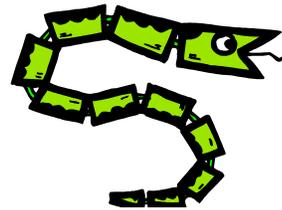




# Python I



Some material adapted  
from Upenn cmpe391  
slides and other sources

## Overview

- Names & Assignment
- Data types
- Sequences types: Lists, Tuples, and Strings
- Mutability
- Understanding Reference Semantics in Python

## A Code Sample (in IDLE)

```
x = 34 - 23      # A comment.  
y = "Hello"     # Another one.  
z = 3.45  
if z == 3.45 or y == "Hello":  
    x = x + 1  
    y = y + " World" # String concat.  
print x  
print y
```

## Enough to Understand the Code

- **Indentation matters to meaning the code**
  - Block structure indicated by indentation
- **The first assignment to a variable creates it**
  - Dynamic typing: no declarations, names don't have types, objects do
- **Assignment uses = and comparison uses ==**
- **For numbers + - \* / % are as expected.**
  - Use of + for string concatenation.
  - Use of % for string formatting (like printf in C)
- **Logical operators are words (and, or, not) not symbols**
- **The basic printing command is print**

## Basic Datatypes

- **Integers (default for numbers)**  
`z = 5 / 2 # Answer 2, integer division`
- **Floats**  
`x = 3.456`
- **Strings**
  - Can use `"..."` or `'...'` to specify, `"foo" == 'foo'`
  - Unmatched can occur within the string  
`"John's"` or `'John said "foo!".'`
  - Use triple double-quotes for multi-line strings or strings than contain both `'` and `"` inside of them:  
`"""a'b'c"""`

## Whitespace

Whitespace is meaningful in Python, especially indentation and placement of newlines

- Use a newline to end a line of code
  - Use `\` when must go to next line prematurely
- No braces `{}` to mark blocks of code, use *consistent* indentation instead
  - First line with *less* indentation is outside of the block
  - First line with *more* indentation starts a nested block
- Colons start of a new block in many constructs, e.g. function definitions, then clauses

## Comments

- Start comments with `#`, rest of line is ignored
- Can include a "documentation string" as the first line of a new function or class you define
- Development environments, debugger, and other tools use it: it's good style to include one

```
def fact(n):  
    """fact(n) assumes n is a positive  
    integer and returns factorial of n."""  
    assert(n>0)  
    return 1 if n==1 else n*fact(n-1)
```

## Assignment

- *Binding a variable* in Python means setting a *name* to hold a *reference* to some *object*
  - *Assignment creates references, not copies*
- *Names* in Python don't have an intrinsic type, *objects* have types
  - Python determines type of the reference automatically based on what data is assigned to it
- You create a name the first time it appears on the left side of an assignment expression:  
`x = 3`
- A reference is deleted via [garbage collection](#) after any names bound to it have passed out of scope
- Python uses *reference semantics* (more later)

## Naming Rules

- Names are case sensitive and cannot start with a number. They can contain letters, numbers, and underscores.

```
bob Bob _bob _2_bob_ bob_2 BoB
```

- There are some reserved words:  
and, assert, break, class, continue,  
def, del, elif, else, except, exec,  
finally, for, from, global, if,  
import, in, is, lambda, not, or,  
pass, print, raise, return, try,  
while

## Naming conventions

The Python community has these recommended naming conventions

- joined\_lower** for functions, methods and, attributes
- joined\_lower** or **ALL\_CAPS** for constants
- StudyCaps** for classes
- camelCase** only to conform to pre-existing conventions
- Attributes: interface, `_internal`, `__private`

## Python PEPs

- Where do such conventions come from?
  - The community of users
  - Codified in PEPs
- Python's development is done via the Python Enhancement Proposal (PEP) process
- PEP: a standardized design document, e.g. proposals, descriptions, design rationales, and explanations for language features
  - Similar to [IETF RFCs](#)
  - See the [PEP index](#)
- [PEP 8](#): Style Guide for Python Code

## Assignment

- You can assign to multiple names at the same time

```
>>> x, y = 2, 3
>>> x
2
>>> y
3
```

- This makes it easy to swap values

```
>>> x, y = y, x
```

- Assignments can be chained

```
>>> a = b = x = 2
```

## Accessing Non-Existent Name

Accessing a name before it's been properly created (by placing it on the left side of an assignment), raises an error

```
>>> y

Traceback (most recent call last):
  File "<pyshell#16>", line 1, in -toplevel-
    y
NameError: name 'y' is not defined
>>> y = 3
>>> y
3
```

