Programming Principles in Python (CSCI 503/490)

Syntax & Types

Dr. David Koop

(some slides adapted from Dr. Reva Freedman)





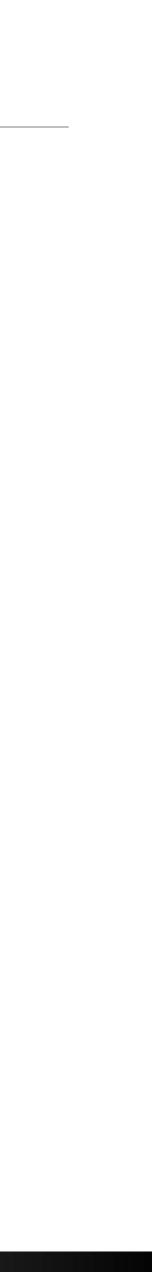
Administrivia

- Course Web Site
- TA: B V S Eswar Gottuparthi (Blackboard Collaborate)
- Syllabus
 - Plagiarism
 - Accommodations
- Assignments
- Tests: 2 (Sept. 27, Nov. 3) and Final (Dec. 6)
- - Grad students have extra topics, exam questions, assignment tasks

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• Course is offered to both undergraduates (CS 490) and graduates (CS 503)





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Using Python & JupyterLab on Course Server

- <u>https://tiger.cs.niu.edu/jupyter/</u>
- Login with you Z-ID (lowercase z)
- You should have received an email with your password
- Advanced:
 - Can add your own conda environments in your user directory









Using Python & JupyterLab Locally

- www.anaconda.com/download/
- Consider <u>mamba</u> (faster) and <u>conda-forge</u>
- Anaconda includes JupyterLab
- Use Python 3.10 (may have to install)
- Anaconda Navigator
 - GUI application for managing Python environment
 - Can install packages & start JupyterLab
- Can also use the shell to do this:
 - \$ jupyter lab
 - \$ conda install <pkg_name>

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Zen of Python

- Written in 1999 by T. Peters in a message to Python mailing list • Attempt to channel Guido van Rossum's design principles • 20 aphorisms, 19 written, 1 left for Guido to complete (never done)

- Archived as PEP 20
- Added as an easter egg to python (import this)
- Much to be deciphered, in no way a legal document
- Jokes embedded
- <u>Commentary</u> by A.-R. Janhangeer









Explicit Code

- Goes along with complexity
- Bad:

def make complex(*args): $x_{\prime} y = args$ return dict(**locals())

• Good

def make complex(x, y): return {'x': x, 'y': y}

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[The Hitchhiker's Guide to Python]



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Don't Repeat Yourself

- "Two or more, use a for" [Dijkstra]
- Rule of Three: [Roberts]
 - Don't copy-and-paste more than once
 - Refactor into methods
- Repeated code is harder to maintain
- Bad
 - Good f1 = load file('f1.dat') for i in range(1,4): r1 = get cost(f1)f = load file(f'f{i}.dat')
 - f2 = load file('f2.dat')
 - r2 = get cost(f2)
 - f3 = load file('f3.dat')
 - r3 = get cost(f3)

