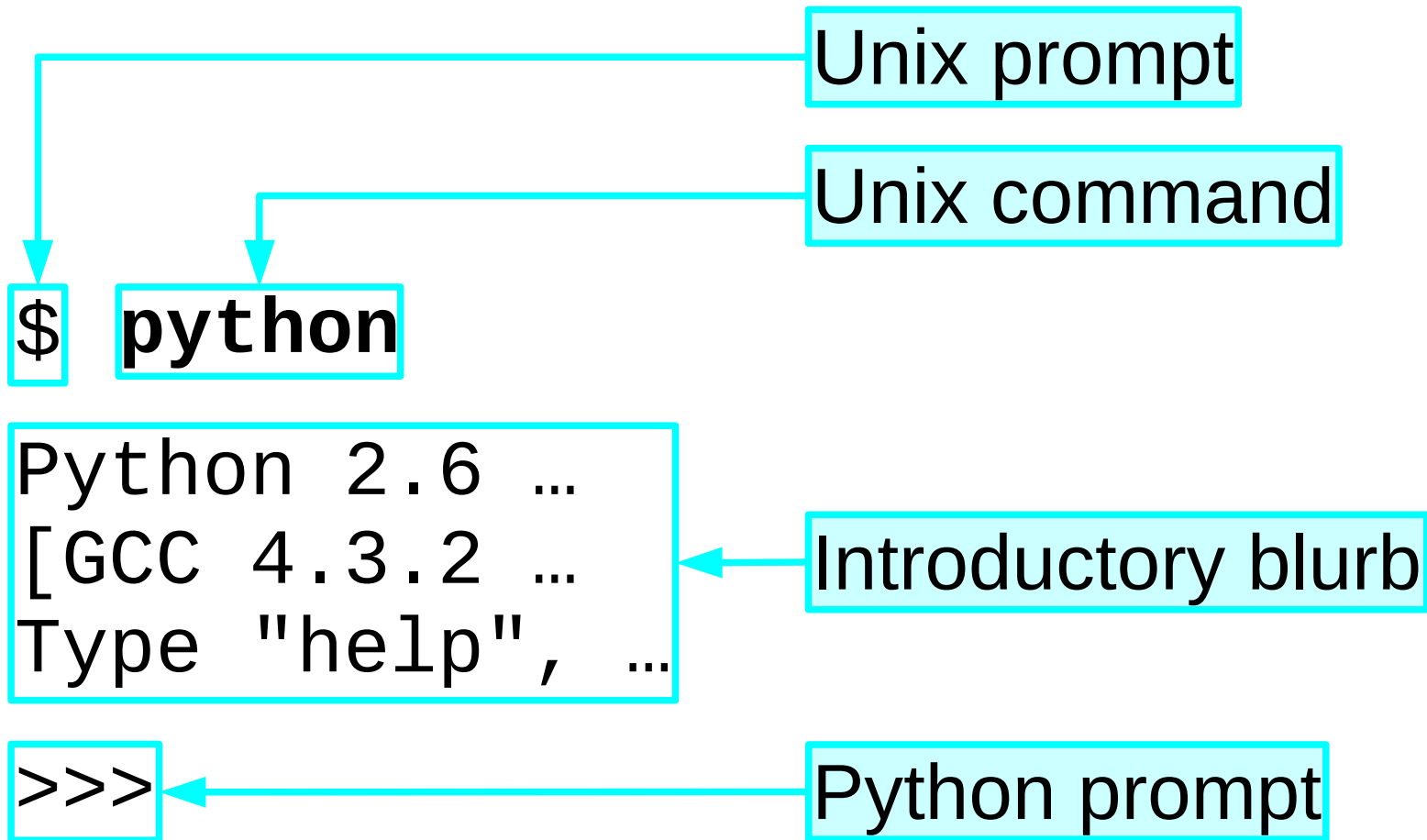


HEP Computing Part II Python Marcella Bona

Lectures 3-4

