

Open Source Software:

Programming in Python

<https://docs.python.org/3/tutorial/index.html>

<https://docs.python.org/3/whatsnew/index.html>

http://opensourcebridge.org/wiki/2014/A_Few_Python_Tips

Who uses Python?

- What functionality is available?

<http://www.pythonforbeginners.com/api/list-of-python-apis>

<https://developers.google.com/api-client-library/python>

- What's a scripting language?
 - why is python useful? / who uses it?
- nice interactive interpreter
- Rich standard library & PyPI (package index)
- Data Structures
 - lists / dictionaries / sets / iterators
- object oriented
 - yield/generator/iterator
- uses garbage collection
- can treat a function as an object
- duck typing (dynamic typing)
- pip/ dev tools: pydoc/docstring/debugger/unittest


Guido van Rossum

<https://www.python.org/~guido/>

Scripting Language

- What is a scripting language?
- Why would you use one?
- Do you really not compile the code?
 - interpreter vs compiler vs byte code & Virtual Machine

Install – Python 3.X

- Windows or Mac
 - <https://www.python.org/downloads/>
 - Mac: Homebrew <http://brew.sh>
- Linux
 - via package manager
 - yum, apt-get, zypper/yast
- ipython 
 - better Python shell
- IDLE
 - GUI version of the Python shell
- Source
 - the source code is also available

Linux:

```
bart$ idle3
```

OR

```
bart$ python3
```

OR

```
bart$ ipython3
```

Python Software

- pip

- install and manage Python packages

pip-3.3 install virtualenvwrapper

<https://pypi.python.org/pypi> ← list packages

- virtual environments

virtualenv-3.3 **CS360_A1**

source **CS360_A1**/bin/activate

pip-3.3 install simplejson

pip-3.3 install "ipython[notebook]"

pip-3.3 freeze

deactivate

<https://pypi.python.org/pypi/pip>

<http://docs.python-guide.org/en/latest/dev/virtualenvs/>

Python on OpenSUSE

```
zypper in python3 python3-virtualenv
```

```
virtualenv-3.3 cs360f14_python_env  
source cs360f14_python_env/bin/activate
```

You should install this on your
cs360-# server.

```
pip-3.3 install "ipython[notebook]"
```

```
ipython3  
x = 42  
print(x)  
exit()
```

```
python3  
import tkinter  
tkinter._test()    # this will pop up a small dialog box.  
                   #Press the button to quit the dialog box.  
exit()
```

```
deactivate
```

<http://richardt.name/blog/setting-up-ipython-notebook-on-windows/>

```
chadd@coffee:~> ipython3
```

ipython

```
Python 3.3.5 (default, Mar 27 2014, 17:16:46) [GCC]  
Type "copyright", "credits" or "license" for more information.
```

```
IPython 2.1.0 -- An enhanced Interactive Python.
```

```
? -> Introduction and overview of IPython's features.
```

```
%quickref -> Quick reference.
```

```
help -> Python's own help system.
```

```
object? -> Details about 'object', use 'object??' for extra details.
```

```
In [1]:
```

- Let's try some commands

```
print("HI")
```

```
3 + 4
```

```
answer = 3 + 4
```

```
print("The answer is: ", answer)
```

```
help()
```

```
if
```

Other interactive options:

```
python  
bpython  
IDLE
```


BNF

- Backus-Naur Form

The "if" statement is used for conditional execution:

```
if_stmt ::= "if" expression ":" suite
          ( "elif" expression ":" suite )*
          ["else" ":" suite]
```

http://en.wikipedia.org/wiki/Backus-Naur_Form


<https://docs.python.org/3/reference/grammar.html>

<https://docs.python.org/3/reference/index.html>

Let's use an If statement

- Print hello if answer is greater than 7
 - Print bye if answer is less than 7
 - Print winner if answer is exactly 7
-
- It is not evident in the BNF, but indentation is very important
 - No curly braces like in C/C++
 - Indentation instead
 - <http://ipython.org/ipython-doc/dev/interactive/reference.html#autoindent>

Read the red warnings.
Don't copy and paste already indented code with autoindent turned on!



Interrogate

- `dir(type)`
 - what names are available for *type*?
- What methods are available for `int` ?

`value = 5`

`value.method()`

- `dir(__builtin__)`

What if you type `dir()` ?

strings - str

- <https://docs.python.org/3/tutorial/introduction.html>
- single ' or double quotes “ \x to escape x.
- Triple quotes: span lines

Building Strings

- Concatenate: +
- Repeat: *

Strings like Arrays/Lists

- data = “CS360”
- data[0] # 'C' data[1:3] # “S3” data[-1] #

Check out the while statement

- print all the integers from 1 to 10 using a while

```
yourName = input("Name? ")
```

```
yourAge = int(input("Age? "))
```

- print all the integers from 1 to yourAge.

int(x, base)

- int(x, base)
 - convert x, a string written in base *base* into an int (in base 10)
- bin(x)
 - convert x, an int in base 10, to base 2

```
int (input("Age ?" ))
```

```
int (input("Age in binary ?" ), base = 2)
```

```
int( bin(42), base = 2)
```

- *keyword arguments*

<https://docs.python.org/3/tutorial/controlflow.html#keyword-arguments>

Setup

```
cd ~/Documents
virtualenv-3.3 CS360_python
source CS360_python/bin/activate
pip-3.3 install "ipython[notebook]"
ipython3
```

...

```
exit()
deactivate
```

Do not put CS360_Python
oin GitHub!

