

Python Programming - I

Short, Unique and Mysterious



Why is the
Programming
Language
named so?

a

Monty Python's *Flying Circus*

“At the time when he began implementing Python, Guido van Rossum was also reading the published scripts from "Monty Python's Flying Circus" (a BBC comedy series from the seventies, in the unlikely case you didn't know).

It occurred to him that he needed a name that was **short, unique**, and **slightly mysterious**, so he decided to call the language Python.”

-Charlie Cheever
(Quora User & Founder)

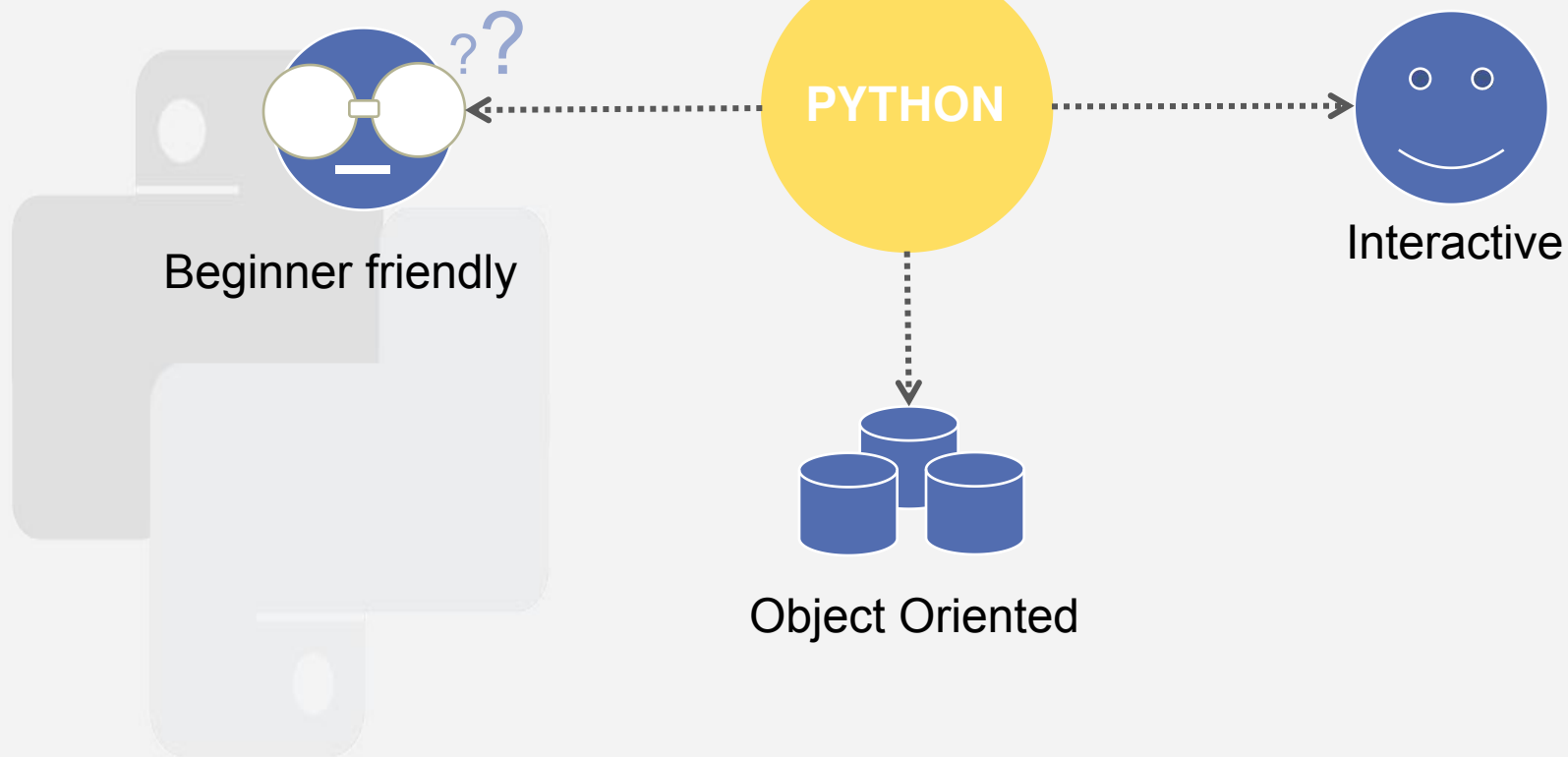


**Guido van
Rossum**



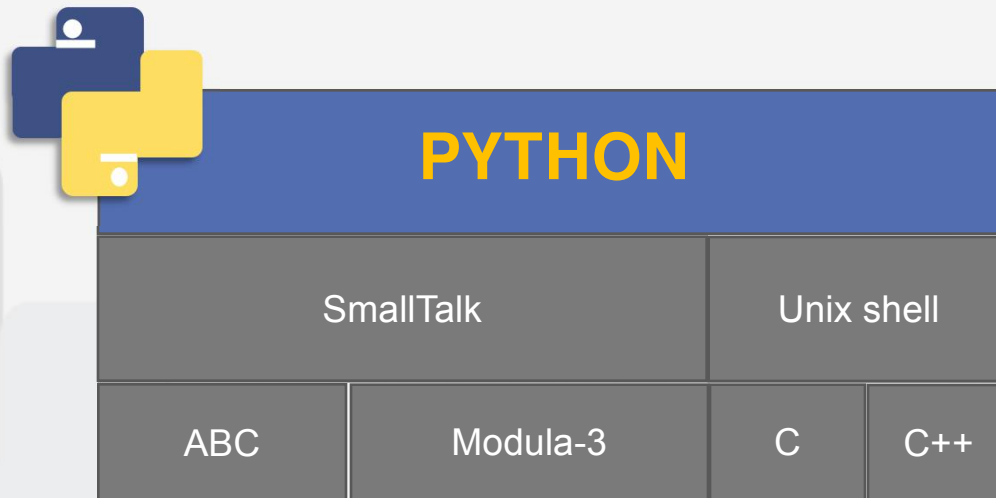
What should I
know before
starting?

a





BUILDING BLOCKS of PYTHON



Note - The placement of Building blocks has no relevance for dependent blocks

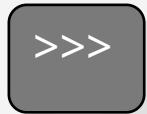
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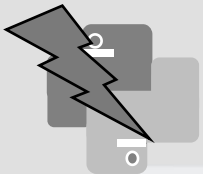
Installation & Configuration



Learning Basics



Python I & S



Quick Exercise



Installation & Configuration



- In latest LTS version of Ubuntu 16.04, Python comes installed with OS. Make sure you've updated version before starting
- To check the version of Python installed using following command on terminal

```
python --version
```

- In order to update you must perform foll. steps



Open web browser and go to <https://www.python.org/downloads/>



