

Unit 6

Python

(Optional – Instructor may skip due to time constraints)

PROGRAMMING LANGUAGES

Computer Abstractions

- Recall that all computer programs must be converted to 1's and 0's (aka machine code)
- Similar to translating from one spoken language to another
- Imagine you need to give a speech in front of a crowd that does not speak your native language. How could you do it?

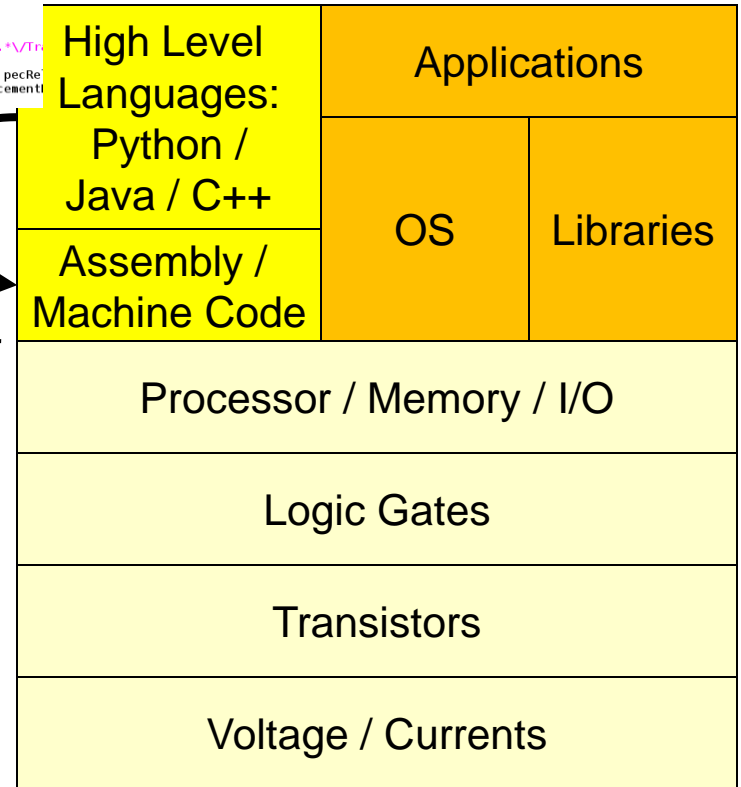
```
function enEdition(){
  /* Ne rien faire mode edit + preload */
  if( encodeURIComponent(document.location)
  turn;
  // /&preload=

  if ( !vgPageName.match(/Discussion.*\VTr
  var diff = new Array();
  var status; var pecTraduction; var pecRe
  var avancementTraduction; var avancement
```

Compilers / Interpreters



HW



Compiled vs. Interpreted Languages

Compiled (Natively)

- Requires code to be converted to the native machine language of the processor in the target system before it can be run
- Analogy: Taking a speech and translating it to a different language ahead of time so the speaker can just read it
- Faster
- Often allows programmer closer access to the hardware