- Go to GitHub
- Fork cs360f14/PythonExamples_Lectures

```
cd ~/Documents
```

```
git clone ...
```

```
cd PythonExamples_Lectures
```

```
source ../CS360_python/bin/activate
```

- You can commit your ipython logs to GitHub for later!

For loop

Data Structures

- Sequences
 - immutable: String, Tuple, Bytes
 - mutable: Lists, Byte Arrays
- Sets
 - immutable: frozenset
 - mutable: set
- Mappings
 - dictionaries

List [a type of sequence, duplicates allowed]

- `vowels = ['a', 'e', 'i', 'o', 'u']`
- `print (vowels)`
`['a', 'e', 'i', 'o', 'u']`
- `print(vowels[0])`
- `print(vowels[-1])`
- `print(vowels[2:])`
- `print(vowels+ ['y'])`
- `vowels[0] = 'A'`
- `vowels[1:3] = ['E', 'I']`
- `vowels[1:3] = []`
- `vowels[:] = []`
- functions:
 - `len(vowels)`
 - `vowels.append('y')`
- `numbers = ['zero', 1, 'II']`

More on Lists

- `append()/pop()`
- `popleft()`
- **List Comprehensions**
 - make a list
 - `squares = [x**2 for x in range(10) if x % 2 == 0]`

expression for clause for/if

- `squaresAndOne = [(x**2, x**2+1) for x in range(10)]`

- `del`

```
for pos, value in enumerate(squares): # position, value
    print (pos, value)
```

```
for value in squares:
    print (value)
```

<https://docs.python.org/3/tutorial/datastructures.html#more-on-lists>

tuple (a type of sequence)

- `course = 'cs360', 'fall', 2014`
`('cs360', 'fall', 2014)`
- `grade = course, 'A'`
`(('cs360', 'fall', 2014), 'A')`
- `unknownGrade = course,`
`(('cs360', 'fall', 2014) ,)`
- `classname, semester, year = course`

Set (unordered, no duplicates)

- `depts = {'CS', 'Math', 'Bio'}`
- `'CS' in depts`
`True`
- `longstring = 'anmfknjv.....23kljfn,...'`
`letters = { x for x in longstring if x in vowels }`

```
for name in depts:  
    print(name)
```

```
for name in sorted(depts):  
    print(name)
```

Dictionary (mapping)

- of `te` = `{'chadd':202, 'shereen':203, 'doug':201}`
- of `te['chadd']`
- of `te['chadd']` = 'supply closet'
- of `te['boardman']` = 'Price 209'
- of `te.keys()` `list(of te.keys())`
- 'chadd' in of `te` 203 in of `te`

Dictionary

- `cs = dict([(202, 'chadd') , (203, 'shereen'), (201, 'doug')])`
- `squared = { x : x**2 for x in range(10) }`
- `cs = dict(chadd= 202 , shereen=203, doug=201)`

```
for k, v in cs.items() # key, value  
    print(k, v)
```


Execution

- Names refer to objects
 - names are bound to objects

```
x = MyObj()
```
- block is a piece of code executed as a unit
- execution frame ~ stack frame
- scope

<https://docs.python.org/3/reference/executionmodel.html>

Get Started!

- Start your virtual environment
- Start ipython3
- Start your log file (optional)