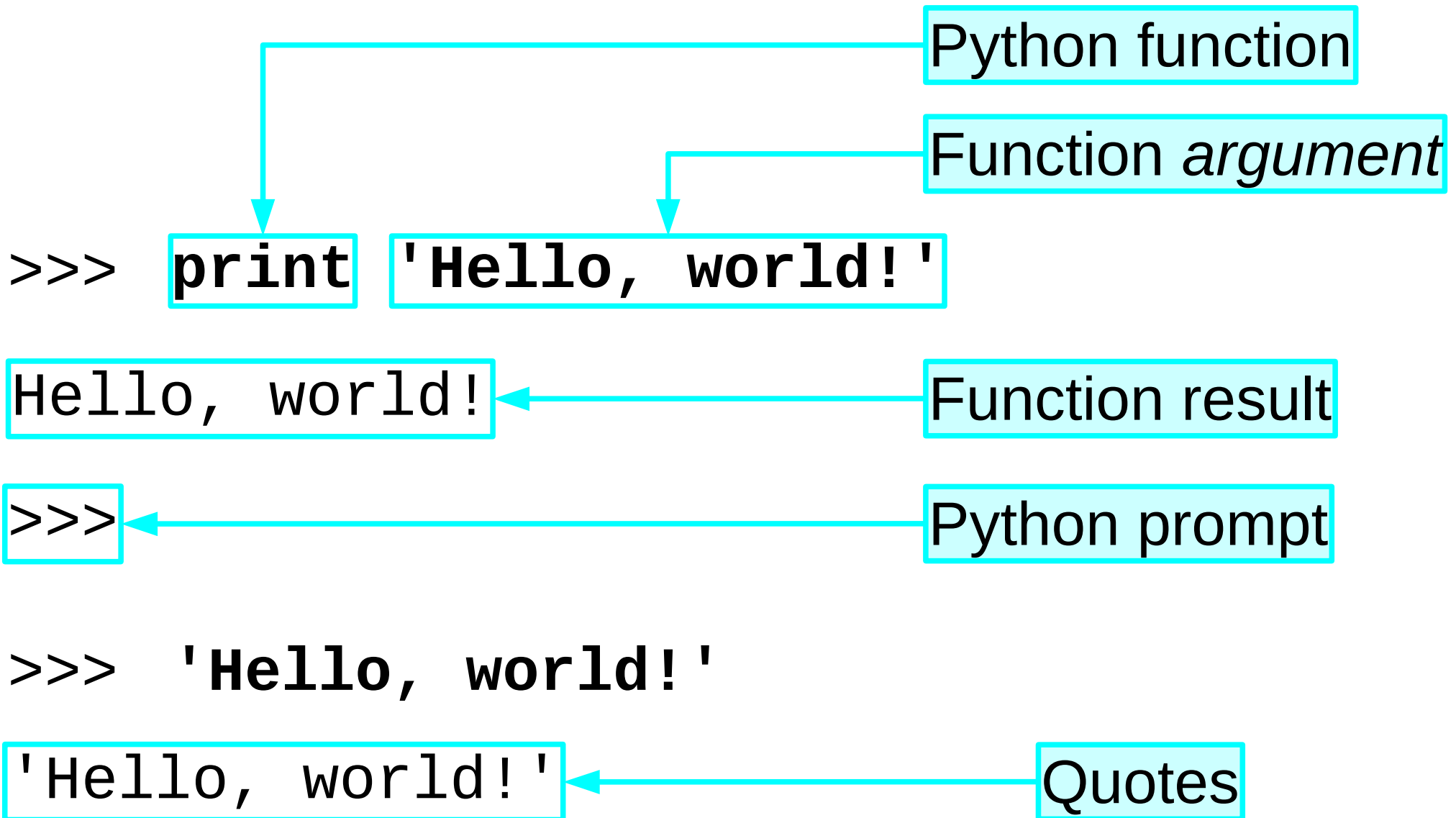
© Bob Dowling

Launching Python interactively



Bold face
means *you*
type it.

