PRG – PROGRAMMING ESSENTIALS

Lecture 1 – Introduction, Variables, Expressions, Statements https://cw.fel.cvut.cz/wiki/courses/be5b33prg/start

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INTRODUCTION

2

LECTURES – Michal Reinstein, Ph.D.

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THE GOAL!

- Develop skills with Python fundamentals
- Learn to recognize and write "good" Python
- Gain experience with practical Python tasks
- Understand when to choose Python (or not!)



THE WAY OF THE PROGRAM



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4

Think like a computer scientist

- Combines:
 - mathematics (formal language to denote ideas)
 - engineering (analysis, synthesis, systems, tradeoffs)
 - natural science (observe, hypothesis, test predictions)
- Problem solving!
 - formulate problems
 - think about solutions
 - implement solutions clearly & accurately

PROBLEM SOLVING!

- Problem formulation (input / output)
- Formalism (math?)
- Algorithm (the idea!)
- Implementation (engineering)
- Testing (are we good?)

EXAMPLE - THE PROBLEM!



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6

Problem formulation

Find a pair of numbers from a given list of N integers (both sorted and unsorted) such that their sum is exactly as given (in our case 8).

Examples

[1, 2, 3, 9] where SUM = 8 ... negative case

[1, 2, 4, 4] where SUM = 8 ... positive case

EXAMPLE – THE PROBLEM!

- 1. Solution for sorted list: quadratic complexity using exhaustive search
- Solution for sorted list: n*log(n) complexity using unidirectional binary search (halving the interval) for the complement
- 3. Solution for sorted list: linear complexity using comparing lower and upper bound such that if < SUM increase lower and if > SUM decrease upper index (smallest possible sum first two, largest possible sum last two)
- 4. <u>Solution for unsorted list</u>: build list of previously visited complements and compare for a match while iterating
- 5. Final touch edge cases, empty list



COURSE ADMINISTRATION



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date	week	lect.	topic		
05.10.2018	1.	MR	Introduction, the way of program. Variables, expressions, and statements. to be specified		
12.10.2018	2.	MR	Program flow, conditionals, simple loops, simple data typesto be specified		
19.10.2018	3.	MR	rogram structure, functions to be specified		
26.10.2018	4.	MR	Compound data types, traversals to be specified		
02.11.2018	5.	MR	Modules, namespaces to be specified		
09.11.2018	6.	MR	Collections: sets, dictionaries, named tuplesto be specified		
16.11.2018	7.	MR	Files, I/O reading, writing data. to be specified		
23.11.2018	8.	MR	MID-TERM TEST during the lecture! Clean code and how to write it a Clean code and how to write it PEP8		
30.11.2018	9.	MR	Debugging - practical examples to be specified		
07.12.2018	10.	MR	Objects, classes Ito be specified		
4.12.2018	11.	MR	Objects, classes IIto be specified		
21.12.2018	12.	MR	Iterators, generators 🗋 to be specified 🚳 Itertools by example		
4.01.2019	13.	MR	END-OF-TERM TEST during the lecture! Python by example № 1000 python questions		
1.01.2019	14.	MR	Testing programs. Unit tests. Exceptions. to be specified		

COURSE ADMINISTRATION

9

Grading

Points: 50 homework (mostly coding), 20 mid-term tests during the term, 30 final exam. At least 30 points (out of 70) are needed before going to the final exam (in order to obtain "zapocet"). At least 10 points (out of 30) are needed to pass the exam. Extra points for discussions and bonus homework count to the total sum of 70 points.

Α	В	С	D	E	F
100-91	90-81	80-71	70-61	60-51	50-0

- Lectures and computer labs
- Home works
- Programming tests (2x) during the lectures
- Final exam test
- Extra points: activity, finding bugs, errors ...
- Automatic evaluation & plagiarism detection



ADMINISTRATION



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10

PLAGIARISM WARNING

https://cw.fel.cvut.cz/wiki/help/common/plagiarism_cheating

Rules

These are the general rules for most courses using this CourseWare and UploadSystem. If you have any doubts, ask a lecturer.

RulesWhat is a plagiarismPractical notes

Table of Contents

- 1. Code or text (from hereafter, only code) for each assignment has to be done independently. In programming, it is normal to (re)use someone else's code, however, for study purposes this is undesirable. 1) If you are to use someone else's code, it will be specifically allowed in the assignment.
- 2. Turned in work are checked for plagiarism. Any code, which is either a complete copy or which after simple mechanical syntax modification is identical to code of someone else, is a plagiarism.
- 3. In case you turn in a plagiarism, you still have to turn in a original solution in original time, however, you receive zero points.
- 4. In case you turn in copied code repeatedly²⁾, you are automatically classified with an F.
- 5. Lecturer does not guarantee he will be able to differentiate between original work and plagiarism.
- 6. Student who does not agree with his evaluation or classification can proceed according to & ČVUT Study and Examination process.