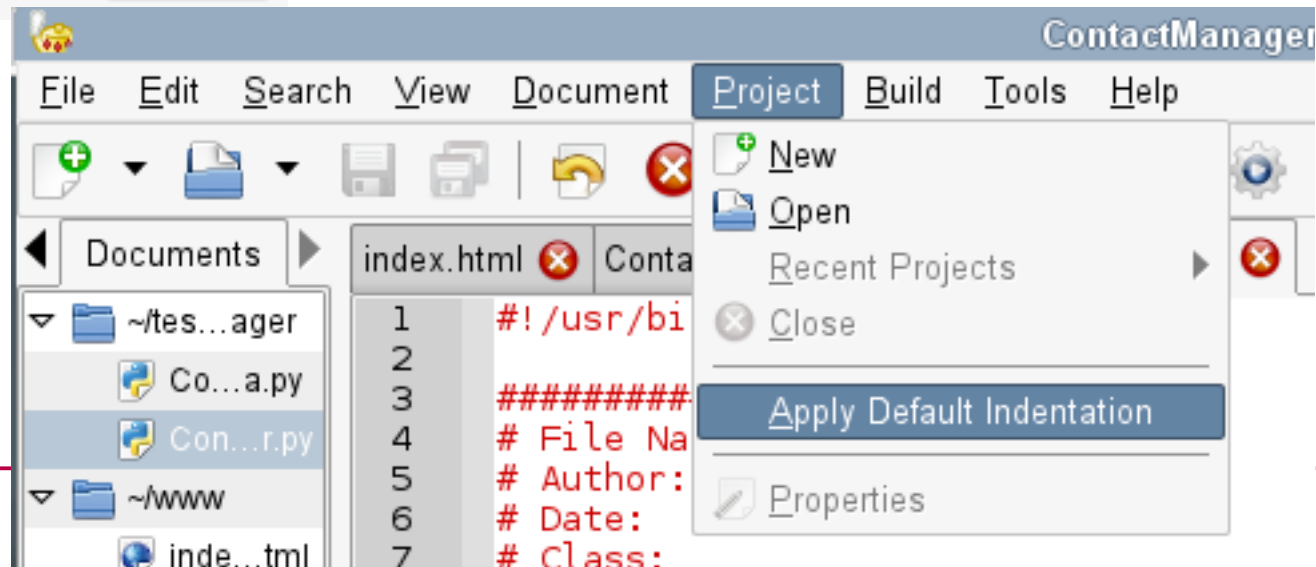
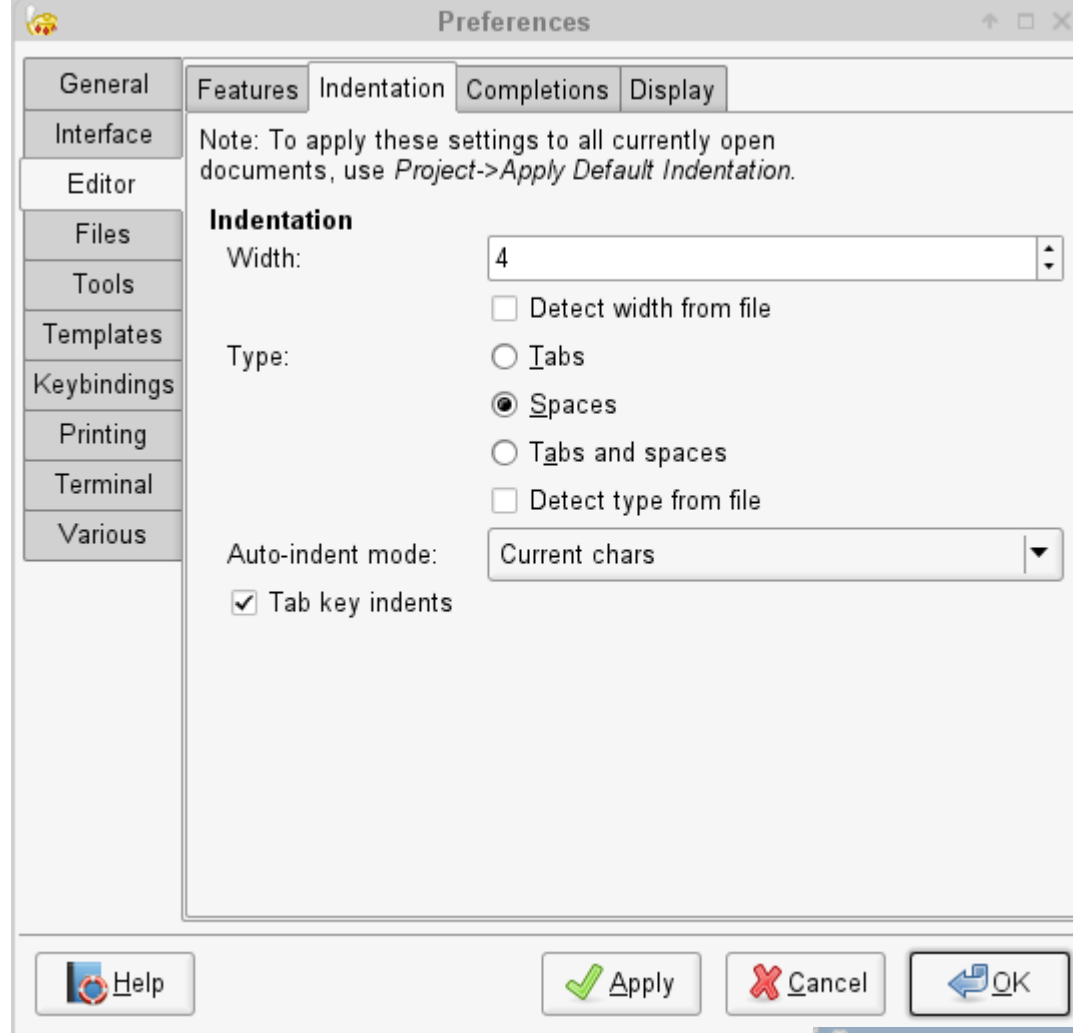
Let's put this in a file

- Open a second terminal!
- **cd Documents/PythonExamples_Lectures**
- open first.py (geany, nano, *your choice...*)

```
#!/usr/bin/python3  
print ("Hi")
```

- **chmod u+x first.py**
./first.py
OR
python first.py
- *git add/commit/push*

Set tabs to 4 spaces



Coding Standards

- style guide

- <http://legacy.python.org/dev/peps/pep-0008/>

- Zen of Python

- <http://legacy.python.org/dev/peps/pep-0020/>

```
#####  
# File Name:  
# Author:  
# Date:  
# Class:  
# Assignment Title  
# Purpose:  
#####
```