Download appropriate Source file as per OS & Extract files



Run **./configure** script in terminal of with respect to your extracted location, then use **make** & **make install**



Installation & Configuration



SETTING UP PATH:

- Programs and other executable files can be in many directories, so operating systems provide a search path that lists the directories that the OS searches for executables.
- The path is stored in an environment variable, which is a named string maintained by the operating system. This variable contains information available to the command shell and other programs.
- The path variable is named as PATH in Unix or Path in Windows (Unix is case-sensitive; Windows is not).

Type in Terminal: (Ctrl + Alt + T)

```
export PATH="$PATH:/usr/local/bin/python" and press Enter.
```



Learning Basics



RUNNING PYTHON

IDE: IDLE, PyCharm

Interpreted & Interactive Mode: Open and type in `python` or `python3` in case you've updated

```
mister-t@BrightMachine: ~  
mister-t@BrightMachine:~$ python  
Python 2.7.12 (default, Nov 19 2016, 06:48:10)  
[GCC 5.4.0 20160609] on linux2  
Type "help", "copyright", "credits" or "license" for more information.  
>>> print 'Hello, Python'  
Hello, Python  
>>> 
```



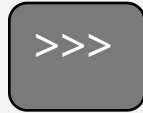
Learning Basics



There are slight differences from version to version, and are not majorly changed with respect to syntax.