What is a plagiarism

Plagiarism is a test, code, illustration, method or idea taken from another's work without citing your sources.

Everyone who uses someone work or results of another, has to indicate he did so and reference the original author. Otherwise it is plagiarism. For study reasons, using other's work is also forbidden in some courses, even if it was properly labeled.

Practical notes

In most assignments, you will primarily have to avoid using someone else's code. If you find a code (i.e. from a colleague or on the internet), which is solves your assignment, try to wait for a day or two, before starting your own work, to limit the volume of copied work.

Students, we strongly appeal to your professional honor. Copying and Cheating are serious offences against academical ethics. If you are at your wit's end, ask lecturers for help. They will gladly provide you with the directions to the solution.

¹⁾ If you study someone else's code, try to wait for at least 24 hours, before you start writing your own implementation.

²⁾ This means even across your courses, not only in the same course

COURSE ADMINISTRATION

11

Exams

Multiple choice test, **no materials** as well as **no devices** allowed (papers will be provided, only own pen is necessary). Any use of materials, devices or cooperation during the exam will be awarded with 0 points (fail). The content of the final exam will be based on the content of:

- 1. Lectures (not limited but including the slides released after each lecture)
- 2. Exercises during the labs
- 3. Relevant chapters of the Wentworth2012 book (links to relevant chapters can be found at the bottom of lecture slides)
- 4. Collection of Python multiple-choice question to practice for the exam http://www.sanfoundry.com/1000-python-questions-answers/



COURSE ADMINISTRATION



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12

Python Questions and Answers



Our 1000+ Python questions and answers focuses on all areas of Python subject covering 100+ topics in Python. These topics are chosen from a collection of most authoritative and best reference books on Python. One should spend 1 hour daily for 2-3 months to learn and assimilate Python comprehensively. This way of systematic learning will prepare anyone easily towards Python interviews, online tests, examinations and certifications.

Highlights

- 1000+ Multiple Choice Questions & Answers in Python with explanations
- Every MCQ set focuses on a specific topic in Python Subject

Who should Practice these Python Questions?

- Anyone wishing to sharpen their knowledge of Python Subject
- Anyone preparing for aptitude test in Python
- Anyone preparing for interviews (campus/off-campus interviews, walk-in interview and company interviews)
- Anyone preparing for entrance examinations and other competitive examinations
- All Experienced, Freshers and Students

SOURCE: https://www.sanfoundry.com/1000-python-questions-answers/

WHY PYTHON?



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13

According to https://www.techrepublic.com ...

- 1. Ease of learning one of the easiest programming languages to learn, known for high reliability and simple syntax (rapid prototyping, steep learning curve)
- 2. The explosion of AI, machine learning, and data science in the enterprise

(https://www.tensorflow.org, https://www.scipy.org, http://scikit-learn.org/stable/, http://playground.arduino.cc/Interfacing/Python,...)

3. Large developer community - available for many operating systems, often used to command other programs

Source: https://www.techrepublic.com/google-amp/article/why-python-is-so-popular-with-developers-3-reasons-the-language-has-exploded/



WHY PYTHON?



14

Sep 2018	Sep 2017	Change	Programming Language	Ratings	Change
1	1		Java	17.436%	+4.75%
2	2		С	15.447%	+8.06%
3	5	^	Python	7.653%	+4.67%
4	3	•	C++	7.394%	+1.83%
5	8	^	Visual Basic .NET	5.308%	+3.33%
6	4	•	C#	3.295%	-1.48%
7	6	~	PHP	2.775%	+0.57%
8	7	•	JavaScript	2.131%	+0.11%
9	-	*	SQL	2.062%	+2.06%
10	18	*	Objective-C	1.509%	+0.00%
11	12	^	Delphi/Object Pascal	1.292%	-0.49%
12	10	•	Ruby	1.291%	-0.64%
13	16	^	MATLAB	1.276%	-0.35%