- PyDoc

- <https://docs.python.org/3/library/pydoc.html>
- <https://docs.python.org/3/library/doctest.html>

Add a skeleton to GitHub

- open skeleton.py

```
#!/usr/bin/python3

#####
# File Name:
# Author:
# Date:
# Class:
# Assignment:
# Purpose:
#####
```

- git add/commit/push

Functions

- Take parameters, return a single value

```
def funcname ( paramlist ) :  
    statements
```

Arguments

- Default

```
def funcname ( value, error = 0.1, unit = 'Miles') :  
    print(value, error, unit, sep="+")
```

- Keyword

```
funcname(2, unit='km')
```

```
funcname(unit='km', error=0.9, value = 9)
```


Keyword, continued

```
def cheeseshop(kind, *arguments, **keywords):
    print("-- Do you have any", kind, "?")
    print("-- I'm sorry, we're all out of", kind)

    for arg in arguments:
        print(arg)

    print("-" * 40)
    keys = sorted(keywords.keys())
    for kw in keys:
        print(kw, ":", keywords[kw])
```

```
cheeseshop("Limburger", "It's very runny, sir.",
           "It's really very, VERY runny, sir.",
           shopkeeper="Michael Palin",
           client="John Cleese",
           sketch="Cheese Shop Sketch")
```

<https://docs.python.org/3/tutorial/controlflow.html#documentation-strings>

Variable Number (variadic)

```
def funcname(*args)
```

```
.....
```

Unpacking arguments

- I already have my arguments in a list!

```
>>> def parrot(voltage, state='a stiff', action='vroom'):  
...     print("-- This parrot wouldn't", action, end=' ')  
...     print("if you put", voltage, "volts through it.", end=' ')  
...     print("E's", state, "!")  
...  
  
>>> d = {"voltage": "four million",  
        "state": "bleedin' demised",  
        "action": "VOOM"}  
  
>>> parrot(**d)  
-- This parrot wouldn't VOOM if you put four million volts through it.  
E's bleedin' demised !
```

Doc Strings

- Doc Strings

```
def funcname ( ) :  
    """This is a one line comment  
  
    This is the longer comment that  
    describes the function behavior in detail  
    """  
    statements.....  
  
print(funcname.__doc__)
```

This is a one line comment

This is the longer comment that
describes the function behavior in detail

PyDoc

```
#!/usr/bin/python

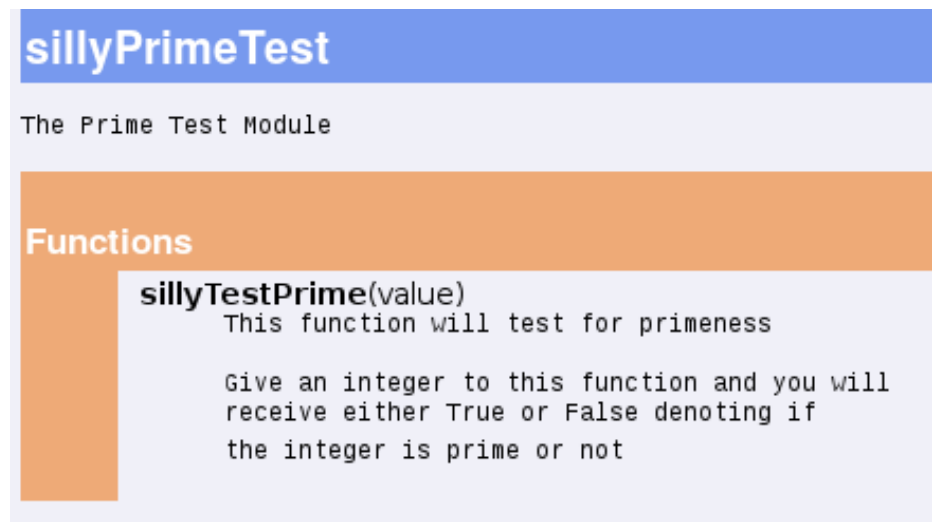
"""
The Prime Test Module
"""

def sillyTestPrime (value) :
    """ This function will test for primeness

    Give an integer to this function and you will
    receive either True or False denoting if
    the integer is prime or not
    """

    counter = 2
    prime = True
    while counter <= value / 2 and prime:
        prime = (value % counter != 0)
        counter += 1

    return prime
```



The image shows a PyDoc output for a module named 'sillyPrimeTest'. The output is displayed in a light blue box with a blue header bar containing the module name. Below the header, the text 'The Prime Test Module' is shown. A section titled 'Functions' is highlighted with an orange background. Under this section, the function 'sillyTestPrime(value)' is listed with its docstring: 'This function will test for primeness'. Below the function name, there is a detailed description: 'Give an integer to this function and you will receive either True or False denoting if the integer is prime or not'.

