

Python Basics

Python is an interpreter, not a compiler

⇒ Your program (or you, at the console) are "in conversation" with the Interpreter

- Objects, functions, types are created and removed on demand.
- You can (not easy!) do interactive debugging

Data Types

int, long, float, complex, string, bool (some of)

Variables

x, y, h2, -- systemvar -- k2 -- special

- variables can be primitive data (1, "x2", ...)
- " " " " tuples, lists, dictionaries
- " " " " object references

mutable vs immutable

Operations on variables

x + y

x.method() ≠ x += y since
x = x.__add__(y)

suggest overloading?

Tuples

x = (5, 6, "end")

a, b, c = x is what happens?

Lists

x = [8, 9e10, x]

x[2]*

Dictionaries

x = { 'first': 5, "second": 0, "third": 2 }

x['second']

Slicing

$x[14:20]$

refers to the segment of list x ,

$x[14] \ x[15] \ \dots \ x[18] \ x[19]$

Since lists are mutable, we can

replace or delete a slice in a list

ex. `del x[14:20]`

$x[14:20] = [3, 4]$

Comparison

$x > y$, $x \geq y$, etc

$x == y$, $x != y$

x is y , x is not y

x in y , x not in y } membership,
 itemset

P and Q , P or Q , not P

chains of compare $a < b < c$

List & Dictionary Operations

Lists $+$, concatenate; $*$, repeated $+$
 $L.count()$, $L.index()$, $L.append()$, ...

Dictionaries:

$D.keys()$, $D.values()$, ...

$D.items()$ } return a function of
 $D.keys()$ }
 $D.values()$ } a special type called
an iterator.

Program Control

if expression :
while expression :
for expression :
try :
≡ and more

} can either be a one-liner or followed by a compound statement.
-- can have break/continue

for is the most unusual of these
(not like C, C++, Java ...)

ex: for x in "this is a string":
print x

for i in range(0, n): x[i] = None

in Java this would be

for (i=0; i < n; i++) x[i] = null;

Functions

def funcName (parameters):
statements

In Python, the parameters can be positional, keyword, optional, default, and any variation of these.

ex: def divide (p, q): return p/q
divide (8, 2)
divide (q=2, p=8)

Watch out! See example on page 60!