

PYTHON

LECTURE 01:

THE PYTHON INTERPRETER

THE ANATOMY OF A PYTHON SCRIPT

JIM FIX, REED COLLEGE CSCI 121

PYTHON SCRIPTING

- ▶ We start in lab tomorrow with some **Python scripting**:
 - A script is a text file containing lines of Python code.
 - Each line is a Python **statement**.
 - The Python **interpreter** (the `python3` command) executes each statement, line by line, from top to bottom.
 - A statement directs that an action be made by the interpreter, which has a *state-changing* effect.

PYTHON SCRIPTING

Each Python statement directs that an action be taken that effects the system.

- ▶ Some examples of effects:
 - some text gets **output** (printed) to the *console*
 - some typed console **input** gets read and processed
 - some **variable** gets assigned a newly computed value
 - a window is displayed
 - a file is read
 - some web content is fetched
 - a noise is made
 - etc., etc.

RUNNING A SCRIPT

- ▶ The script text below was saved as **hello_calc.py**

```
print("Hello there, everyone!")  
print("This is our first Python program.")  
print("Did you know that 78687 times 89798 is this?")  
print(78687 * 89798)
```

- ▶ On my Mac, within Terminal, after the **prompt**, I enter the **command**:

```
C02MX1KLFH04:examples jimfix$ python3 hello_calc.py  
Hello there, everyone!  
This is our first Python program.  
Did you know that 78687 times 89798 is this?  
7065935226  
C02MX1KLFH04:examples jimfix$
```

- ▶ The Python interpreter outputs those **four lines of text**.

ANOTHER EXAMPLE: VARIABLES

- ▶ Here is that same program, slightly modified:

```
print("Hello there, everyone!")  
print("This is our second Python program.")  
result = 78687 * 89798  
print("Did you know that 78687 times 89798 is this?")  
print(result)
```

- ▶ The third line is an **assignment statement**.
 - It introduces a variable named **result** and gives it a value.
 - That value is saved in Python's memory.
 - It can be accessed by name later in the script.

ANOTHER EXAMPLE: VARIABLES

- ▶ Here is that same program, slightly modified:

```
print("Hello there, everyone!")  
print("This is our second Python program.")  
result = 78687 * 89798  
print("Did you know that 78687 times 89798 is this?")  
print(result)
```

- ▶ In line 5, we tell Python to **output the value** of `result`.

ANOTHER EXAMPLE: BUILT-IN FUNCTIONS

- ▶ Here is a different program, but somewhat similar:

```
print("Hello there, everyone!")  
print("This is our third Python program.")  
larger = max(78687, 89798)  
smaller = min(78687, 89798)  
print("Did you know", larger, "is bigger than", smaller, "is?")
```

- ▶ The third and fourth lines are also **assignment statements**.
 - Each of those lines uses a built-in Python function.
 - The first function **max** computes the smallest of the values it's fed.
 - The second function **min** computes the smallest of the values it's fed.

INTERACTIVE SCRIPTS

- ▶ This program interacts with the program's user:

```
name = input("Could someone volunteer their name? ")  
print("Hello there, " + name + " !")  
print("Thanks for volunteering like that.")
```

- ▶ Here is one such interaction within Terminal:

```
C02MX1KLFH04:examples jimfix$ python3 shoutout.py  
Could someone volunteer their name? Audrey Bilger  
Hello there, Audrey Bilger!  
Thanks for volunteering like that.  
C02MX1KLFH04:examples jimfix$
```

- ▶ The program has an assignment statement followed by 2 print statements.
- ▶ The assignment's right hand side uses a Python function **input**
- ▶ That function first outputs a **prompt string** to the console...
 - And then it reads a **string of input** typed into the console.

A CALCULATION EXAMPLE

- ▶ Consider this Python program **radius.py**:

```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("The radius of that circle is", radius, "units.")
```

- ▶ This has 3 assignment statements and a print statement.
- ▶ The first defines/assigns the variable named **pi**.
- ▶ The second gets a floating point value (a "calculator number") as input, assigned to **area**. We compute that using an arithmetic formula.
- ▶ The functions **float** and **str** convert values of one type to values of another type.

