

PRG – PROGRAMMING ESSENTIALS

Lecture 1 – Introduction, variables, expressions

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INTRODUCTION

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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

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 (steps)
- Implementation (engineering)
- Testing (are we good?)



EXAMPLE – THE PROBLEM!

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

source: https://www.youtube.com/watch?v=XKu_SEDAykw



EXAMPLE – THE PROBLEM!

- 1. Solution for sorted list: quadratic complexity using exhaustive search
- 2. <u>Solution for sorted list</u>: 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. Solution for unsorted list: build list of previously visited complements and compare for a match while iterating (hash table with constant time for look-up)
- 5. <u>Final touch</u> edge cases, empty list



| week | date | topic | materials |
|------|------------|---|-----------|
| 1. | 27.09.2024 | Introduction. Variables, expressions. | |
| 2. | 04.10.2024 | Primitive data types, program flow | |
| 3. | 11.10.2024 | Program structure, functions | |
| 4. | 18.10.2024 | Sequence data types, traversals | |
| 5. | 25.10.2024 | Collections (sets, dictionaries), iterators | |
| 6. | 01.11.2024 | Modules, namespaces, conventions | |
| 7. | 08.11.2024 | Mid-term test | |
| 8. | 15.11.2024 | Filesystem, file reading and writing | |
| 9. | 22.11.2024 | Debugging, code testing, exceptions | |
| 10. | 29.11.2024 | Objects, classes I | |
| 11. | 06.12.2024 | Objects, classes II | |
| 12. | 13.12.2024 | Objects, classes III | |
| 13. | 20.12.2024 | Advanced concepts | |
| 14. | 10.01.2025 | Revision for the exam | |

| Topic number | date (Thu) | date (Fri) | content | | |
|-----------------|---------------|------------|--|--|--|
| 1. | 26.09.2024 | 27.09.2024 | First steps, introduction to IDE, weekly homework | | |
| 2. | 03.10.2023 | 04.10.2023 | Variables, conditionals | | |
| 3. | 10.10.2023 | 11.10.2023 | Functions, error and exceptions | | |
| 4. | 17.10.2023 | 18.10.2023 | Iterables - strings, tuples, lists | | |
| 5. | 24.11.2023 | 25.10.2023 | Non-trivial loops, iterators, sets, dictionaries | | |
| 6. | 30.10.2023 | 01.11.2023 | Modules, namespaces, conventions | | |
| 7. | 07.11.2023 | 08.11.2023 | Comprehensive exercises | | |
| 8. | 14.11.2023 | 15.11.2023 | Files | | |
| 9. | 21.11.2023 | 22.11.2023 | Debugging, code testing, exceptions | | |
| 10. | 28.12.2023 | 29.12.2023 | Objects and classes I - class method, static method, property, instances as return values | | |
| 11. | 05.12.2023 | 06.12.2023 | Objects and classes II - dot operator composition, equality, object copy, operator overloading | | |
| 12. | 12.12.2023 | 13.12.2023 | End-of-term test | | |
| 13. | 19.12.2024 | 20.12.2024 | Object and classes III - comprehensive exercises | | |
| 14. | 09.01.2025 | 10.01.2025 | Unittest, exceptions, list comprehensions + Comprehensive exercises | | |



Grading

Points: 50 homework (mostly coding), 20 tests during the term (2 tests, 10 points each), 30 final exam.

At least 30 points (out of 70) and regular lab attendance 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 final exam. To pass the course and get a grade, "zapocet" must be obtained, exam passed and at least 51 points gained in total (see the table below). It is possible to get additional up to 20 points for extra activity during the semester, such as completing a bonus homework.

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

F means fail.

- Lectures and computer labs
- Graded homework assignments
- Weekly assignments
- Tests (2x)
- Final exam test
- Extra points: activity, finding bugs, errors ...
- Automatic evaluation & plagiarism detection



PLAGIARISM WARNING

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

Plagiarism

It is required that all work you submit in this course is original and your own. It is not allowed to copy homework solutions from other students or from the internet, to provide your homework solutions to other students, or to publish them on the internet. You may freely discuss your solutions with other students, but code sharing is prohibited. See plagiarism_cheating for more details.

It is your responsibility that you do not share your code. In case of discovery, the person who provided the code is punished as well. Sufficient evidence of plagiarism is even when a student is unable to explain how his code works.

There are very strict punishments with regard to plagiarism and cheating during tests and exams. The first discovered plagiarism/cheating leads to zero points from the assignment/test. In case of an assignment, it is further necessary to submit a new, original, solution for zero points. The second occurrence means an F from the course and any subsequent plagiarism/cheating leads to disciplinary actions at the faculty level. It is important to note that every discovered plagiarism/cheating gets into your record – the plagiarism/cheating occurrences are counted cumulatively across all courses during your studies.



