





Concepts & Design

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Why Python?

- * easy to learn
- * huge library
- * excellent science support
- * quick development turnaround



History

- * development started 1989
 main author Guido van Rossum (BDFL)
- * Python 2.0: October 2000 (now: 2.7.9)
- * Python 3.0: December 2008 (now 3.4.3)



Version Choice

- * Python 2 used to have better library support time to switch has come
- * Features from 3.0 ported to 2.6Features from 3.1 ported to 2.7
- * But: no more 2.x releases!
- * conversion tools available: 2to3 3to2
 largest visible change for beginners: print vs print()



Design choices

Zen of Python, by Tim Peters (import this)

- * Beautiful is better than ugly.
- * Explicit is better than implicit.
- * Simple is better than complex.
- * Complex is better than complicated.
- * Readability counts.
- * There should be one and preferably only one obvious way to do it.
- * If the implementation is hard to explain, it's a bad idea.



Design choices

- Multi-paradigm language: structured, object oriented & functional styles are all supported
- * Paradigms not enforced by language "We are all consenting adults here"
- * clean syntax, fun to use
- * Highly extensible:
 small core, large standard lib



Implementations

- * CPython: the reference implementation, interpreted bytecode (pyc files)
- * PyPy: just-in-time compiler to machine code
- * Jython targets Java JVM
- * IronPython: C# / .NET