DocTest

```
"""
```

```
doctest Example
```

```
>>> sumTwo(2,2)
```

```
4
```

```
"""
```

```
def sumTwo(left, right) :
```

```
    """ return the sum of both values
```

```
>>> sumTwo(1,2)
```

```
3
```

```
>>> sumTwo(1.1, 3)
```

```
4.1
```

```
"""
```

```
return left + right
```

```
if __name__ == "__main__":
```

```
    import doctest
```

```
    doctest.testmod()
```

```
python3 test_doctest.py -v
```

```
python3 -m doctest -v example.py
```

Function Annotations (python 3 only)

```
def funcname (param : "first param",  
             value : int = 42) -> "no return stmt" :  
    print (funcname.__annotations__)  
    print (param, value)
```

```
>>> funcname(2)
```

```
{'return': 'no return stmt', 'param': 'first  
param', 'value': <class 'int'>}
```

```
2 42
```

Get Started!

- Start your virtual environment
- fetch upstream PythonExamples_Lectures

```
(CS360_python)you@machine:~> python3 file.py
```


lambda - lambdaExample.py

- anonymous function
 - function not bound to an identifier
 - used to:
 - pass as a parameter to another function
 - returned from a function
 - restricted to single expression

<https://docs.python.org/3/tutorial/controlflow.html#lambda-expressions>

pass lambda function as parameter

```
>>> pairs = [(1, 'one'), (2, 'two'), (3, 'three'), (4, 'four')]
>>> pairs.sort(key=lambda pair: pair[1])
>>> pairs
[(4, 'four'), (1, 'one'), (3, 'three'), (2, 'two')]
>>> type(pairs)
list
```

<https://docs.python.org/3/library/stdtypes.html#list.sort>

yield/generate/iterator generatorExample.py

- iterator

```
for value in squares:  
    print (value)
```

- idiom to access each single item one at a time

- generator

- a way to create iterators

```
def squared(data):  
    for value in data:  
        yield value**2
```

- yield

- generation of a single item

```
numbers = [0, 1, 2, 3, 4, 5]  
for square in squared(numbers):  
    print (square)
```

- generator expressions

```
sum(i*i for i in range(3))
```

Classes - classExample.py

- class members are public
 - no private except by convention!
- member functions are virtual

```
class CSCourse :
    """Represent a single CS Course"""
    kind = 'CS' # class variable shared by all CSCourses

    def __init__(self, name, number) :
        self.name = name          # instance variable
        self.number = number

    def display(self):
        print("CS Course: " , self.name, self.number, sep=" ")

    def __str__(self):
        return kind + self.name + str(self.number)

cs360=CSCourse("Special Topics", 360)
cs360.display()
print(str(cs360))
```

Inheritance

inheritanceExample.py

```
class Course :
    """Represent a single Course"""
    kind = 'Gen Ed'

    def __init__(self, name, number) :
        self._name = name # 'private' instance variable
        self._number = number
        self.__display()

    def display(self):
        print(self.kind,"Course:" , self._name, self._number, sep=" ")
        __display = display # private copy

class CSCourse(Course) :
    """Represent a single CS Course"""
    kind = 'CS' # class variable shared by all CSCourses

    def __init__(self, name, number, language, numberOfPrograms) :
        Course.__init__(self, name, number)
        self._language = language
        self._numberOfPrograms = numberOfPrograms

    def display(self):
        Course.display(self)
        print('Language', self._language,
              'Number Of programs:', self._numberOfPrograms, sep = ' ')
```

On the Fly - dynamicClassExample.py

```
class Numbers:
```

```
    pass
```

```
def print(value):
```

```
    print(value.integer)
```

```
data = Numbers()
```

Exceptions - exceptionsExample.py

- Produce an error that can be handled programmatically

`try:`

`statements`

`except ExceptionType as err :`

`ExceptionType_occurred`

`except DifferentExceptionType :`

`DifferentExceptionType_occurred`

`else :`

`no_exception_occurred`

`finally :`

`always_run_statements`

<https://docs.python.org/3/library/exceptions.html>

`raise NameError('unknown name!')`

Debugger - debug_example.py

- `pdb`
- `python -i example.py`
 - dump you into an interactive session when the code finishes or crashes
 - use `dir()`
- `python -m pdb example.py`
 - `break f lename:lineno`
 - `list`
 - `step`
 - `print var`

<https://docs.python.org/3/library/pdb.html>

- Unit Test: Test a small unit of code
- Python module unittest
- subclass unittest.TestCase
- setUp(self)
- tearDown(self) <https://docs.python.org/3/tutorial/>
- test_XXXX(self)
 - self.assertEqual() / self.assertNotEqual()
 - self.assertRaises()
 - self.assert??????()

 <https://docs.python.org/3/library/unittest.html>

Standard Library

threadExample.py
functionThreadExample.py

- Text Processing
- DataTypes
- Math
- Decimal Floats
- Files / OS
- Threads
- Networking
- Multimedia

```
import os
```

```
dir(os)
```

```
from x import y
```

<https://docs.python.org/3/library/index.html>

<https://docs.python.org/3/tutorial/stdlib.html>

<https://docs.python.org/3/tutorial/stdlib2.html>

Outside the Standard Library

pip-3.3 install requests

requestsExample.py

- Allow you to handle HTTP (web) fetches easily
- Why?

```
(CS360_python) you@there:~> python3 requestsExample.py
```