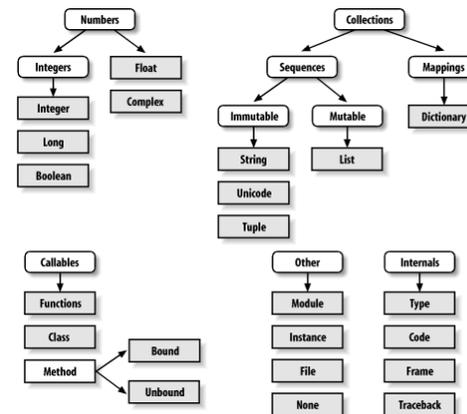
## Python's data types



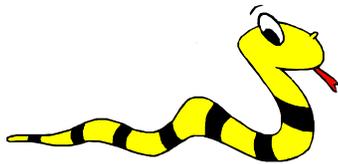
## Everything is an object

- Python data is represented by objects or by relations between objects
- Every object has an identity, a type and a value
- **Identity** never changes once created Location or address in memory
- **Type** (e.g., integer, list) is unchangeable and determines the possible values it could have and operations that can be applied
- **Value** of some objects is fixed (e.g., an integer) and can change for others (e.g., list)

## Python's built-in type hierarchy



## Sequence types: Tuples, Lists, and Strings



## Sequence Types

- Sequences are *containers* that hold objects
- Finite, ordered, indexed by integers
- Tuple: (1, "a", [100], "foo")
  - An *immutable* ordered sequence of items
  - Items can be of mixed types, including collection types
- Strings: "foo bar"
  - An *immutable* ordered sequence of chars
  - Conceptually very much like a tuple
- List: ["one", "two", 3]
  - A *Mutable* ordered sequence of items of mixed types

## Similar Syntax

- All three sequence types (tuples, strings, and lists) share much of the same syntax and functionality.
- Key difference:
  - Tuples and strings are *immutable*
  - Lists are *mutable*
- The operations shown in this section can be applied to *all* sequence types
  - most examples will just show the operation performed on one

## Sequence Types 1

- Define tuples using parentheses and commas

```
>>> tu = (23, 'abc', 4.56, (2,3), 'def')
```
- Define lists are using square brackets and commas

```
>>> li = ["abc", 34, 4.34, 23]
```
- Define strings using quotes (" , ' , or """).

```
>>> st = "Hello World"
>>> st = 'Hello World'
>>> st = """This is a multi-line
string that uses triple quotes."""
```

## Sequence Types 2

- Access individual members of a tuple, list, or string using square bracket “array” notation
- *Note that all are 0 based...*

```
>>> tu = (23, 'abc', 4.56, (2,3), 'def')
>>> tu[1]      # Second item in the tuple.
'abc'

>>> li = ["abc", 34, 4.34, 23]
>>> li[1]      # Second item in the list.
34

>>> st = "Hello World"
>>> st[1]      # Second character in string.
'e'
```

## Positive and negative indices

```
>>> t = (23, 'abc', 4.56, (2,3), 'def')
Positive index: count from the left, starting with 0
>>> t[1]
'abc'

Negative index: count from right, starting with -1
>>> t[-3]
4.56
```

## Slicing: Return Copy of a Subset

```
>>> t = (23, 'abc', 4.56, (2,3), 'def')
```

Returns copy of container with subset of original members. Start copying at first index, and stop copying *before* the second index

```
>>> t[1:4]
('abc', 4.56, (2,3))
```

You can also use negative indices

```
>>> t[1:-1]
('abc', 4.56, (2,3))
```

## Slicing: Return Copy of a Subset

```
>>> t = (23, 'abc', 4.56, (2,3), 'def')
```

Omit first index to make a copy starting from the beginning of container

```
>>> t[:2]
(23, 'abc')
```

Omit second index to make a copy starting at 1st index and going to end of the container

```
>>> t[2:]
(4.56, (2,3), 'def')
```

## Copying the Whole Sequence

- `[ : ]` makes a *copy* of an entire sequence  

```
>>> t[:]  
(23, 'abc', 4.56, (2,3), 'def')
```
- Note the difference between these two lines for mutable sequences  

```
>>> l2 = l1 # Both refer to same ref,  
           # changing one affects both  
>>> l2 = l1[:] # Independent copies, two  
              refs
```

## Copying a Sequence

```
>>> l1 = l2 = ['a','b','c']  
>>> l1  
['a', 'b', 'c']  
>>> l2  
['a', 'b', 'c']  
>>> l1[1] = 'x'  
>>> l1  
['a', 'x', 'c']  
>>> l2  
['a', 'x', 'c']  
>>>
```

```
>>> l1 = ['a','b','c']  
>>> l2 = l1[:]  
>>> l1  
['a', 'b', 'c']  
>>> l2  
['a', 'b', 'c']  
>>> l1[1] = 'x'  
>>> l1  
['a', 'x', 'c']  
>>> l2  
['a', 'b', 'c']  
>>>
```

