

# Algorithmic and programming



2018 - 2019

# Python

- Developed by Guido van Rossum.
- Interpreted language
- Dynamically typed

# Python

- Python interpreter

Python 3.7.1 (v3.7.1:260ec2c36a, Oct 20 2018, 14:57:15)

[MSC v.1915 64 bit (AMD64)] on win32

Type "help", "copyright", "credits" or "license" for more information.

>>>

# Python

- Python interpreter
  - Evaluation of inputs

```
>>> 3+2
```

```
5
```

```
>>> "Hello "+"world"
```

```
'Hello world'
```

```
>>> "you"*3
```

```
'youyouyou'
```

# Python

- The interpreter
  - To exit python interpreter

Exit() or ctrl-D (Unix or Mac OS) or ctrl-Z (windows)

# Python

- Indentation matters to the meaning of the code. It is used to indicate a block of statements
- Variable type do not need to be declared, Python figures out variables types on its own.
- To assign a value to a variable, = is used.

# Python

- **Basic datatypes**

Integer

```
x=3  
y= x+3
```

Floats

```
x=3.5  
y= 5/2
```

Strings

```
x= 'Hello'  
y= "Hello"  
z= """ Hello """
```

Booleans

```
x=True
```

# Python

- **Operators:**

Assignment :

Simple            `x=7`

Simultaneous    `x=y=7`

Concurrent        `x,y=7, 53.2`

check the type : `type(x)`

Test the type : `isinstance(x,float)`

# Python

- **Operators:**

Arithmetic operators : + , - , \* , / , %

Operator	Description
a+b	Addition of a and b
a-b	Subtraction of b from a
a*b	Multiplication of a with b
a/b	Division of a over b
a//b	Floor division of a over b
a**b	a power of b

# Python

- **Operators:**

Logical operators : **and, or, not**

Relational operators : **>, <, >=, <=, ==, !=**

# Python

- **Bonus**

`x+=1`      (`x=x+1`)

`x-=1`      (`x=x-1`)

`x*=1`      (`x=x*1`)

# Python

- **Input and output statements**

Output : `print (expression1, expression2, ...)`

Example: `print("the value is :", x)`

Input : `input ([string])`

Examples: `x=input("please enter a value")`  
`x=input()`

# Python

- **Control structures**

Conditional : **if (condition):**  
**statements**

Example:

```
if x>0:  
    x= x+1  
    z= x/2
```

Both statements are executed  
if  $x > 0$

```
if x>0:  
    x=x+1  
z=x/2
```

only the first statement is  
conditional

# Python

- **Control structures**

Conditional : **if (condition):**  
    **statements\_if**  
**else:**  
    **statements\_else**

# Python

- **Control structures**

Conditional : **if (condition):**  
    **statements\_1**  
**elif (condition):**  
    **statements\_2**  
**else:**  
    **statements\_3**

# Python

- **Control structures**

Loop statement : **while (condition):**  
**statements\_1**

Example

```
i=1
while i<10:
    print(i, "looping")
    i+=1
```

# Python

- **Control structures**

Loop statement : **while (condition):**  
**statements\_1**

Example

```
i=1  
while i<10:  
    print(i, "looping")  
    i+=1
```

# Python

- **Control structures**

Loop statement : **for element in sequence:**  
**statements**

## Examples

- `for i in range (0,3):`  
`print(i, “looping”)`
- `str= “abcd”`  
`for i in str:`  
`print i`

# Python

- **Control structures**

Loop statement :