<http://docs.python-requests.org/en/latest/>

ipython notebook

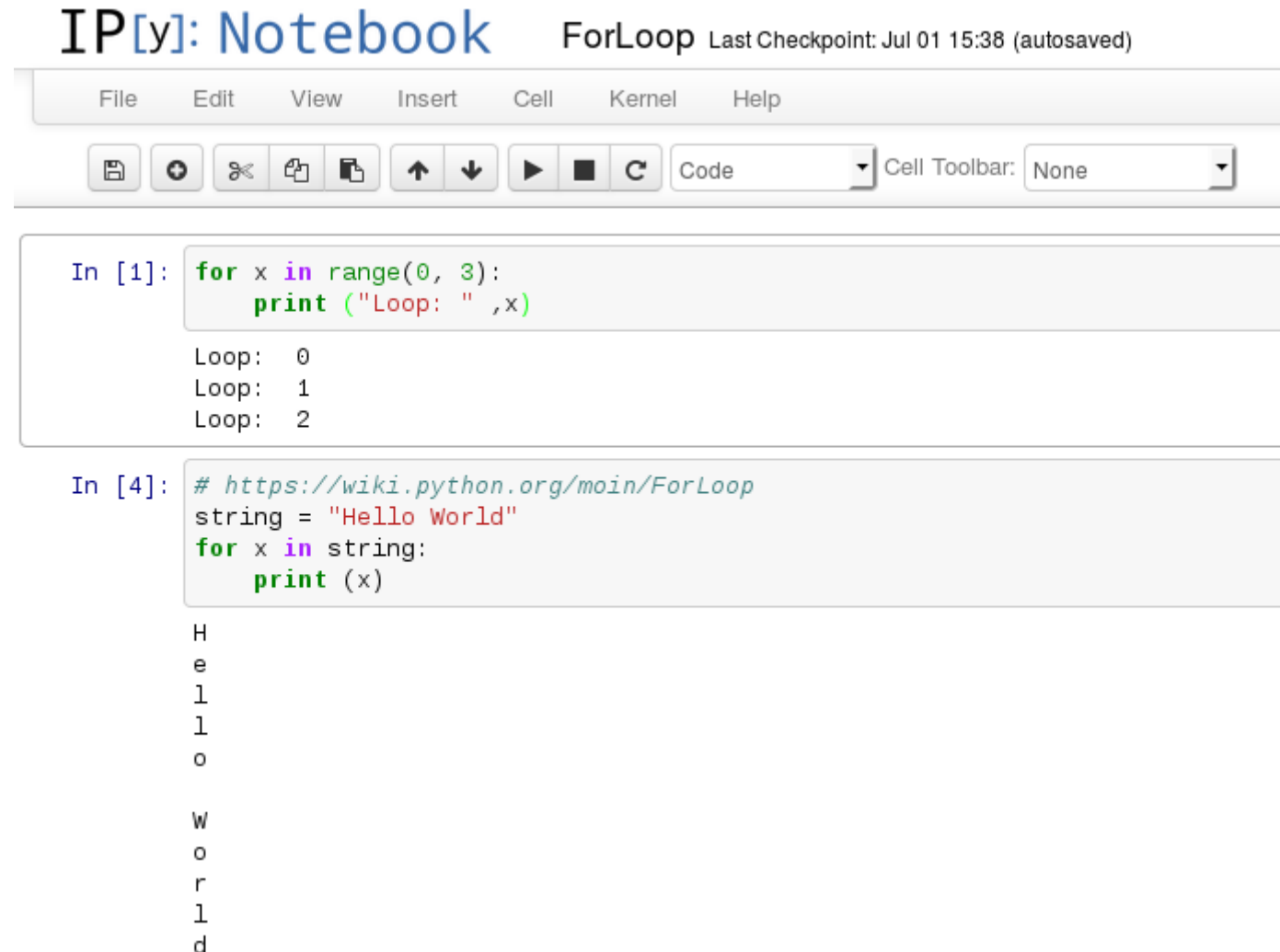
Python in your browser!

Save the input and output to a nice format

JSON

Can be output as HTML

\$ ipython3 notebook



The screenshot shows the IPython Notebook interface. The title bar reads "IP[y]: Notebook ForLoop Last Checkpoint: Jul 01 15:38 (autosaved)". Below the title bar is a menu bar with "File", "Edit", "View", "Insert", "Cell", "Kernel", and "Help". A toolbar contains icons for saving, adding, deleting, copying, pasting, undo, redo, and running code. A dropdown menu shows "Code" and "Cell Toolbar: None".

The first code cell (In [1]) contains the following Python code:

```
In [1]: for x in range(0, 3):  
        print ("Loop: ", x)
```

The output of the first cell is:

```
Loop: 0  
Loop: 1  
Loop: 2
```

The second code cell (In [4]) contains the following Python code:

```
In [4]: # https://wiki.python.org/moin/ForLoop  
string = "Hello World"  
for x in string:  
    print (x)
```

The output of the second cell is:

```
H  
e  
l  
l  
o  
  
W  
o  
r  
l  
d
```

<http://ipython.org/ipython-doc/stable/notebook/index.html>

<http://richardt.name/blog/setting-up-ipython-notebook-on-windows/>

<http://www.lfd.uci.edu/~gohlke/pythonlibs/>

Get Started!