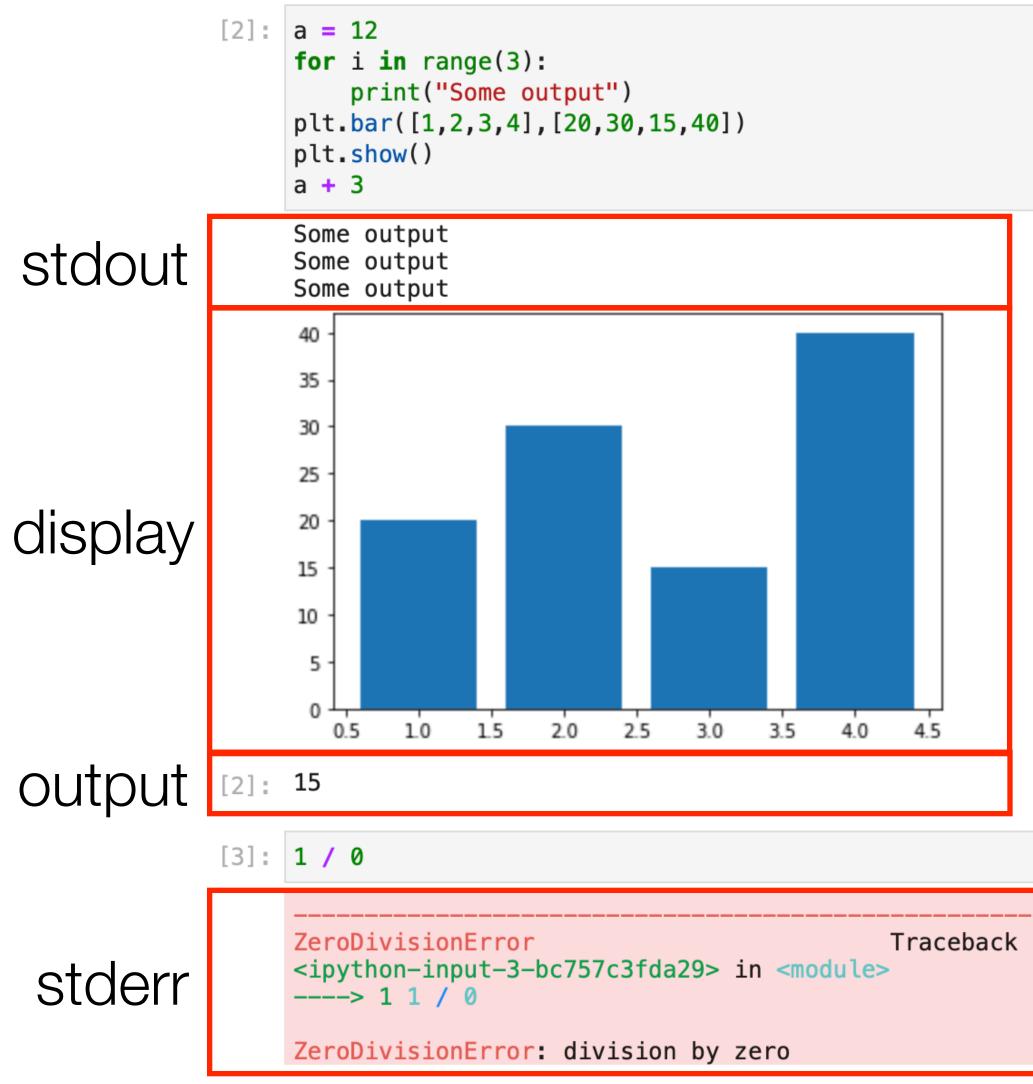
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r = get cost(f)





Multiple Types of Output



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Traceback (most recent call last)





<u>Assignment 1</u>

- Due Friday
- Get acquainted with Python using notebooks
- Make sure to follow instructions
 - Name the submitted file a1.ipynb
 - Put your name and z-id in the first cell
 - Label each part of the assignment using markdown
 - Make sure to produce output according to specifications
- ipynb files are in a JSON format. Please maintain the ipynb extension!
- Questions?







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Quiz Thursday





Print function

- •print("Welcome, Jane")
- Can also print variables:

first_name = "Jane"
last_name = "Smith"
print(last_name, first_name)





Python Math and String "Math"

- Standard Operators: +, -, *, /, %
- Division "does what you want" (new in v3)
 - -5/2 = 2.5
 - 5 // 2 = 2 # use // for integer division
- Shortcuts: +=, -=, *=
- NO ++, --
- Exponentiation (Power): **
- Order of operations and parentheses: (4 3 1 vs. 4 (3 1))
- "abc" + "def"
- "abc" * 3





Python Strings

- Strings can be delimited by single or double quotes
 - "abc" and 'abc' are exactly the same thing
 - Easier use of quotes in strings: "Joe's" or 'He said "Stop!"'
- Triple quotes allow content to go across lines and preserves linebreaks
 - """This is another string"""
- String concatenation: "abc" + "def"
- Repetition: "abc" * 3
- Special characters: $\n \t$ like Java/C++





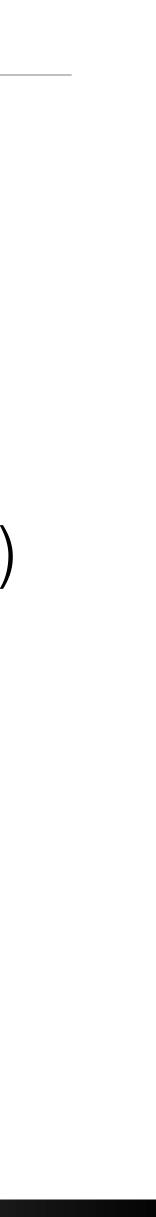
Comments in Python

- # for single-line comments
 - everything after # is ignored
 - -a = 3 # this is ignored
 - # this is all ignored
- - A literal string without assignment, etc. is basically a no-op
 - ""This is a string, often used as a comment"""
 - """This string has multiple lines"""

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• Triple-quoted strings also used for comments (technically, any string can be)