**Break** stops the loop

**Continue** stops the current iteration and immediately go to the next one

# Functions

# Python

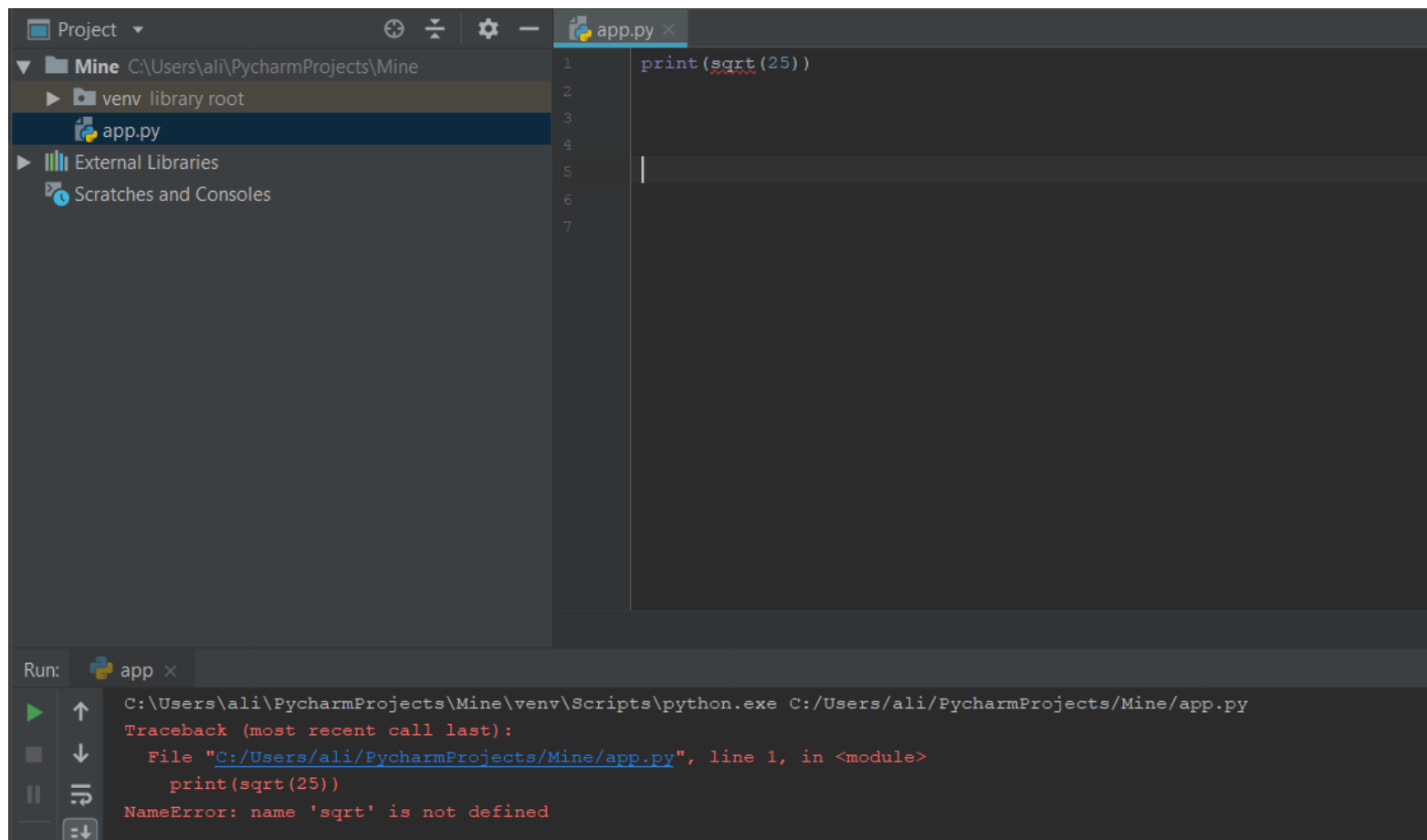
- **Library functions**

Examples: `print()`, `range()`, `sqrt()`

You just need to import appropriate libraries.