Remember - Python is a **Case-sensitive** language

```
mister-t@BrightMachine: ~  
mister-t@BrightMachine:~$ python3  
Python 3.5.2 (default, Nov 17 2016, 17:05:23)  
[GCC 5.4.0 20160609] on linux  
Type "help", "copyright", "credits" or "license" for more information.  
>>> print('Hello, Python')  
Hello, Python  
>>> █
```



Python I & S



- The three closed angular brackets at the beginning of every line is the Python prompt
- It marks the beginning of the Interpreter

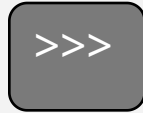
EXERCISE:

Type following in Interpreter mode of python

```
a = "Hello"    # Assiging of values
b = "Python"
print(a, b)
'''
```

```
Printing does not require
format specifier
'''
```

and observe the output.



Python I & S

- The **Interpreter** mode is easy and fast enough to execute line by line, but when it comes to one monolithic programming logic we go for writing **Scripts**.
- It is similar the way we have been writing programs for C++ & Java.

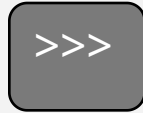
multiply.py

```
#!/usr/lib/python3.5
```

```
a = 3
```

```
b = 7
```

```
print("Multiplication of 3 * 7 = ", a * b)
```

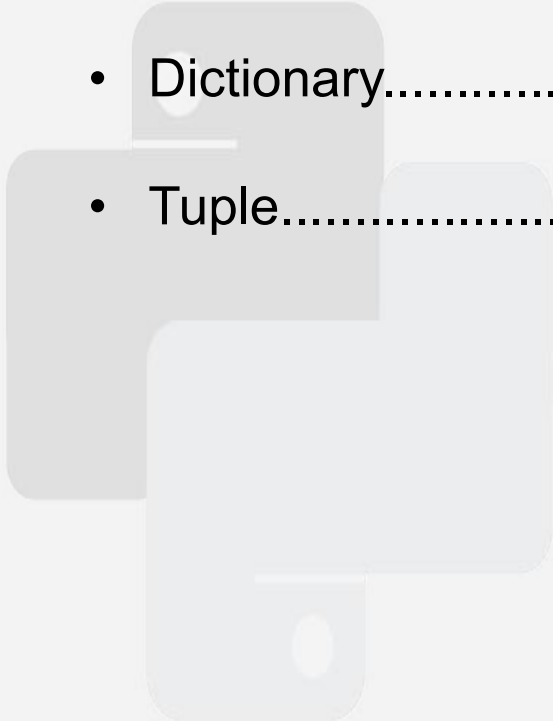


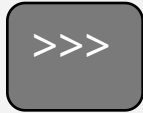
Python I & S



DATA TYPES:

- Numbers/Integers.....(0, -1, 34, 2.1, 10065e, 10222.122254L)
- String.....(Hello world, Sum=, Enter value)
- List.....(Grocery list, to do list)
- Dictionary.....(a:First Letter, b:Second Letter)
- Tuple.....(List of Marks, Race records)





ASSIGNING VALUES:

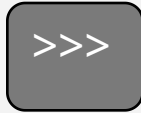
- A well understood paradigm in programming of assigning values to variables is much easier in Python
- Foll. the given examples-
 - ① Name = "Lord Snow"
 - ② Year = 2017
 - ③ Birth = Death = "Undecided"
- **Strings** needs to be written in either Single Quotes (' ') or Double Quotes (" ") to save it as a string
- **Number** can be assigned plainly, & can be integer or float
- **Multiple assignments** is easily possible in transitive manner

EXERCISE:

Type following in **Script Mode**

```
uname = first_name = "Emily"  
pass = "password"  
print("Your Credentials are UN",uname," PW",pass)
```

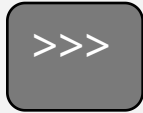
and execute the script



Python I & S

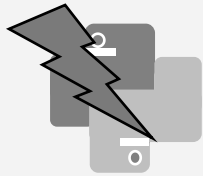
RESERVED WORDS:

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



IDENTIFIERS:

1. **Class names** - All classname's must initiate with Uppercase letters.
 - Eg- Add, Round, Animate
1. **Private** - A private identifier must begin with an underscore "_".
 - Eg - `_varA`, `_varB`
1. **Strongly Private** - A Strongly private identifier initiates with double underscores "__".
 - Eg - `__varC`, `__Add`
1. **Special Names** - There exists a set of names which initiate and end with double underscores denoting it as a name with special meaning.
 - Eg - `__init__`



Quick Exercise



Try the following in Python Interpreter:

INTEGERS

```
>>> 5+4
9
```

```
>>> 5-4
1
```

```
>>> 5*4
20
```

```
>>> 5**4
625
```

Exponential
operation: 5^4

```
>>> 5/4
1.25
```

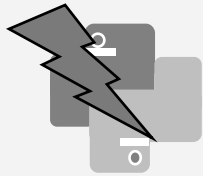
```
>>> -5/4
-1.25
```

Integer division
rounds down

```
>>> 5%4
1
```

```
>>> -5%4
3
```

remainder (mod)
division returns 0
or positive



Quick Exercise



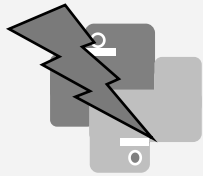
```
>>> 65536*65536  
65536
```

```
>>> 4294967296*4294967296  
18446744073709551616L
```

No inherent limit to Python's integer arithmetic:
can keep going until we run out of memory

Note: Long (L) is discontinued since Python 3.X





Quick Exercise



FLOATING POINT

```
>>> 1.0  
1.0
```

Floating point number
(& usual issues with them)

```
>>> 1/2  
0.5
```

Ok

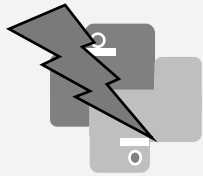
```
>>> 1/4  
0.25
```

Ok

```
>>> 0.1
```

```
0.100000000000000001
```

Issues with representation in
base 2 (Although it has been covered from Python 2.7
onwards)



Quick Exercise



TESTING ACCURACY

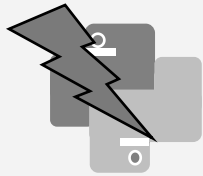
```
>>> 65536.0*65536.0  
4294967296.0
```

```
>>> 4294967296.0*4294967296.0  
1.8446744073709552e+19
```

Accuracy of upto 16 places after Decimal

```
>>> 1.157920892373162e+77*1.157920892373162e+77  
1.3407807929942597e+154
```

```
>>> 1.3407807929942597e+154 *  
1.3407807929942597e+154  
inf
```



Quick Exercise

MACHINE EPSILON

```
>>> 1.0 + 1.0e-16  
1.0
```

Too small to make
a difference

```
>>> 1.0 + 2.0e-16  
1.000000000000000002
```

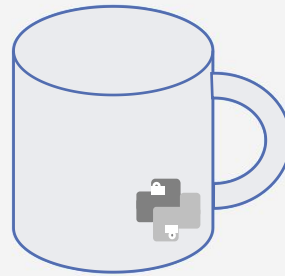
Large enough, hence
more precision

```
>>> 1.0 + 1.1e-16  
1.0
```

```
>>> 1.0 + 1.9e-16  
1.000000000000000002
```

'e' - Means

$9.0122222900391 \times 10^{-5}$



To Be Resumed in Next Slide



@mitu_skillologies



/mlTuSkillologies



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