Type system

strong typing

'foo'+5 is an error

dynamic typing a = ifoo' b = 2*a a = 5b = 2*a

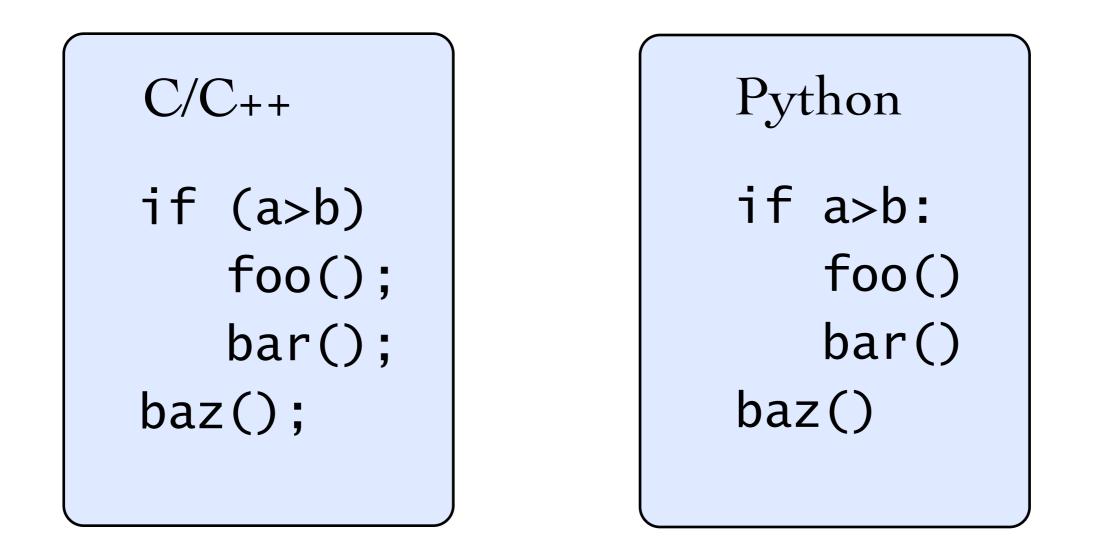
"duck typing" def foo(a,b): return a+b

function calls will take any argument types, runtime error if it doesn't fit



Syntax

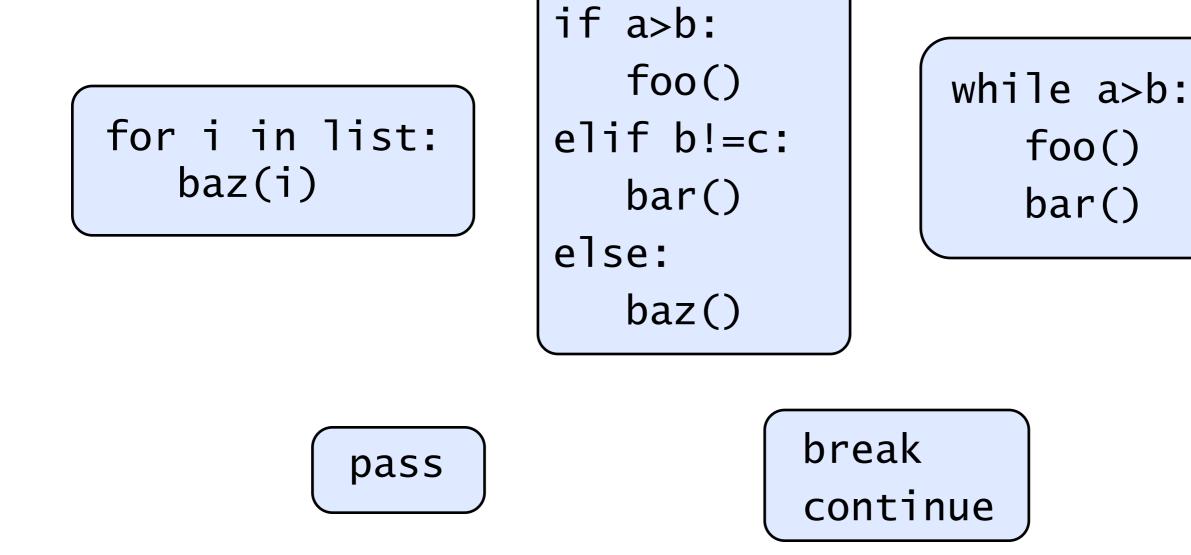
Whitespace is significant!





Syntax

Control flow





Syntax

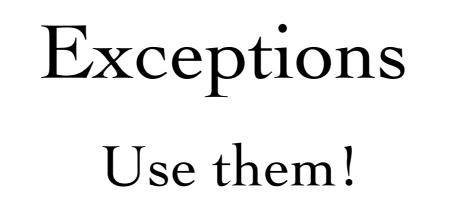
Function definition def stuff(a,b,c): a = 3*b return a+b-c

functions can be passed as values!

def timesN(N):
 def helper(x):
 return N*x
 return helper

times6 = timesN(6)
a = times6(7)





try: a = read_my_data() except: print("Corrupted data")

```
is almost always preferable to:
    if consistent_data():
        a = read_my_data()
        else:
        print("Corrupted data")
```



Expressions

mostly as expected from other languages transparent arbitrary-length integers!

Be careful with division in Python 2!

5/3 == 1 5./3. == 1.666666666667

Can be "fixed" with this line at the top:

from __future__ import division

Boolean operators are written out:

and or not True False



Strings String delimiters: use 'or "as needed, no difference

a = "Fred's house" b = 'He said "Hello!" to me'

Verbatim texts in triple quotes """can go over several lines like this ,, ,, ,,



String formatting

Two styles:

"I ate %d %s today" % (12, "apples") (like printf())

"I ate {} {} today".format(12,"apples")

The second option is more flexible:

text = "I ate {num} {food} today. Yes, really {num}."
answer = text.format(num=12,food="apples")



Collections list, tuple [3, 1, 'foo', 12.] mutable (3, 1, 'foo') immutable a[0] a[-1] a[2:5] a[2:10:2] index / slice access [x**2 for x in range(1,11)] list comprehension

dict, set

d={'name':'Monty', 'age':42}
 d['name'] d['age']

{3, 1, 'foo', 12.} unique elements, union, intersection, etc.



Some syntax niceties



Standard Library

Enormous variety:

- * Regular expressions, difflib, textwrap
- 🛠 datetime, calendar
- * synchronized queue
- * сору
- ✤ math, decimal, fractions, random
- ✤ os.path, stat, tempfile, shutil
- ✤ pickle, sqlite3, zlib, bz2, tarfile, csv
- * Markup, internet protocols, multimedia, debugging, ...



External packages

~50000 available at PyPI

http://pypi.python.org/pypi

..., Numpy, Scipy, Matplotlib,...

Easy installation with pip

Quality varies a lot!



warm-up to get familiar with editors, file handling, and of course Python

http://learnpythonthehardway.org/book/ Exercises 1–39

http://docs.python.org/2/tutorial/ Sections 3-8

http://projecteuler.net/problems



http://projecteuler.net/problems

A. 1, 2, 3 (to use basic language features) B. 14, 17 (use dict), 57 C. 70 (Cl i d) 109 (l d) 0 D i d)

C. 79 (file input), 102 (handle 2D points)