SAME CALCULATION EXAMPLE, BUT USING LIBRARY FUNCTIONS

- ▶ Consider this Python program **radius_import.py**:

```
from math import pi, sqrt
area = float(input("Circle area? "))
radius = sqrt(area / pi)
print("The radius of that circle is", radius, "units.")
```

- ▶ Here we **import** some definitions from a Python package named **math**.
- ▶ **pi** is the name of a value.
- ▶ **sqrt** is the name of a function.
- ▶ There are packages for all sorts of useful Python libraries.

SOME ISSUES I'D LIKE TO ADDRESS

- ▶ different types of program data: `int` versus `float` versus `str`
- ▶ using functions, both built into Python and imported from a library
- ▶ operations you can apply to each type of value
- ▶ obtaining values entered by the program user with `input`
- ▶ displaying output carefully using `print`
- ▶ special characters (tab, end of line, quote, ...)

Let's switch modes in how we use the Python interpreter...

INTERACTING WITH THE PYTHON INTERPRETER

- ▶ Python can be used to "live script":

```
C02MX1KLFH04:examples jimfix$ python3
```

```
>>> print("hello")
```

```
hello
```

```
>>> print(6 * 7)
```

```
42
```

```
>>> result = 6 * 7
```

```
>>> print(result)
```

```
42
```

```
>>>
```

- ▶ We can try a Python coding by interacting directly with the interpreter.
- ▶ We type in Python statements one at a time.
- ▶ Each line gets executed immediately.

THE INTERPRETER AS CALCULATOR

- ▶ Python can also be used to compute and display values:

```
C02MX1KLFH04:examples jimfix$ python3
```

```
>>> 6 * 7
```

```
42
```

```
>>> result = 6 * 7
```

```
>>> result
```

```
42
```

```
>>> "hello" + " " + "there"
```

```
'hello there'
```

```
>>>
```

- ▶ We can enter Python values to be computed.
 - Python evaluates each expression and displays its value on the next line.
- ▶ A Python statement describes an action to be performed.
- ▶ These Python expressions instead describe a value to be calculated.
 - This evaluation is different than printing.

THE INTERPRETER AS CALCULATOR

- ▶ Python can be used to evaluate expressions:

```
C02MX1KLFH04:examples jimfix$ python3
```

```
>>> 6 * 7
```

```
42
```

```
>>> result = 6 * 7
```

```
>>> result
```

```
42
```

```
>>> "hello" + " " + "there"
```

```
'hello there'
```

```
>>>
```

- ▶ Here, Python is acting differently. It calculates the value of the expression, then (quietly) converts that value into some readable text characters, then displays that text.

THE INTERPRETER AS CALCULATOR

- ▶ Python can be used to evaluate expressions:

```
C02MX1KLFH04:examples jimfix$ python3
```

```
>>> 6 * 7
```

```
42
```

```
>>> result = 6 * 7
```

```
>>> result
```

```
42
```

```
>>> "hello" + " " + "there"
```

```
'hello there'
```

```
>>>
```

- ▶ It follows three steps:
 - **READs**: it looks at the expression entered after >>>
 - **EVALUATEs**: it performs that calculation, obtaining a value, including looking up variables' values
 - **PRINTs**: it converts that value to some text and displays it.

THE INTERPRETER AS CALCULATOR

- ▶ Python can be used to evaluate expressions:

```
C02MX1KLFH04:examples jimfix$ python3
```

```
>>> 6 * 7
```

```
42
```

```
>>> result = 6 * 7
```

```
>>> result
```

```
42
```

```
>>> "hello" + " " + "there"
```

```
'hello there'
```

```
>>>
```

- ▶ This is the "**READ - EVALUATE - PRINT LOOP**" (or "**REPL**").
- ▶ Having access to a **REPL** for a programming language is wonderful!
- ▶ It's a big reason we teach programming in Python.