Using Python interactively



Using Python interactively

>>> `print(3)` ← Instruct Python to print a 3

`3` ← Python prints a 3

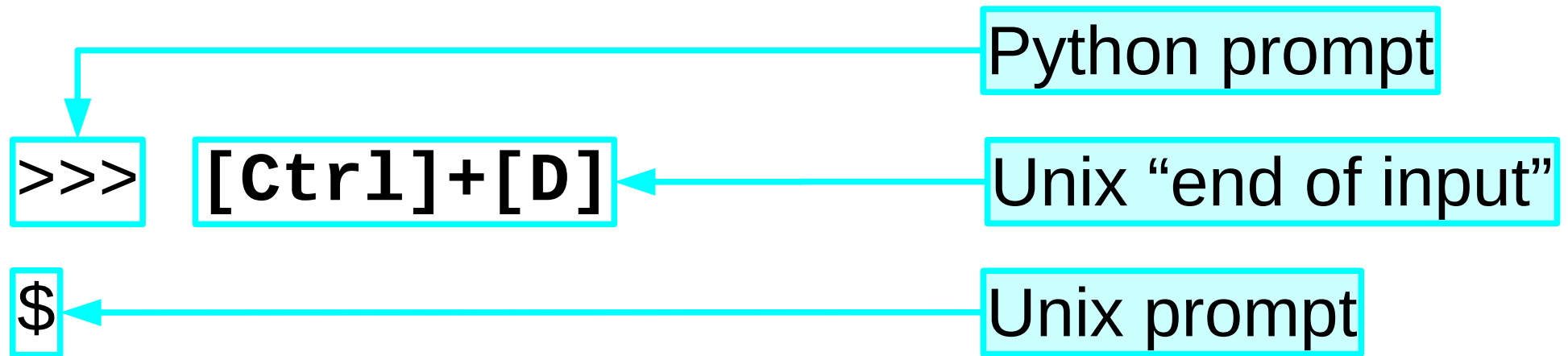
>>> `5` ← Give Python a literal 5

`5` ← Python evaluates and displays a 5

>>> `2 + 3` ← Give Python an equivalent to 5

`5` ← Python evaluates and displays a 5

Quitting Python interactively



1. Launch a terminal window.
2. Launch Python.
4. Run these Python expressions (one per line):
 - (b) `26+18`
 - (c) `26<18`
 - (d) `26>18`
5. Exit Python (but not the terminal window).

Launching Python scripts

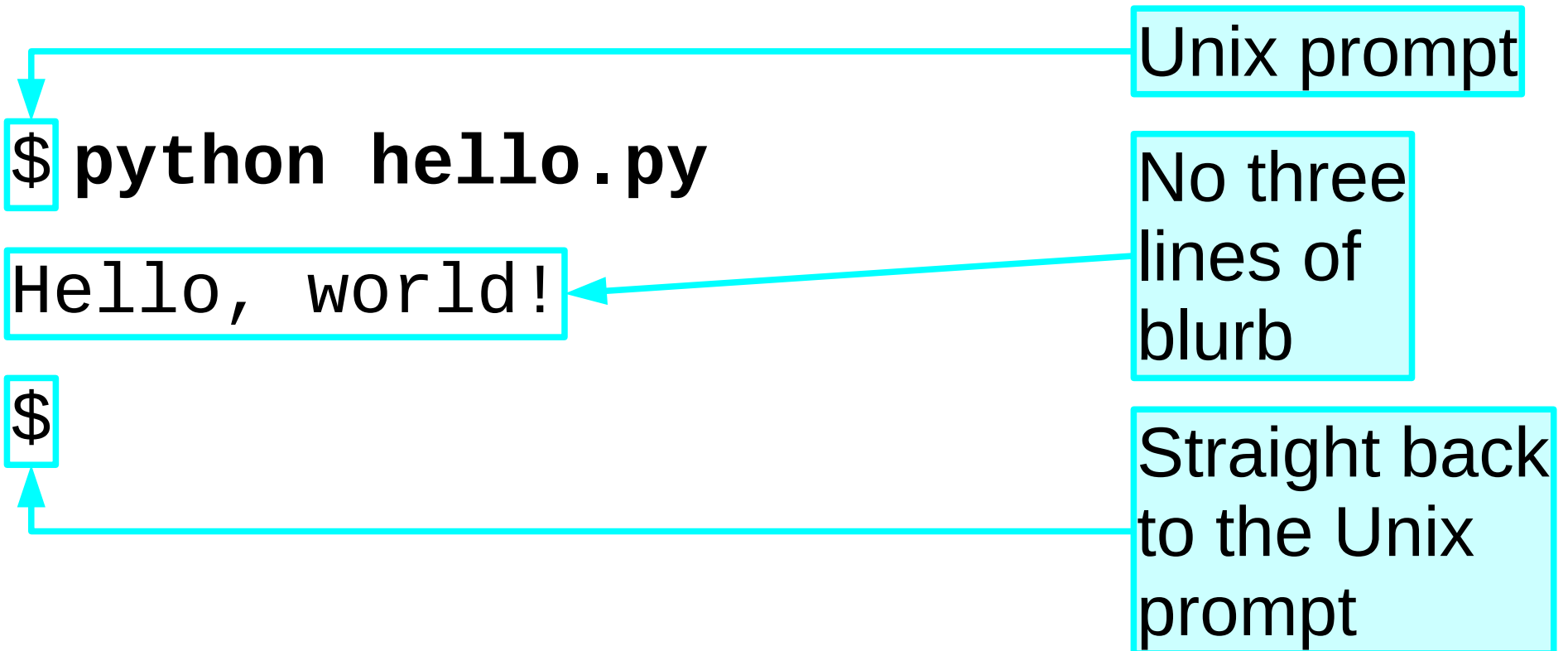
Read / edit the script

Run the script

Launching Python scripts

Edit a file with one single line:

```
$ emacs -nw hello.py  
    print('Hello, world!')
```



Launching Python scripts

```
print(3)
5
```

three.py

\$ python three.py

3 ← **No "5" !**

\$

Types of values

Numbers

Whole numbers

Decimal numbers

Text

“Boolean”

True

False

Integers

>>> 4+2
6

Addition behaves as you might expect it to.