# Python

- **Library functions**



The screenshot shows the PyCharm IDE interface. The left sidebar displays the project structure for 'Mine' at 'C:\Users\ali\PycharmProjects\Mine', including a 'venv' directory and an 'app.py' file. The main editor window shows the content of 'app.py' with the following code:

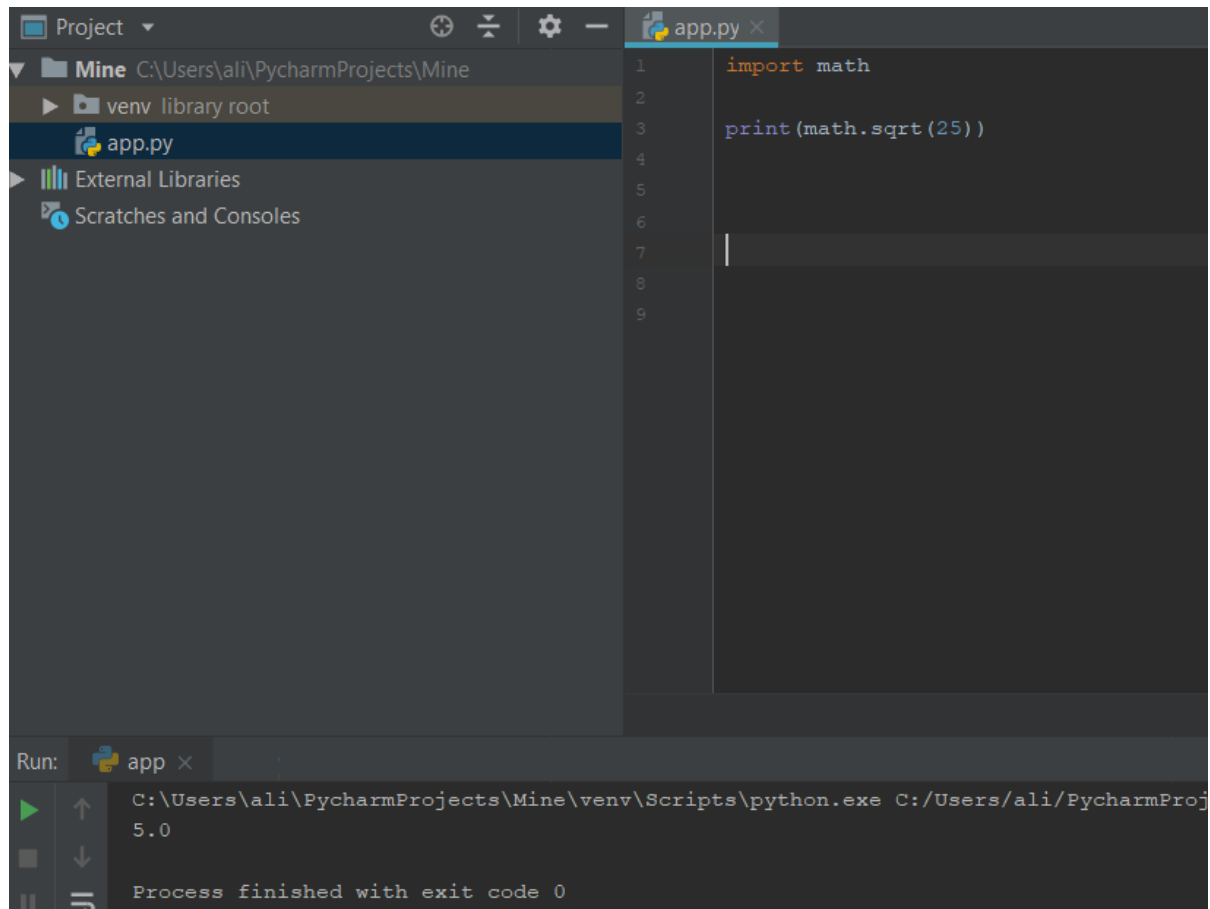
```
1 print(sqrt(25))
2
3
4
5
6
7
```

The 'Run' tool window at the bottom shows the execution command and the resulting error:

```
Run: app x
C:\Users\ali\PycharmProjects\Mine\venv\Scripts\python.exe C:/Users/ali/PycharmProjects/Mine/app.py
Traceback (most recent call last):
  File "C:/Users/ali/PycharmProjects/Mine/app.py", line 1, in <module>
    print(sqrt(25))
NameError: name 'sqrt' is not defined
```