PYTHON PROVIDES SOME USEFUL FUNCTIONS...

```
>>> pow(2,3)
```

```
8
```

```
>>> abs(-3)
```

```
3
```

```
>>> abs(4 + 2)
```

```
6
```

```
>>> min(3,7)
```

```
3
```

```
>>> max(4, 10.5 + 8.3, 6)
```

```
18.8
```

```
>>> from math import sqrt, pow
```

```
>>> sqrt(2.0)
```

```
1.4142135623730951
```

```
>>> pow(2.0,4.5)
```

```
22.627416997969522
```

PYTHON PROVIDES ARITHMETIC

```
>>> 3 + 7
10
>>> 4 + 2 * 3
10
>>> (4 + 2) * 3
18
>>> 4 / 16
0.25
>>> 2 ** 4
16
>>> 0.1 + 0.2
0.30000000000000004
```

PYTHON PROVIDES ARITHMETIC

```
>>> 3 + 7
10
>>> 4 + 2 * 3
10
>>> (4 + 2) * 3
18
>>> 4 / 16
0.25
>>> 2 ** 4
16
>>> 0.1 + 0.2
0.30000000000000004
>>> type(4)
<class 'int'>
>>> type(0.25)
<class 'float'>
```

INTEGERS VERSUS FLOATING POINT NUMBERS

- ▶ Python has two types of number values: **int** and **float**
- ▶ With integers, computation is exact.
- ▶ With floating point numbers ("*floats*"), computation is approximate.

```
>>> 10 / 2
```

```
5.0
```

```
>>> 3 + 4.0
```

```
7.0
```

```
>>> int(8.7)
```

```
8
```

INTEGER VERSUS FLOATING POINT DIVISION

- ▶ With the normal division operation, the slash `/`, you get a float.

```
>>> 10.2 / 2.0
```

```
5.1
```

```
>>> 10 / 2
```

```
5.0
```

```
>>> 87 / 10
```

```
8.7
```

INTEGER VERSUS FLOATING POINT DIVISION

- ▶ There is also an integer division operation, the double slash operator `//`.
 - This gives the integer quotient.
 - The remainder due to the division is discarded.

```
>>> 10 // 2
```

```
5
```

```
>>> 87 // 10
```

```
8
```

PYTHON HAS // AND % OPERATORS

- ▶ The `//` operation ("div") gives the integer quotient due to the division of two integers:

```
>>> 345 // 12
28
```

- ▶ The `%` operation ("mod") gives the integer remainder due to the division of two integers:

```
>>> 345 % 12
9
```

- ▶ This property always holds:

→ *number* = *quotient* x *divisor* + *remainder*

```
>>> 28 * 12 + 9
345
```

EXAMPLE USES

```
>>> 345 % 10
????????
>>> 345 // 10
????????
>>> 6789 % 2
????????
>>> 6790 % 2
????????
>>> -26 % 2
????????
>>> -76 % 10
????????
>>> -26 // 2
????????
>>> -76 // 10
????????
```


EXAMPLE USES

```
>>> 345 % 10
```

```
5
```

```
>>> 345 // 10
```

```
34
```

```
>>> 6789 % 2
```

```
1
```

```
>>> 6790 % 2
```

```
0
```

```
>>> -26 % 2
```

```
0
```

```
>>> -76 % 10
```

```
4
```

```
>>> -26 // 2
```

```
-13
```

```
>>> -76 // 10
```

```
-8
```

TEXT STRINGS

- ▶ Python can store and compute with text:

```
>>> entry = input("Enter something: ")
Enter something: some thing
>>> entry
'some thing'
>>> type(entry)
<class 'str'>
>>> "hello"
'hello'
>>> type("hello")
<class 'str'>
>>> 'hello'
'hello'
>>> len(entry)
10
>>> len("hello")
10
```

- ▶ To describe a string of characters, you put those literal characters between double quotes.
- ▶ You can also use single quotes, and Python chooses to report strings that way,
 - ➡ These distinguish the text from a variable name.