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Python Variables and Types

- No declaration apart from assignment, no need for types
- Variables are names, not memory locations
 - a = 0
 - a = "abc"
 - a = 3.14159
- Strings are a type along with integer and floats
 - + containers (lists, dictionary)
 - + classes





Identifiers

- A sequence of letters, digits, or underscores, but...
- Also includes unicode "letters", spacing marks, and decimals (e.g. Σ)
- Must begin with a letter or underscore (_)
- Why not a number?

derscores, but... acing marks, and decimals (





Identifiers

- A sequence of letters, digits, or underscores, but...
- Also includes unicode "letters", spacing marks, and decimals (e.g. Σ)
- Must begin with a letter or underscore ()
- Why not a number? Ambiguity, 8j is a complex number, 8e27 is a float
- Case sensitive (a is different from A)
- Conventions:
 - Identifiers beginning with an underscore () are reserved for system use - Use underscores (a long variable), not camel-case (aLongVariable) - Keep identifier names less than 80 characters
- Cannot be reserved words





Reserved Words and Reassigning builtins

- Some words cannot serve as identifiers (called keywords in Python)
 - import keyword keyword.kwlist
 - ['False', 'None', 'True', 'and', 'as', 'assert', 'async', 'await', 'break', 'class', 'continue', 'def', 'del', 'elif', 'else', 'except', 'finally', 'for', 'from', 'global', 'if', 'import', 'in', 'is', 'lambda', 'nonlocal', 'not', 'or', 'pass', 'raise', 'return', 'try', 'while',

- 'with', 'yield']
 - False = True # SyntaxError
- Some other words (python's builtins) can, but this can cause problems
 - int = 34
 - int("12") # TypeError





Programming Principle: Use Meaningful Identifiers

- Show intention:
 - Bad: var34
 - Good: time difference
- Simple but technical:
 - Bad: in order list of jobs
 - Good: job queue
- Be consistent:
 - Bad: user list and groups
 - Good: user list and group list

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• Easy pronunciation: Not egészségedre (perhaps ok if you're Hungarian)







lypes

- Don't worry about types, but think about types
- Variables can "change types"
 - -a = 0
 - a = "abc"
 - a = 3.14159
- Actually, the name is being moved to a different value.
- You can find out the type of the value stored at a variable v using type (v)
- Some literal types are determined by subtle differences
 - 1 vs 1. (integer vs. float)
 - 1.43 vs 1.43 j (float vs. imaginary)
 - '234' vs b'234' (string vs. byte string)







Type Conversion

- Python converts integers to floats when types are mixed -1 + 3.4 # evaluates to 4.4 (float)
- Functions can return different types than inputs - round (3.9) # evaluates to 4 (int)
- Can do explicit type conversion
 - -int(3.9) # evaluates to 3 (int)
 - float (123) # evaluates to 123. (float)
 - int("123") # evaluates to 123 (int)
 - str(123) # evaluates to "123" (string)









Numeric Precision

- Integers have infinite precision and are as big as you want them
- - -9.33262154439441e+157
 - Python keeps 17 significant digits
 - Python by default only prints up to 12 (many times less)
- Python has support for infinite precision (Decimal)
- How might this work; how could you store a floating point number with infinite precision using python?

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- 93326215443944152681699238856266700490715968264381621468592 96389521759999322991560894146397615651828625369792082722375

• Floats do not have infinite precision but still hold large numbers (double-precision)







Expression Rules

- Involve
 - Literals (1, "abc"),
 - Variables (a, my height), and
 - Operators (+, -*, /, //, **)
- Spaces are irrelevant within an expression 34 # ok - a +
- Standard precedence rules
 - Parentheses, exponentiation, mult/div, add/sub
 - Left to right at each level
- Also **boolean** expressions









Assignment

- The = operator
- Can assign a literal, another variable, or any expression
 - -a = 34
 - b = a
 - -c = (a + b) ** 2
- Cannot use this operator in the middle of an expression, like in C_{++}

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However, Python 3.8 added a new operator (the "walrus") that allows this