- Start your virtual environment
- fetch upstream PythonExamples_Lectures

```
(CS360_python)you@machine:~> python3 file.py
```

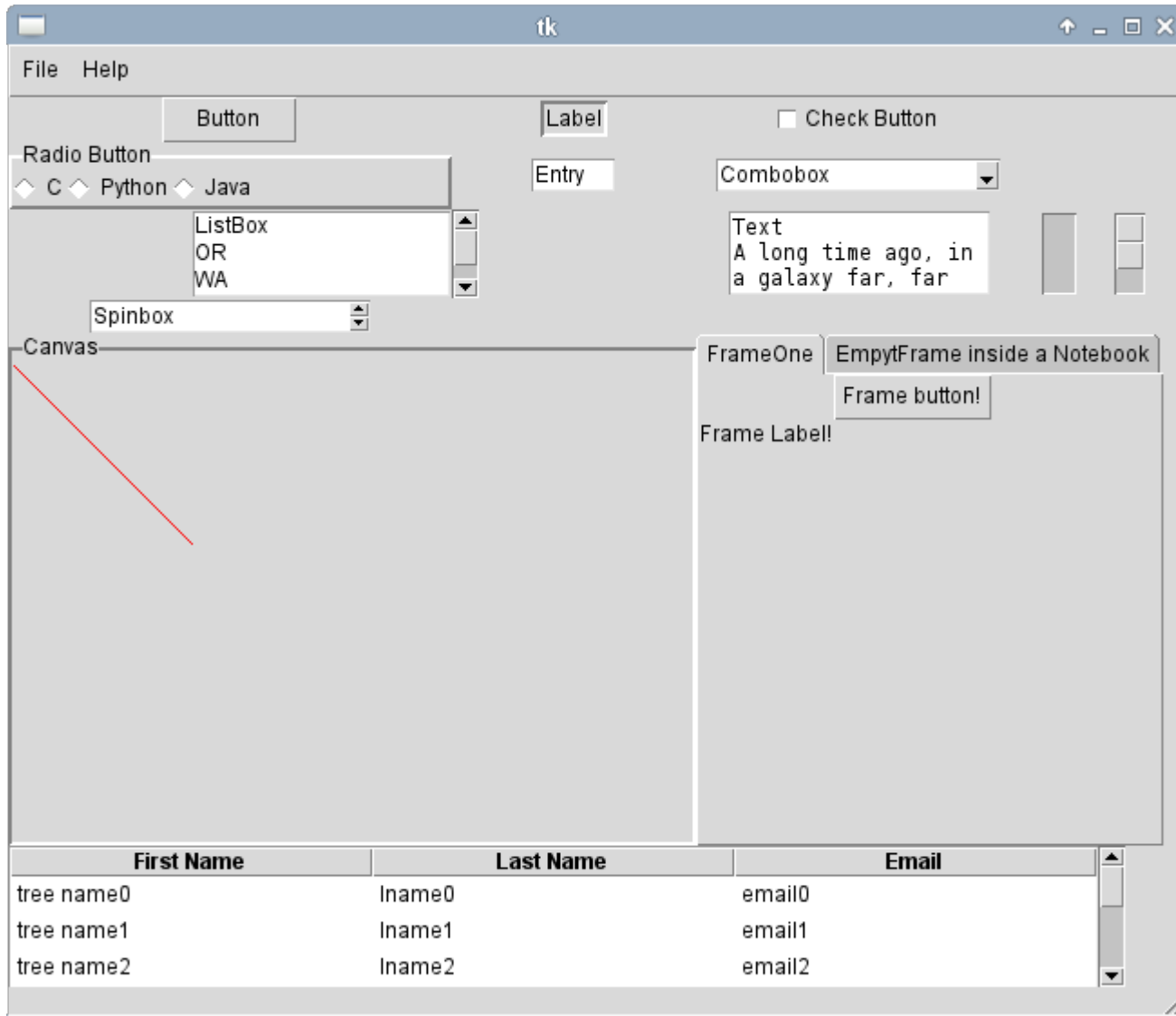
TK GUI - tkinter

- TK: cross platform widget (UI) toolkit
- Mac, Windows, Linux
 - native look and feel
- Many languages
 - Python, Tcl, Perl, Ruby, Ada, C, C++, ...
- <http://www.tkdocs.com/tutorial/onepage.html>
 - gives examples in Tcl, Ruby, Perl, Python
- <https://wiki.python.org/moin/TkInter>
- <http://infohost.nmt.edu/tcc/help/pubs/tkinter/web/index.html>
- <http://tkinter.unpythonic.net/wiki/>
- <https://docs.python.org/3/library/tkinter.html>