STRING ARITHMETIC

```
>>> "hello" + "there"
'hellothere'
>>> x = "hello"
>>> x = x + " there"
>>> x
'hello there'
>>> x = x + " i must"
>>> x = x + " be going"
>>> x
'hello there i must be going'
```

STRING ARITHMETIC (CONT'D)

```
>>> "hello" * 3
'hellohellohello'
>>> 4 * "hello"
'hellohellohellohello'
>>> "hello" * 0
''
>>>
```

STRING ARITHMETIC (CONT'D)

```
>>> "hello" * 3
'hellohellohello'
>>> 4 * "hello"
'hellohellohellohello'
>>> "hello" * 0
''
>>> "hello" + 3
Error!
>>> "76" + 3
Error!
>>> "76" + str(3)
'763'
>>> int("76") + 3
79
>>> int("hello") + 3
Error!
```

SPECIAL CHARACTERS

- ▶ A backslash character `\` followed by a second character expresses special characters
 - a tab is `\t`, a new line is `\n`, a quote is `\'`, a backslash is `\\`

```
>>> z = input('What\'s your name?')
What's your name?John
>>> "Hello " + z
'Hello John'
>>> print("I\'ve "+str(19)+" characters.\nSee?")
I've 19 characters.
See?
>>> len("I\'ve "+str(19)+" characters.\nSee?")
19
>>> print("\thello\nthere")
    hello
there
>>> print("/\\/\\/\\/\\/\\/\\/\\/")
/\\/\\/\\/\\/
```

BACK TO PYTHON SCRIPTING

- ▶ Consider this Python program:

```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("The radius of that circle is "+str(radius)+" units.")
```

BACK TO PYTHON SCRIPTING

- ▶ Consider this Python program:

```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("The radius of that circle is "+str(radius)+" units.")
```

- ▶ This has 3 assignment statements and a print statement.
- ▶ The first defines/assigns the variable named **pi**.
- ▶ The second gets a floating point value (a "calculator number") as input, assigned to **area**. We compute that using an arithmetic formula.
- ▶ The functions **float** and **str** convert values of one type to values of another type.

RECALL: PYTHON EXECUTION

- ▶ Let's take a look at this script:

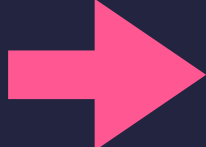
```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("That circle's radius is "+str(radius)+".")
```

- ▶ What we know is that the Python interpreter runs the code, line by line, from the top line to the bottom line.



RECALL: PYTHON EXECUTION

- ▶ Let's take a look at this script:



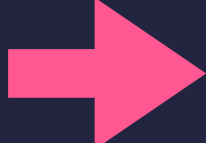
```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("That circle's radius is "+str(radius)+".")
```

- ▶ What we know is that the Python interpreter runs the code, **line by line**, from the top line to the bottom line.



RECALL: PYTHON EXECUTION

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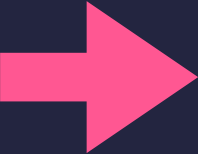
```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("That circle's radius is "+str(radius)+".")
```

- ▶ What we know is that the Python interpreter runs the code, **line by line**, from the top line to the bottom line.



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pi = 3.14159
area = float(input("Circle area? "))
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```

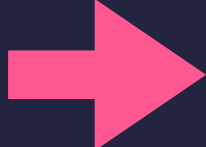
- ▶ If you ever want to "watch" a Python program, try out **The Python Tutor**
<https://pythontutor.com/>
- ▶ *Using it, you'll see something like this...*

RECALL: PYTHON EXECUTION

- ▶ Let's take a look at this script:

global frame

pi: 3.14159

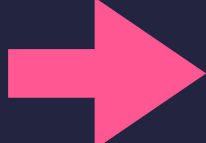


```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("That circle's radius is "+str(radius)+".")
```

- ▶ What we know is that the Python interpreter runs the code, line by line, from the top line to the bottom line.
- ▶ It also creates **named memory slots** for each variable that gets introduced.
 - That named slot stores a calculated value.
 - A variable's associated value is changed with each assignment statement.

RECALL: PYTHON EXECUTION

- ▶ Let's take a look at this script:



```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("That circle's radius is "+str(radius)+".")
```

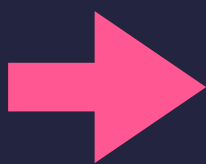
global frame

pi: 3.14159
area: 314.159

- ▶ What we know is that the Python interpreter runs the code, line by line, from the top line to the bottom line.
- ▶ It also creates **named memory slots** for each variable that gets introduced.
 - That named slot stores a calculated value.
 - A variable's associated value is **changed with each assignment statement**.