September 2018: Python enters the TIOBE index top 3 for the first time https://www.tiobe.com/tiobe-index/

https://www.tiobe.com/tiobe-index/programming-languages-definition/

source: https://www.tiobe.com/tiobe-index/

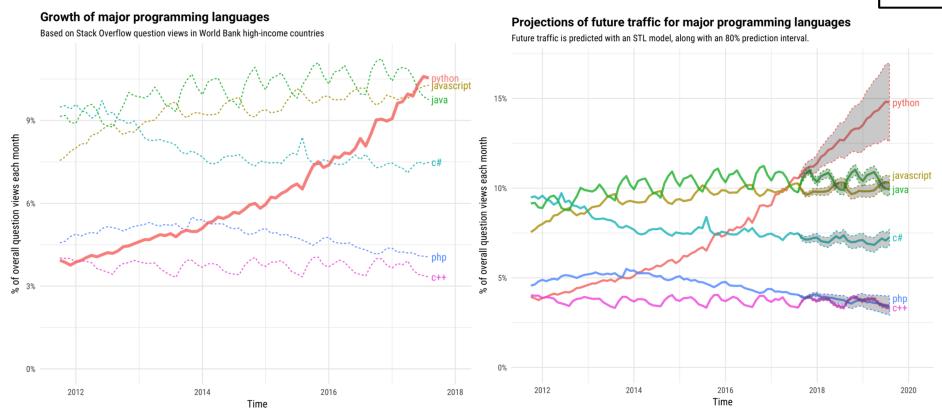


WHY PYTHON?



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15



Stack Overflow https://stackoverflow.com/ a good friend of yours!

https://stackoverflow.blog/2017/09/06/incredible-growth-python/

THE PROGRAM

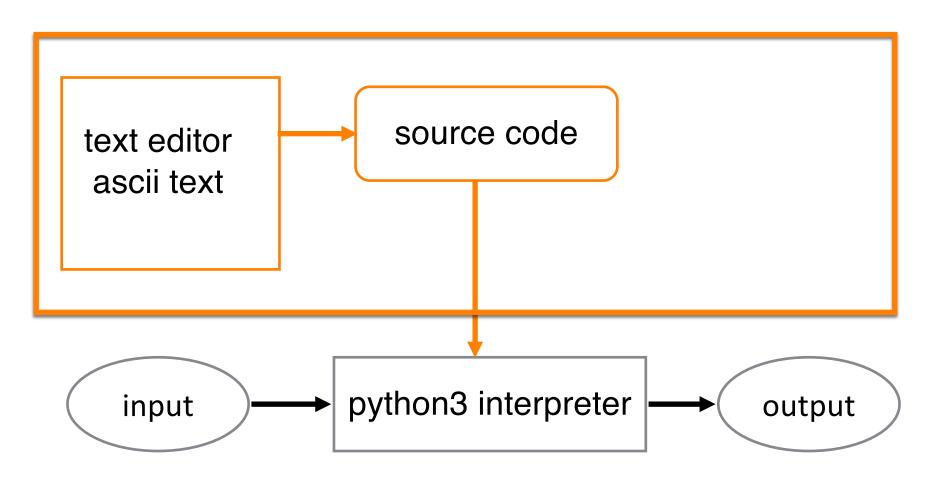


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- Program is a sequence of instructions that specifies how to perform a computation.
- Input get data from the keyboard, a file, device ..
- Output display data on the screen or send data to a file or other device (client/server, local/remote).
- Math perform mathematical operations (algorithms)
- Conditional execution Check for certain conditions and execute the appropriate sequence of statements.
- Repetition Perform some action repeatedly

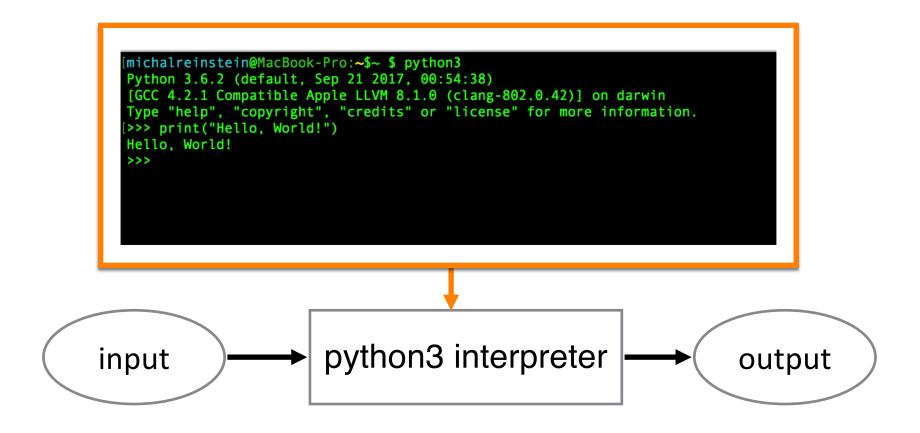
OUR PROGRAM



HELLO, WORLD!