# Python

- **Library functions**



The screenshot shows a Python IDE interface. The left sidebar displays a project structure for 'Mine' located at 'C:\Users\ali\PycharmProjects\Mine'. It includes a 'venv library root' folder, the 'app.py' file, 'External Libraries', and 'Scratches and Consoles'. The main editor window shows the following Python code:

```
1 import math
2
3 print(math.sqrt(25))
4
5
6
7
8
9
```

At the bottom, the 'Run' console shows the execution command: 'C:\Users\ali\PycharmProjects\Mine\venv\Scripts\python.exe C:/Users/ali/PycharmProj' and the output '5.0'. Below the command, it states 'Process finished with exit code 0'.

# Python

- **User defined functions**

# Python

- **User defined functions**

Syntax:

```
def function_name (parameter1, parameter2, ...):  
    body of the function
```

- ✓ The types of the parameters are determined implicitly by their use.
- ✓ Parameters are optional
- ✓ If a function does not return a value explicitly, it returns **NONE**.

# Python

- **Example:**

```
def add(a, b):  
    result = a + b  
    return result
```

# Python

- **Example:**

```
def message():  
    print('Welcome to EISTI')  
    ~~~~~
```

# Python

- **Calling a function**
  - ✓ Passing arguments to a function

**Example:**

```
print(add(5, 3))
```

# Python

- **Calling a function**
  - ✓ Call by value
    - Example:

```
message ()
```

# Python

- **Calling a function**
  - ✓ Always done by value except for some mutable types.
    - The value of the variable is passed to the function as a parameter.
    - **Different memory** is allocated to the parameters.

# Python

- **Calling a function**
  - ✓ Call by value
    - Example:

```
def add(a, b):  
    a=a+1  
    result = a + b  
    return result  
  
a=3  
print(add(a, 3), a)
```

# Python

- **Exercises:**
  - ✓ Write a function to compute the maximum of three given values.
  - ✓ Write a function to compute the perimeter along with the area of a given.
  - ✓ Write a function that return the mirror of a given string.

# Tuples

# Python

- **Tuples**

- ✓ Immutable ordered sequence of heterogeneous type items.

Immutable: **cannot be modified once created.**

Heterogeneous: **mixed types.**

# Python

- **Tuples**

- ✓ Immutable ordered sequence of heterogeneous type items.

```
x = (23, "test", (3.14, "ouch"), 5)
```

x[0]

x[2][1]

# Python

- **Tuples**

- ✓ Immutable ordered sequence of heterogeneous type items.

```
x = (23, "test", (3.14, "ouch"), 5)
```

Count from the end

x[-1]

# Python

- **Exercise**

Write a function that returns the name and the age of the user

# **Arrays (lists)**

# Python

- **List**
  - ✓ Sequence of values
  - ✓ Each value identified by its position

# Python

- **List**

- ✓ Sequence of values
- ✓ Each value identified by its position
- ✓ Python counts from 0.
- ✓ Can count from the end.
- ✓ Use function len to get the length of a list

# Python

- **List**

- ✓ Printing each element of the list

```
primes=[2,3,5,7,11,13]
for i in primes:
    print(i)
```

# Python

- **List**

- ✓ Adding one to each element of the list

```
primes=[2,3,5,7,11,13]
i=0
while i<len(primes):
    primes[i]=primes[i]*2
    i=i+1
```

# Python

- **List**

- ✓ Compute the sum

```
primes=[2,3,5,7,11,13]
sum=0
for i in primes:
    sum+=i
```

# Python

- **Add an element to the list**

- ✓ `Append()`

# Python

- **Lists functions**

- ✓ Reverse()

- ✓ Sort()

- ✓ Insert (index, element)

- ✓ Remove(element)