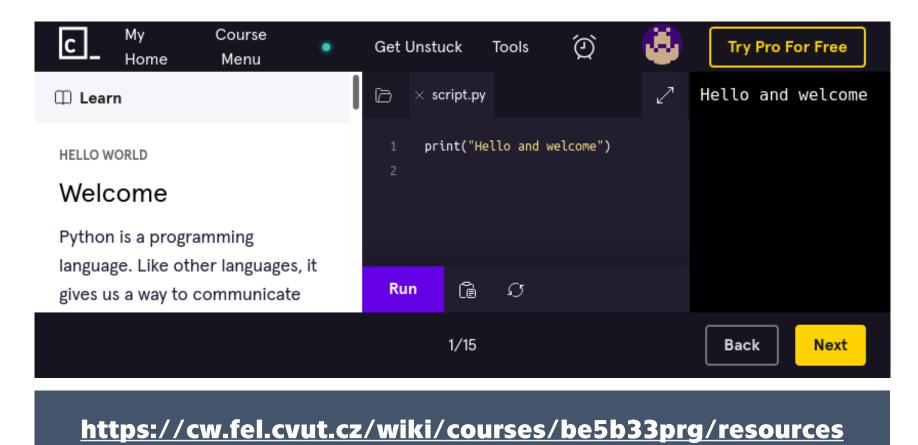
Exams and Tests

There will be two tests during the semester (mid-term and end-of-term) and a final exam during the exam period. The format of both the exam and the mid-term/end-of-term tests will be specified during the semester.

The content of the exam / test will be based on the content of:

- 1. Lectures before the date of the exam / test (not limited but including the slides released after each lecture)
- 2. Exercises and home-works practiced before the date of the exam / test
- 3. Relevant chapters of the Wentworth2012 book
- 4. Collection of Python multiple-choice question to practice for the exam http://www.sanfoundry.com/1000-python-questions-answers/ related to the content of the lectures





27/09/2024



WHY PYTHON?

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



WHY PYTHON?

| Sep 2024 | Sep 2023 | Change | Progra | mming Language | Ratings | Change |
|----------|----------|--------|--------------|----------------|---------|--------|
| 1 | 1 | | @ | Python | 20.17% | +6.01% |
| 2 | 3 | ^ | © | C++ | 10.75% | +0.09% |
| 3 | 4 | ^ | <u>*</u> | Java | 9.45% | -0.04% |
| 4 | 2 | • | 9 | С | 8.89% | -2.38% |
| 5 | 5 | | 3 | C# | 6.08% | -1.22% |

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

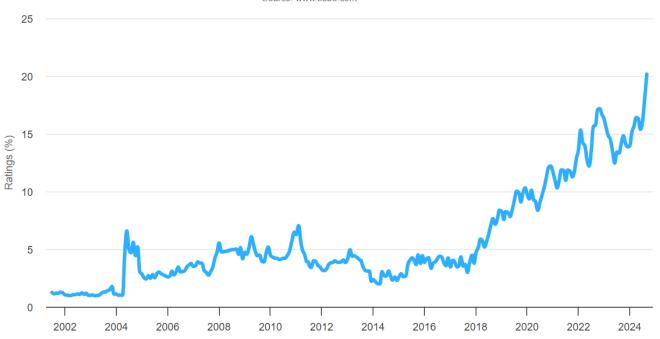
https://www.tiobe.com/tiobe-index/programming-languagesdefinition/



WHY PYTHON?

TIOBE Index for Python

Source: www.tiobe.com



COMPANIES USING PYTHON



Companies using python #1: Google: The company that needs no introduction, Google. Its video platform Youtube is all written on python!

Companies using python #2: Instagram: An image sharing platform was a simple language developed on Django (Python framework) before it was acquired by Facebook.

Companies using python #3: Netflix: The video streaming platform offer suggestions to its users constantly. Do you know what makes this possible. Yes, it's THE PYTHON!

Companies using python #4: Facebook: According to the official blog from facebook, 21% of facebook codebase is based on Python.

source: https://stackoverflow.blog/2017/09/06/incredible-growth-python/source: https://hackernoon.com/future-of-python-language-bright-or-dull-uv41u3xwx