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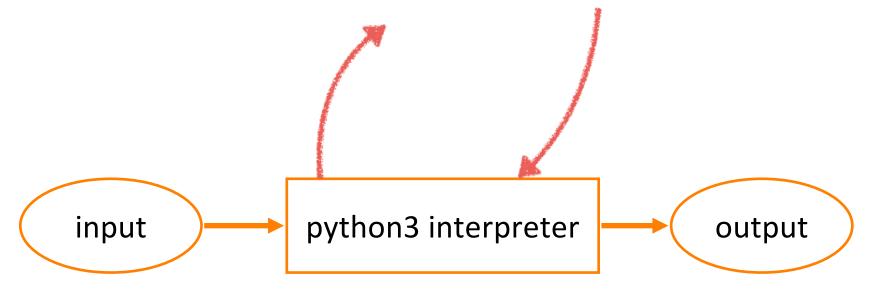


PYTHON INTERPRETER

19

Entering commands – in two modes:

- 1. Immediate mode using python console
- 2. Script mode using IDE or text editor





THE ZEN OF PYTHON

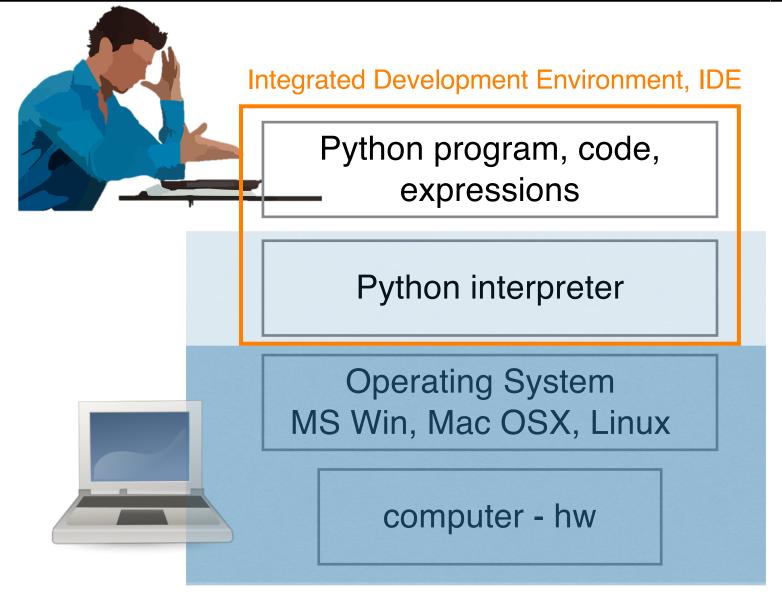


20

```
michalreinstein@MacBook-Pro:~$~ $ python3
Python 3.6.2 (default, Sep 21 2017, 00:54:38)
[GCC 4.2.1 Compatible Apple LLVM 8.1.0 (clang-802.0.42)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> import this
The Zen of Python, by Tim Peters
Beautiful is better than ugly.
Explicit is better than implicit.
Simple is better than complex.
Complex is better than complicated.
Flat is better than nested.
Sparse is better than dense.
Readability counts.
Special cases aren't special enough to break the rules.
Although practicality beats purity.
Errors should never pass silently.
Unless explicitly silenced.
In the face of ambiguity, refuse the temptation to guess.
There should be one-- and preferably only one --obvious way to do it.
Although that way may not be obvious at first unless you're Dutch.
Now is better than never.
Although never is often better than *right* now.
If the implementation is hard to explain, it's a bad idea.
If the implementation is easy to explain, it may be a good idea.
Namespaces are one honking great idea -- let's do more of those!
>>>
```

https://artifex.org/~hblanks/talks/2011/pep20_by_example.html

WHAT IS PYTHON?



DEBUGGING – HUNTING ERRORS

22

Syntax errors

- Formal tokens & structure of the code must obey rules (IDE)
- Python executes only syntactically correct code

Runtime errors

- Discovered during runtime (program fails!)
- Exceptions something exceptional happens (we can catch and handle exceptions!)

Semantic errors

- The meaning of the program (semantics) is wrong
- Program runs but does something different than we want

DATA TYPES



23

Strings in Python can be enclosed in either single quotes (') or double quotes ("), or three of each ("' or """)

```
>>> type('This is a string.')
<class 'str'>
>>> type("And so is this.")
<class 'str'>
>>> type("""and this.""")
<class 'str'>
>>> type('''and even this...''')
<class 'str'>
```

- Integers (int)
- Strings (str)
- Float (float)

1, 10, 124

"Hello, World!"