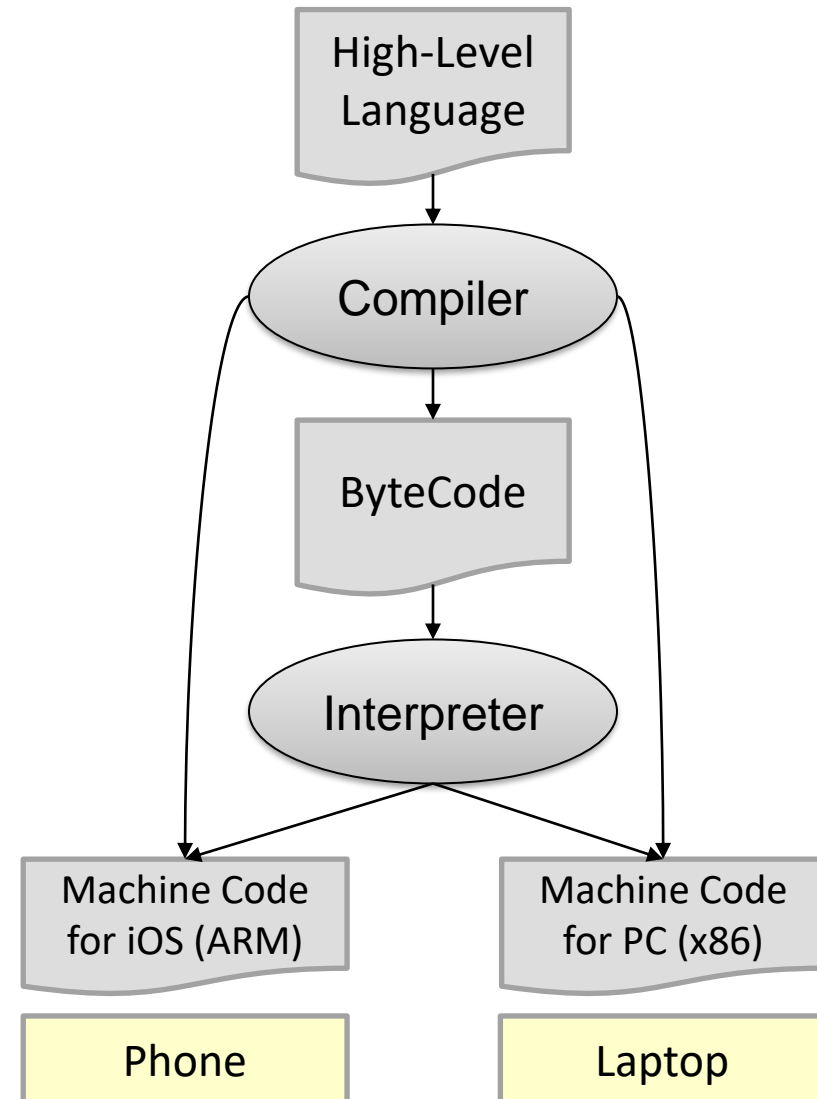
Interpreted

- Requires an interpreter program on the target system that will interpret the program source code command by command to the native system at run-time
- Analogy: Speaking through an interpreter where the speaker waits while the translator interprets
- Better portability to different systems
- Often abstracts HW functionality with built-in libraries (networking, file I/O, math routines, etc.)

<https://www.youtube.com/watch?v=qaj7nO1HUqA>

Best of Both Worlds?

- Many languages used for web and desktop apps (e.g. Java and Python) will compile their code to an intermediate form (aka bytecode)
 - Then an interpreter can be used to execute the byte code faster than interpreting the high-level language directly
 - New interpreters can be provided for new devices (platforms)
- Other languages like C/C++ compile their code directly to a form that can be executed and run on the device



A Live Demo

- Sort an array of integers from N-1 to 0
 - [9,999 9,998 9,997 ... 3 2 1] =>
 - [1 2 3 ... 9,997 9,998 9,999]
- With a Python script (interpreted)
- With C++ (compiled natively)
- With a "built-in" Python library function that does the same task we just wrote manually (different algorithm)
 - `a = range(N)`
 - `a.reverse()`
 - `a.sort()` // built-in sort implementation (non-interpreted)
- Note: Algorithms can make all the difference!

PYTHON

Credits

- Many of the examples below are taken from the online Python tutorial at:
 - <http://docs.python.org/tutorial/introduction.html>

Python in Context

- Two major versions with some language differences
 - Python 2.x
 - Python 3.x (we will focus on this version)
- Interpreted, not compiled like C++
 - Can type in single commands at a time and have them execute in "real time"
 - Somewhat slower
 - Better protection (no memory faults)

Interactive vs. Scripts

- Can invoke python and work interactively
 - % python #python 2.x
 - % python3 #python 3.x
 - >>> print("Hello World")
 - Ctrl-D (Linux/Mac) [Ctrl-Z Windows] at the prompt will exit.*
- Can write code into a text file and execute that file as a script
 - % python3 myscript.py

```
# python2.x  
>>>print "Hello world"  
  
# python3.x  
>>> print("Hello world")
```

myscript.py

Types

- Types
 - Bool: **True/False** (not **true/false**)
 - Integers
 - Integer division => see examples
 - Floats
 - Complex
 - Strings
- Dynamically typed
 - No need to "type" a variable
 - Python figures it out based on what it is assigned
 - Can change when re-assigned

```
>>> 3 / 2 # default to float
1.5
```

```
>>> 3 // 2 # integer division
1
```

```
>>> 1.25 / 0.5
2.5
```

```
>>> 2+4j + 3-2j
(5+2j)
```

```
>>> "Hello world"
'Hello world'
```

```
>>> 5 == 6
False
```

```
>>> x = 3
```

```
>>> x = "Hi"
```

```
>>> x = 5.0 + 2.5
```