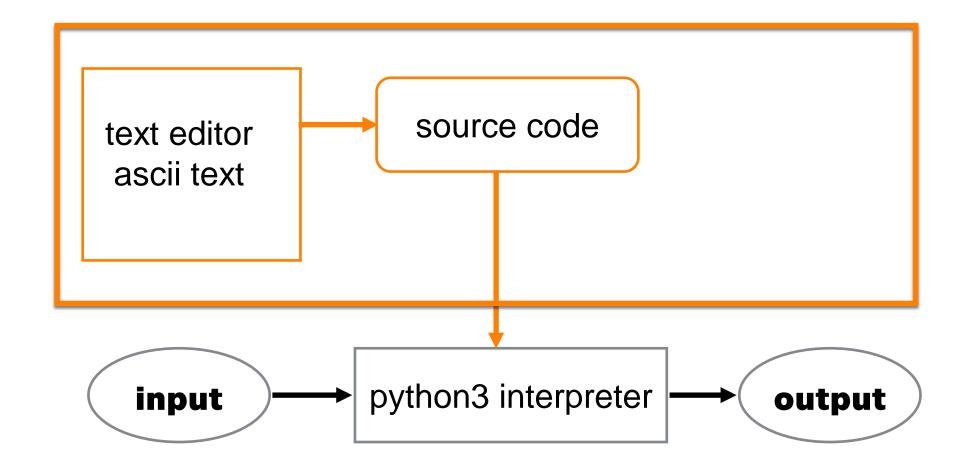
THE PROGRAM



- **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

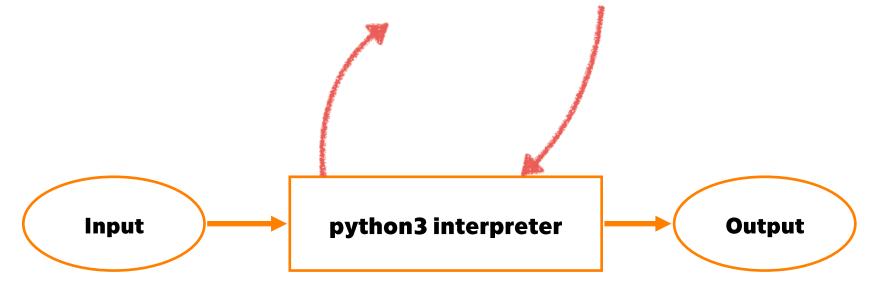




PYTHON INTERPRETER

Entering commands – in several modes:

- 1. Immediate mode using python console (quick testing)
- 2. Script mode using IDE or text editor (development)
- 3. IPython Notebook (presentation)





PYTHON INTERPRETER

TIME TO CODE!

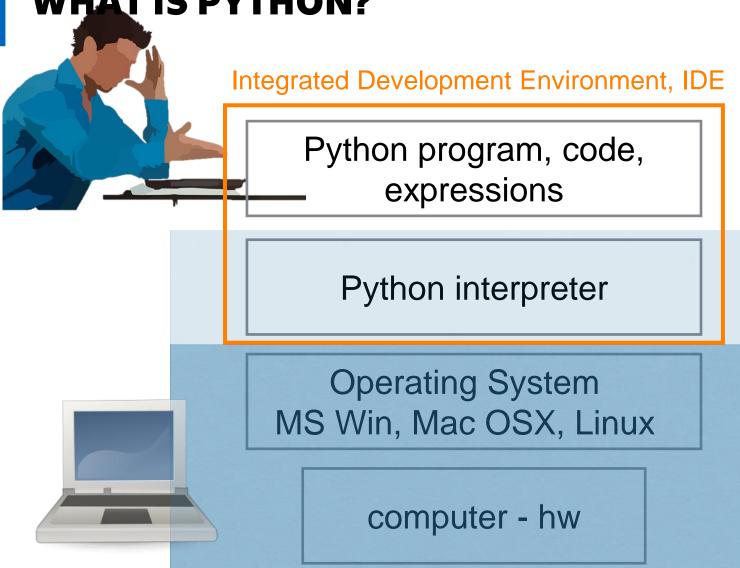


THE ZEN OF PYTHON

```
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!
>>>
```



WHAT IS PYTHON?





DEBUGGING – HUNTING ERRORS

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

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) 1, 10, 124Strings (str) "Hello, World!"
- Float (float) 1.0, 9.999

source http://openbookproject.net/thinkcs/python/english3e/variables_expressions_statements.html



VARIABLES

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

```
>>> day = "Thursday"
>>> message = "What's up, Doc?"
                                                 >>> day
>>> n = 17
                                                 'Thursday'
>>> pi = 3.14159
                                                 >>> day = "Friday"
>>> message
                                                 >>> day
'What's up, Doc?'
                                                 'Friday'
>>> n
                                                  >>> day = 21
17
                                                 >>> day
>>> pi
                                                  2.1
3.14159
```

- 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
 (variable name must begin with letter or underscore _)



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
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- Key property of a variable that we can change its value
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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

```
Python 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']

if or 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

- 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)



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-growthpython/
- http://stanfordpython.com/
- https://www.sanfoundry.com/1000-python-questions-answers/