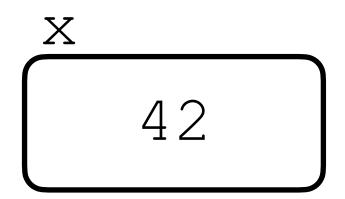




Assignment

name; space can be updated with a new value

$$int x = 42;$$

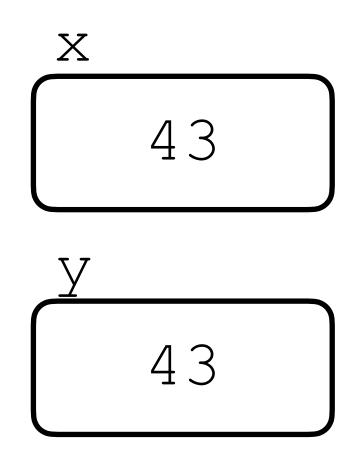


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• Other languages: set aside memory space for value and give that space a

$$x = x + 1;$$

int $y = x;$





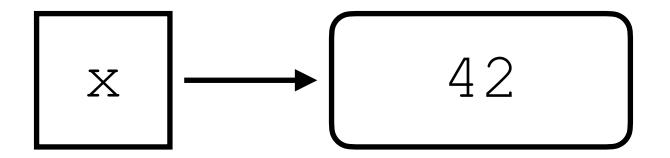


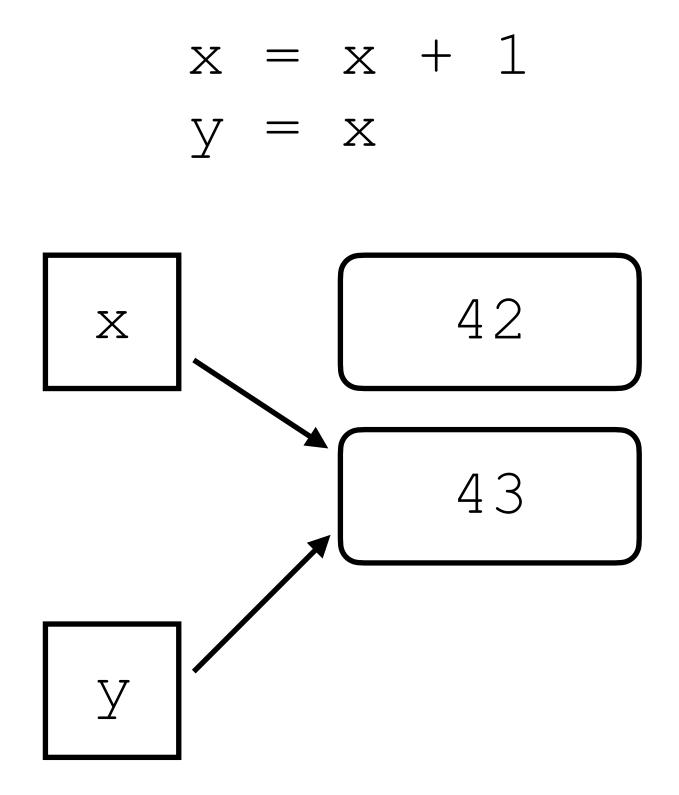


Assignment

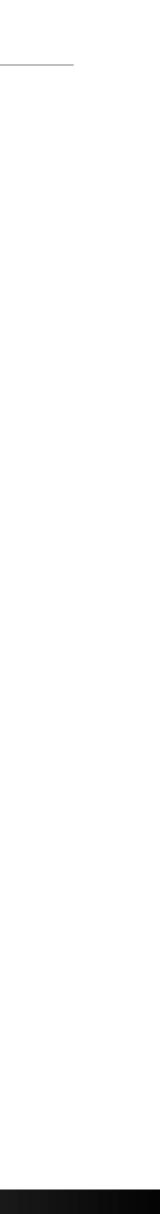
Python variables are actually pointers to objects (names for values)

$$x = 42$$













Augmented Assignment

- i += 1 # same thing as i = i + 1
- +=, -=, *=, /=, //=, **=
- Python does not have ++ or --

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Shorthand for mutation of a variable's value stored back in the same variable









Simultaneous Assignment

- Feature that doesn't appear in many other languages
- assignment

-a, b = 34 ** 2, 400 / 24

- Commas separate the variables and expressions
- Most useful for swapping variables

-a, b = b, a

How does this usually work?

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Allows multiple expressions to be assigned to different variables with one









Simultaneous Assignment

In most languages, this requires another variable

$$-x_old = x$$

$$X = Y$$

- y = x old
- Simultaneous assignment leaves less room for error:

- X, Y = Y, X

- Also useful for unpacking a collection of values:
 - dateStr = "03/08/2014"monthStr, dayStr, yearStr = dateStr.split("/")









Assignment Expressions

- AKA the "walrus" operator :=
- Names a value that can be used but also referenced in the rest of the expression
- (my pi := 3.14159) * r ** 2 + a ** 0.5/my pi
- Use cases: if/while statement check than use, comprehensions
- Supported in Python 3.8+







Assignment Expressions

- Contentious discussion on adding to the language

 - Leads to different coding styles
- Adopted, and community moving on to best practices

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- "There should be one-- and preferably only one --obvious way to do it"





