

Accelerating Information Technology Innovation

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Nigeria Summer 2012 Lecture 1 – Introduction to Python

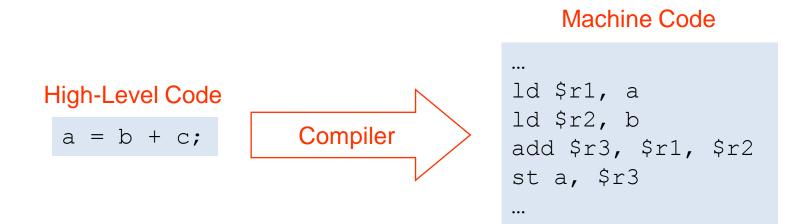


Agenda

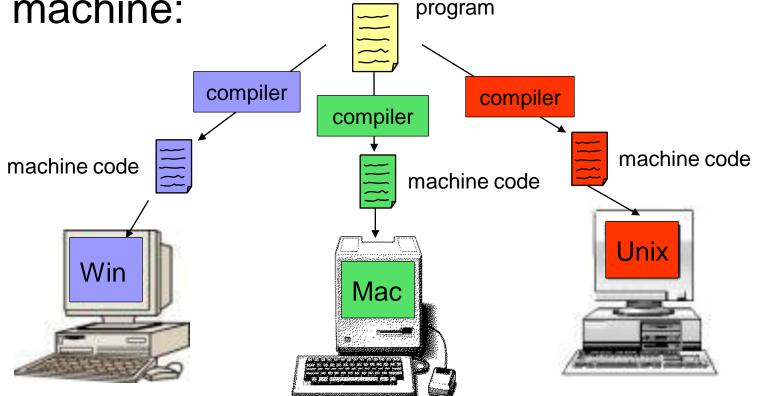
- What is Python?
- Why Python, in general?
- Why Python, for us?
- The Development Cycle
- Basic Syntax
- Interactive Experimentation (Lab)!

What is Python?

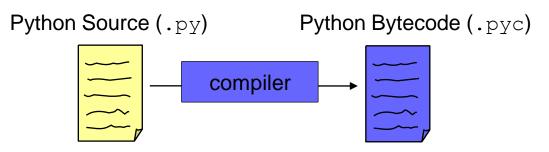
 ...interpreted. Languages like C/C++ require compilers to translate high-level code to machine code...



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

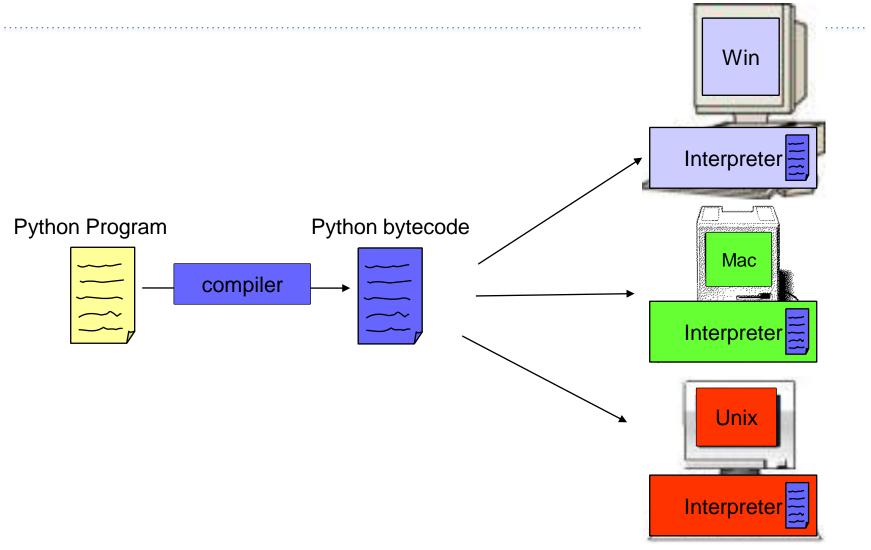


 In contrast, Python is compiled to an intermediate format called *bytecode*, which is understood by a *virtual machine*.



 This model is similar to Java's and is designed to allow you to 'Write Once, Run Anywhere'

- This is accomplished through the use of Python virtual machines, or *interpreters,* which are built on each type of machine.
- The interpreter simulates the VM bytecode on the actual hardware, translating the VM's 'native' calls to machine code.
- This presents a standard interface to the language, allowing portability



 Compilation-transparent in the reference implementation (CPython) – it happens automatically!

- Interestingly, implementations exist for other VMs on the same hardware:
 - Jython compiles to Java VM bytecode
 - Iron Python compiles to .NET bytecode

 Dynamically typed; variable types are determined at runtime depending on what you assign to them:

```
# int
a = 1
# string
a = ``a''
# list
a = [1,2,3]
# dictionary
a = {1:2,3:4}
```

Why Python?

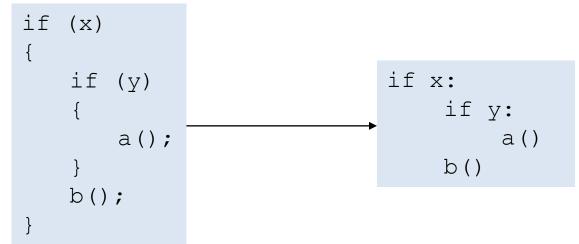
Python because...

 Python's interpreted nature makes it portable and architecture-agnostic; if a machine runs Python, it'll run your code.

 Python, like Java, includes many convenient built-in functions and datastructures which are already optimized for its virtual machine.

Python because...

 Python's syntax is designed to be readable and fast to write. In addition to dynamic typing, whitespace is used as a block delimiter, and semicolons are not usually necessary:



Python because...

- Useful data structures (dictionaries, tuples, lists, etc.) are built-in and do not need to be separately imported
- Lack of a separate compile step speeds rapid prototyping and debugging
- Dynamic typing speeds up development no need to explicitly specify method argument types beforehand

Why Python, For Us?

Python for us, because...

- 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
 - Google AppEngine, and its progenitor -
 - Django

The Development Cycle

The (Ideal) Development Cycle

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

Strongly suggest unit testing with PyUnit

The (Real) Development Cycle

• As above, but faster.

Python, as a dynamically typed, dynamic 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.

Strong Recommendations

- Use self-documenting variable names

 e.g. "name" instead of "n"
- Use full length camelcase for class names
 - e.g. "CustomPresenter" not "custpres"
 - More style tips at http://www.python.org/dev/peps/pep-0008/
- Comment everything that's not absolutely obvious
 - Can you read your own code in 10 years?

Basic Syntax

Syntax

 As mentioned before, blocks are delimited with whitespace: specifically, four spaces (and no tabs)

accum = 0 for i in range(0:5) accum += i

Syntax

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



Syntax

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

#	This	is	а	comment
foo()				

// // //

This is a longer comment

foo()

Interactive Experimentation

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'>
>>>
```



Lab