1.0, 9.999

VARIABLES

24

The **assignment statement** gives a value to a variable:

```
>>> message = "What's up, Doc?"
>>> n = 17
>>> pi = 3.14159

>>> message
'What's up, Doc?'
>>> n
17
>>> pi
3.14159
```

```
>>> day = "Thursday"
>>> day
'Thursday'
>>> day = "Friday"
>>> day
'Friday'
>>> day = 21
>>> day
21
```

- We use variables to remember things!
- Do not confuse = and == !
 - = is assignment token such that name_of_variable = value == is operator to test equality
- Key property of a variable that we can change its value
- Naming convention: with freedom comes responsibility!
- Illegal name causes a syntax error (begin with letter or _)

VARIABLES

```
this $ is illegal character

class is reserved keyword
```

```
>>> 76trombones = "big parade"
SyntaxError: invalid syntax
>>> more$ = 1000000
SyntaxError: invalid syntax
>>> class = "Computer Science 101"
SyntaxError: invalid syntax
```

- We use variables to remember things!
- Do not confuse = and == !
 - = is assignment token such that name_of_variable = value
 - == is operator to test equality
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KEYWORDS

and	as	assert	break	class	continue
def	del	elif	else	except	exec
finally	for	from	global	if	import
in	is	lambda	nonlocal	not	or
pass	raise	return	try	while	with
yield	True	False	None		

- Python keywords have special purpose
- Always choose names meaningful to human readers
- Use comments to improve readability and clarity

COMMENTS

- Big & complex programs == difficult to read
- Comments and blank lines are for human readers only, ignored by the interpreter
- Use this token # to start a comment
- Use blank lines to make the code visually more appealing

STATEMENTS



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```
Pythor Console

/opt/local/bin/python3.6 /Applications/PyCharm.app/Contents/helpers
Python 3.6.2 (default, Sep 21 2017, 00:54:38)

In[2]: Students = ['Anna', 'Bob', 'David', 'Mark', 'Brandon']

for student in students:
    if len(student) >= 5:
        print(student)

Pavid
Brandon

In[3]:
```

- Statement is an instruction executable in Python
- Statements do not produce any results
- So far only assignment statements =
- Statement examples: for, in, if ...

EXPRESSIONS



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- Expression is a combination of values, variables, operators, and calls to functions
- Built-in Python functions: len, type, print
- Value by itself is an expression
- Expression produces result (right side of an assignment)

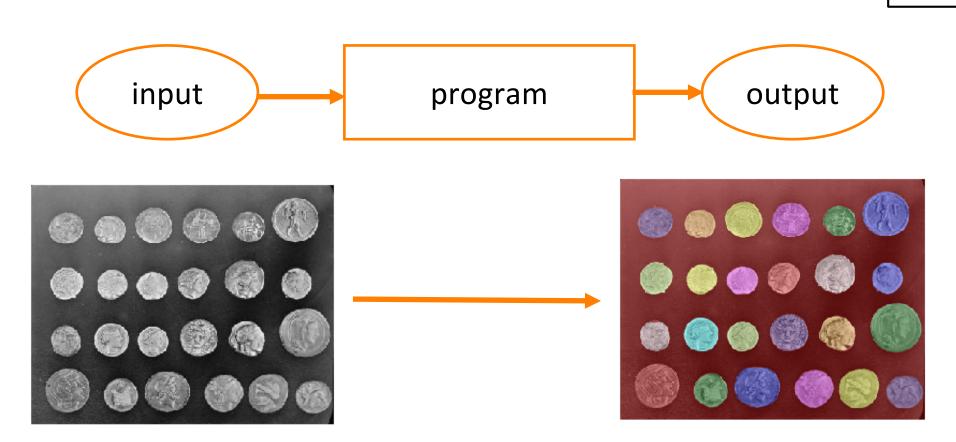


EXAMPLE – COINS SEGMENTATION



n

30



IPYTHON – running python interpreter from web browser

http://scikit-image.org/docs/dev/auto_examples/xx_applications/plot_coins_segmentation.html

Google Colab version

REFERENCES

- https://cw.fel.cvut.cz/wiki/courses/be5b33prg/start
- http://openbookproject.net/thinkcs/python/english3e/
- https://cw.fel.cvut.cz/wiki/courses/be5b33prg/tutorials/python#watching_and_ listening
- https://stackoverflow.blog/2017/09/06/incredible-growth-python/
- http://stanfordpython.com/
- https://www.sanfoundry.com/1000-python-questions-answers/
- https://artifex.org/~hblanks/talks/2011/pep20 by example.html