RECALL: PYTHON EXECUTION

- ▶ Let's take a look at this script:



```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("That circle's radius is "+str(radius)+".")
```

global frame

pi: 3.14159
area: 314.159
radius: 10.0

- ▶ What we know is that the Python interpreter runs the code, line by line, from the top line to the bottom line.
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RECALL: PYTHON EXECUTION

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```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("That circle's radius is "+str(radius)+".")
```

global frame

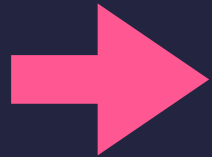
pi: 3.14159
area: 314.159
radius: 10.0

- ▶ What we know is that the Python interpreter runs the code, line by line, from the top line to the bottom line.
- ▶ It also creates **named memory slots** for each variable that gets introduced.
 - That named slot stores a calculated value.
 - A variable's associated value is changed with each assignment statement.

RECALL: PYTHON EXECUTION

- ▶ Let's take a look at this script:

```
pi = 3.14159
area = float(input("Circle area? "))
radius = (area / pi) ** 0.5
print("That circle's radius is "+str(radius)+".")
```



global frame

```
pi: 3.14159
area: 314.159
radius: 10.0
```

- ▶ What we know is that the Python interpreter runs the code, line by line, from the top line to the bottom line.
- ▶ It also creates named memory slots for each variable that gets introduced.
 - That named slot stores a calculated value.
 - A variable's associated value is changed with each assignment statement.
 - The collection of variable slots of a script is called the **global frame**

SUMMARY

- ▶ So far, three kinds of statements:
 - **print** statement
 - assignment statement
 - **import** statement
- ▶ Several built-in functions
 - **input**
 - conversions: **str, int, float**
 - **abs, min, max, pow**, and many more from the **math** library
 - **len**
 - **type**

SUMMARY (CONT'D)

► Binary operations (so far)

- for integers: `+` `-` `*` `//` `%` `**`
- for floats: `+` `-` `*` `/` `**`
- for strings: `+` `*`

SUMMARY (CONT'D)

- ▶ The Python interpreter can be run *interactively* or *not*.
 - When **interactive**, you type in a statement or an expression.
 - ➔ When a statement is entered, it gets executed.
 - ✦ If there is any output, it appears on subsequent lines.
 - ➔ When an expression is entered, it gets evaluated.
 - ✦ The value that results is displayed on the next line.
 - When **not interactive**, Python just loads and runs a script.
 - ➔ Its code is executed, line by line (statement followed by statement).

TOMORROW'S LAB

- ▶ Don't forget *you have CSCI 121 lab tomorrow!*
- ▶ We'll have a lab **Homework 1** assignment:
 - assigned tomorrow, due next Tuesday 2/4, before 9am
 - the description will be at <https://jimfix.github.io/csci121/assign.html>
 - you'll write several Python scripts much like the examples today
 - bring your laptop

TONIGHT'S PREPARATION

- ▶ Don't forget *you have CSCI 121 lab tomorrow!*
 - ➔ And you just need to take a moment today to prepare for it...
- ▶ There is a "**Project 0**" assignment:
 - The description is linked on <https://jimfix.github.io/csci121/assign.html>
 - You can follow its instructions to set-up your computer for lab
 - It has three practice exercises for you to submit onto **Gradescope**

READINGS

- ▶ This week's lecture material can be supplemented with:
 - **Reading:** PP 1.1-1.3; TP Ch. 1 and 2; CP Ch 1.1-1.2
- ▶ In the next lecture we'll look at:
 - ➔ more scripting, focusing on formatting output and on integer division
 - ➔ the conditional statement (i.e. **if**)
 - ➔ the boolean values **True** and **False**

READINGS

► This week's lecture material can be supplemented with:

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► In the next lecture we'll look at:

- more scripting focusing on formatting output and on integer division
- the conditional statement (i.e. **if**)
- the boolean values **True** and **False**

"Composing Programs" text

Prof. Groce's "Principled Programming" text

TO DO

- ▶ We'll continue our exploration of Python next time.

Meanwhile, here are some things for you to do:

- ▶ Carefully read the syllabus at the course website.
- ▶ Visit the **Gradescope 121 course**.
- ▶ Complete the work of **Project 0**.
- ▶ (This sets up your computer to write/run Python code.)
- ▶ Attend lab tomorrow to start work on **Homework 1**.