## The 'in' Operator

- Boolean test whether a value is inside a container:  

```
>>> t = [1, 2, 4, 5]  
>>> 3 in t  
False  
>>> 4 in t  
True  
>>> 4 not in t  
False
```
- For strings, tests for substrings  

```
>>> a = 'abcde'  
>>> 'c' in a  
True  
>>> 'cd' in a  
True  
>>> 'ac' in a  
False
```
- Careful: the *in* keyword is also used in the syntax of *for loops* and *list comprehensions*

## + Operator is Concatenation

- The + operator produces a *new* tuple, list, or string whose value is the *concatenation* of its arguments.  

```
>>> (1, 2, 3) + (4, 5, 6)  
(1, 2, 3, 4, 5, 6)  
  
>>> [1, 2, 3] + [4, 5, 6]  
[1, 2, 3, 4, 5, 6]  
  
>>> "Hello" + " " + "World"  
'Hello World'
```

## The \* Operator

- The \* operator produces a *new* tuple, list, or string that “repeats” the original content.

```
>>> (1, 2, 3) * 3
(1, 2, 3, 1, 2, 3, 1, 2, 3)

>>> [1, 2, 3] * 3
[1, 2, 3, 1, 2, 3, 1, 2, 3]

>>> "Hello" * 3
'HelloHelloHello'
```

## Mutability: Tuples vs. Lists



## Lists are mutable

```
>>> li = ['abc', 23, 4.34, 23]
>>> li[1] = 45
>>> li
['abc', 45, 4.34, 23]
```

- We can change lists *in place*.
- Name `li` still points to the same memory reference when we're done.

## Tuples are immutable

```
>>> t = (23, 'abc', 4.56, (2,3), 'def')
>>> t[2] = 3.14

Traceback (most recent call last):
  File "<pyshell#75>", line 1, in -toplevel-
    tu[2] = 3.14
TypeError: object doesn't support item assignment
```

- You can't change a tuple.
  - You can make a fresh tuple and assign its reference to a previously used name.
- ```
>>> t = (23, 'abc', 3.14, (2,3), 'def')
```
- The immutability of tuples means they're faster than lists*

## Operations on Lists Only

```
>>> li = [1, 11, 3, 4, 5]

>>> li.append('a') # Note the method syntax
>>> li
[1, 11, 3, 4, 5, 'a']

>>> li.insert(2, 'i')
>>> li
[1, 11, 'i', 3, 4, 5, 'a']
```

## The *extend* method vs +

- + creates a fresh list with a new memory ref
- *extend* operates on list `li` in place.

```
>>> li.extend([9, 8, 7])
>>> li
[1, 2, 'i', 3, 4, 5, 'a', 9, 8, 7]
```

- *Potentially confusing:*

- *extend* takes a list as an argument.
- *append* takes a singleton as an argument.

```
>>> li.append([10, 11, 12])
>>> li
[1, 2, 'i', 3, 4, 5, 'a', 9, 8, 7, [10, 11, 12]]
```

## Operations on Lists Only

Lists have many methods, including index, count, remove, reverse, sort

```
>>> li = ['a', 'b', 'c', 'b']
>>> li.index('b') # index of 1st occurrence
1
>>> li.count('b') # number of occurrences
2
>>> li.remove('b') # remove 1st occurrence
>>> li
['a', 'c', 'b']
```

## Operations on Lists Only

```
>>> li = [5, 2, 6, 8]

>>> li.reverse() # reverse the list *in place*
>>> li
[8, 6, 2, 5]

>>> li.sort() # sort the list *in place*
>>> li
[2, 5, 6, 8]

>>> li.sort(some_function)
# sort in place using user-defined comparison
```

## Tuple details

- The **comma** is the tuple creation operator, not parens

```
>>> 1,  
(1,)
```

- Python shows parens for clarity (best practice)

```
>>> (1,)  
(1,)
```

- Don't forget the comma!

```
>>> (1)  
1
```

- Trailing comma only required for singletons others

- Empty tuples have a special syntactic form

```
>>> ()  
()  
>>> tuple()  
()
```

## Summary: Tuples vs. Lists

- Lists slower but more powerful than tuples
  - Lists can be modified, and they have lots of handy operations and methods
  - Tuples are immutable and have fewer features
- To convert between tuples and lists use the `list()` and `tuple()` functions:

```
li = list(tu)  
tu = tuple(li)
```