Strings

- Enclosed in either double or single quotes
 - The unused quote type can be used within the string
- Can concatenate using the '+' operator
- Can convert other types to string via the `str(x)` method
- Compare with `==`, `!=`, etc.

```
>>> 'spam eggs'
'spam eggs'

>>> "doesn't"
"doesn't"

>>> '"Yes," he said.'
'"Yes," he said.'

>>> "Con" + "cat" + "enate"
'Concatenate'

>>> i = 5
>>> j = 2.75
>>> "i is " + str(i) + " & j is" + str(j)
'i is 5 & j is 2.75'
```

Simple Console I/O

- Python3.x
 - Output using `print()`
 - Must use parentheses
 - Use `end=' '` argument for ending options
 - Input using `input(prompt)`
 - Returns a string of all text typed until the newline
- Conversion to numeric types:
 - `int(string_var)` convert to an integer
 - `float(string_var)` convert to a float

```
>>> print("A new line will")
>>> print('be printed')
A new line will
be printed

>>> print('A new line will', end=' ')
>>> print(' not be printed')
A new line will be printed

# Getting input
>>> response = input("Enter text: ")
Enter text: I am here

>>> print(response)
I am here

>>> response = input("Enter a num: ")
Enter a num: 6

>>> x = int(response)
>>> x = float(response)
```

Selection Structures

- **if...elif...else**
- Ends with a **:** on that line
- Blocks of code delineated by indentation (via tabs/spaces)

```
myin = input("Enter a number: ")  
  
x = int(myin)  
  
if x > 10:  
    print("Number is greater than 10")  
elif x < 10:  
    print("Number is less than 10")  
else:  
    print("Number is equal to 10")
```

Iterative Structures

- **while <cond>:**
- Again code is delineated by indentation

```
secret = 18
attempts = 0
while attempts < 10:
    myin = input("Enter a number: ")
    if int(myin) == secret:
        print("Correct!")
        break
    attempts += 1
```

Lists

- Lists are like arrays from C++ but can have different (heterogenous) types in a single list object
- Comma separated values between square brackets
- Basic operations/functions:
 - `append(value)`
 - `pop(loc)`
 - `len(list)`

```
>>> x = ['Hi', 5, 6.5]
>>> print(x[1])
5

>>> y = x[2] + 1.25
7.75

>>> x[2] = 9.5
>>> x
['Hi', 5, 9.5]

>>> x.append(11)
['Hi', 5, 9.5, 11]

>>> y = x.pop(1)
>>> x
['Hi', 9.5, 11]

>>> print(y)
5

>>> len(x)
3
```


Iterative Structures

- **for <item> in <collection>:**
- collection can be list or some other collection
- For a specific range of integers just use `range()` function to generate a list
 - Start is inclusive, stop is exclusive
 - **`range(stop)`**
 - 0 through stop-1
 - **`range(start, stop)`**
 - start through stop-1
 - **`range(start, stop, step)`**
 - start through stop in increments of stepsize

```
# Prints 0 through 5 on separate lines
x = [0,1,2,3,4,5] # equiv to x = range(6)
for i in x:
    print(i)

# Prints 0 through 4 on separate lines
x = 5
for i in range(x):
    print(i)

# Prints 2 through 5 on separate lines
for i in range(2,6):
    print(i)

x = ["hi", "world", "bye"]
mystring = ""
for word in x:
    mystring += word + " "
```

Exercise 1

- Get integers from the user until they type `quit`
- Output only the sum of the 1st and last integers entered

```
7  
2  
-4  
9  
quit  
16
```