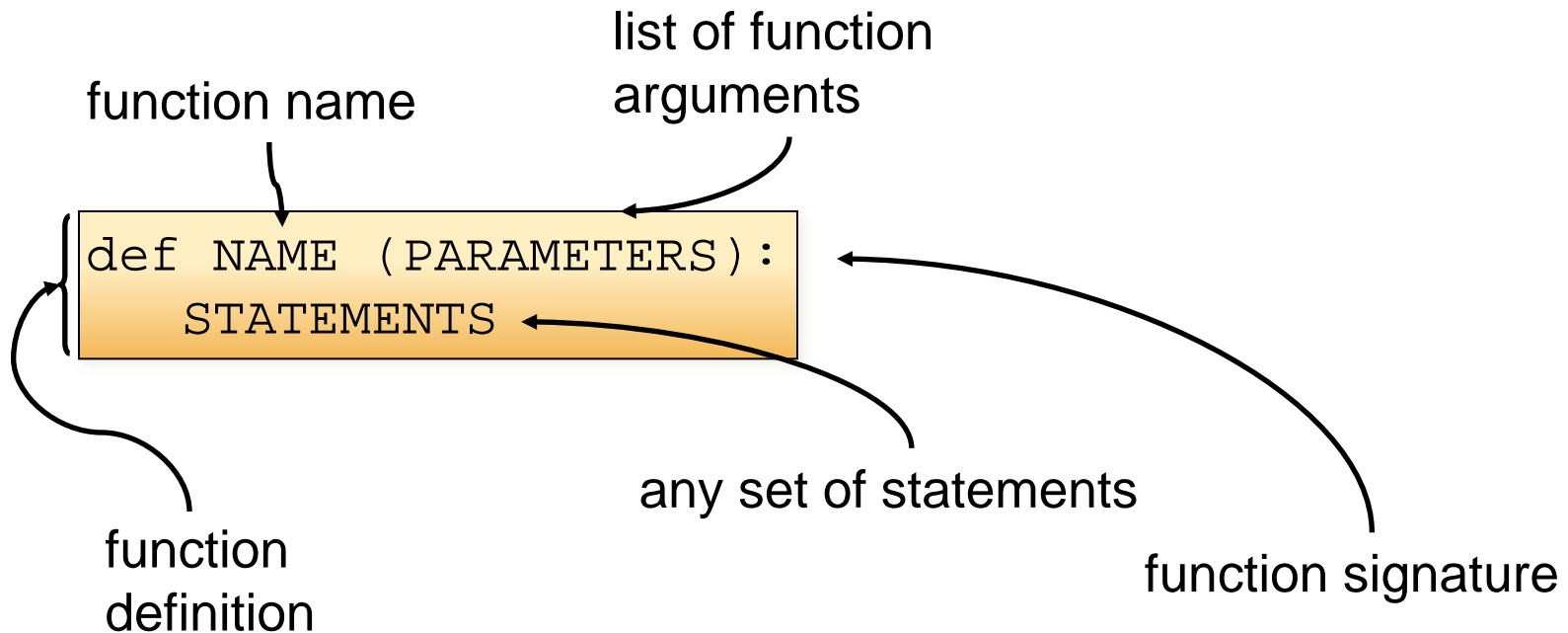
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- For loop is primarily used
  - for iterating over a sequence of values
  - when we know the number of iterations in advance
- While loop is primarily used
  - when we don't know the number of iterations in advance (they could be controlled by user input)

# Introduction to Functions

# Functions

- A **function** is a sequence of statements that has been given a name.



---

Now you are all set to work on  
Lab 1! 😊

# Lab 1

---

1. Calculate Fibonacci number  
fib(n)
2. Display the day of the week given a date  
zellers()
3. Implement the Rock Paper Scissors game  
rock\_paper\_scissors()
4. Encode a given string using the Caesar  
cipher  
cipher()

# Next Class

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- More on Functions
- Object Oriented Programming
- Exceptions
- Regular Expressions
- How to be a Python Ninja!