Other options:
PyQt / PySide
wxPython
PyGObject

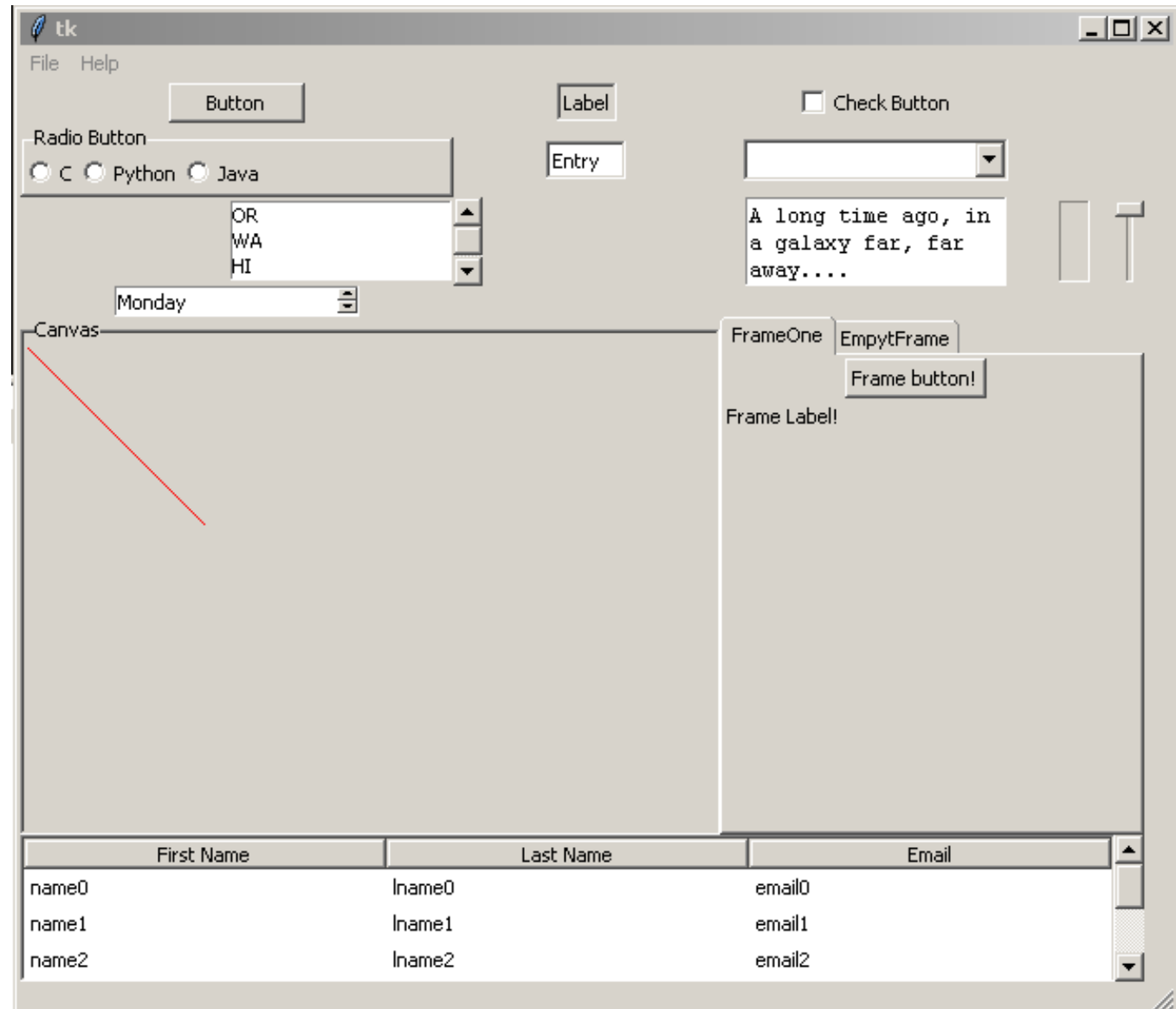
Widgets

widgets.py



Linux

TK - windows



Does TK work?

```
>>> import tkinter  
>>> tkinter._test()  
>>> dir(tkinter)
```

Basics

- Widget

`simpleButton.py`

`simpleEntry.py`

`TKExample.py`

`widgets.py`

- Geometry

- Event Handling

Build Me



Pressing the CS360 button should toggle the Entry box between displaying 'CS360' and 'Python'. 'Entry' is displayed in the Entry box only when the application is first launched.

I recommend building a `WidgetApp` class so the widgets can interact with each other via instance variables, not global variables.

BONUS: Right justify the text in the Entry.

Commit this to your personal **PythonExamples_Lectures/StudentSubmissions/TK** and make a Pull Request back to the main repository.

Name the file: **BuildMe_PUNetID.py**

Get Started!

- Start your virtual environment
- fetch upstream PythonExamples_Lectures

```
(CS360_python)you@machine:~> python3 file.py
```

- re - Regular Expressions
 - reExamples.py
 - <https://docs.python.org/3/library/re.html>
- csv - Comma Separated Value file reader
 - csvExample.py
 - <https://docs.python.org/3/library/csv.html>
- heapq - heap queue (priority queue)
 - heapqExample.py
 - <https://docs.python.org/3/library/heapq.html>
- datetime - dates and times
 - datetimeExample.py
 - <https://docs.python.org/3/library/datetime.html>

Exercise

- Read the list of events in the file history.csv into a heap.
- Sort by date
- Print all the events that involve the US in historical order (first to last)

SIP

- (Easily) Allow Python to access C or C++ libraries

Python → Python API → C API → C code