>>> 3 + 5
8

Spaces around the "+" are ignored.

>>> 4-2
2

Subtraction also behaves as you might expect it to.

Integers

```
>>> 3 * 5  
15
```

Multiplication uses a “*” instead of a “x”.

```
>>> 5 / 3
```

```
1
```

Division rounds down.

```
>>> -5 / 3
```

```
-2
```

Strictly down.

```
>>> 4 ** 2  
16
```

Raising to powers uses “4**2” instead of “4²”.

Integers

```
>>> 65536 * 65536
```

```
4294967296L ← Long integer
```

```
>>> 4294967296 * 4294967296
```

```
18446744073709551616L
```

```
>>> 18446744073709551616 *  
18446744073709551616
```

```
340282366920938463463374607431768211456L
```

No limit to size of
Python's integers!

Floating point numbers

1	1.0
$1 \frac{1}{4}$	1.25
$1 \frac{1}{2}$	1.5

But

$1 \frac{1}{3}$	1.3
	1.33
	1.333
	1.3333

~~R~~

?

>>> 1.0

1.0

1 is OK

>>> 0.5

0.5

1/2 is OK

>>> 0.25

0.25

1/4 is OK

Powers of two.

>>> 0.1

0.10000000000000000001

1/10 is not!

Floating point numbers are... 17 significant figures ...printed in decimal ...stored in binary

>>> 4294967296.0 ** 2

1.8446744073709552e+19

17 significant figures

$\times 10^{19}$

$1.8446744073709552 \times 10^{19} =$

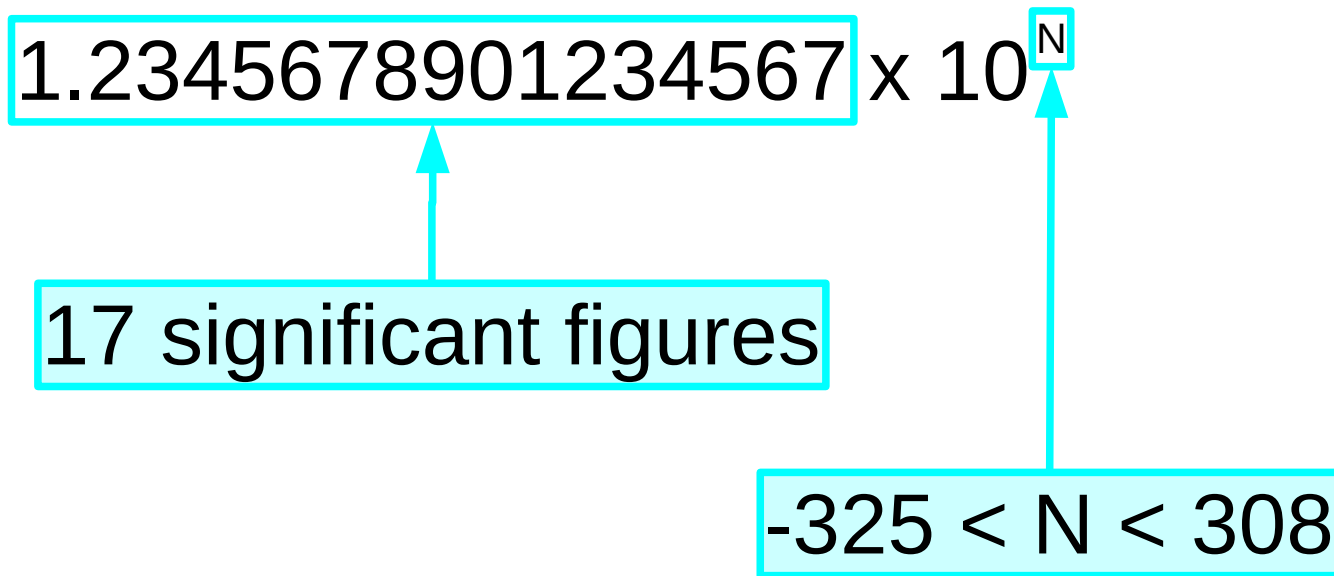
Approximate answer \rightarrow 18,446,744,073,709,552,000

$4294967296 \times 4294967296 =$

Exact answer \rightarrow 18,446,744,073,709,551,616

Difference \rightarrow 384

Floating point limits



Positive values:

$$4.94065645841e-324 < x < 8.98846567431e+307$$

Summary on Numbers

Floating Point numbers

1.25 \longrightarrow 1.25

1.25×10^5 \longrightarrow 1.25e5

Limited accuracy

(but typically good enough)

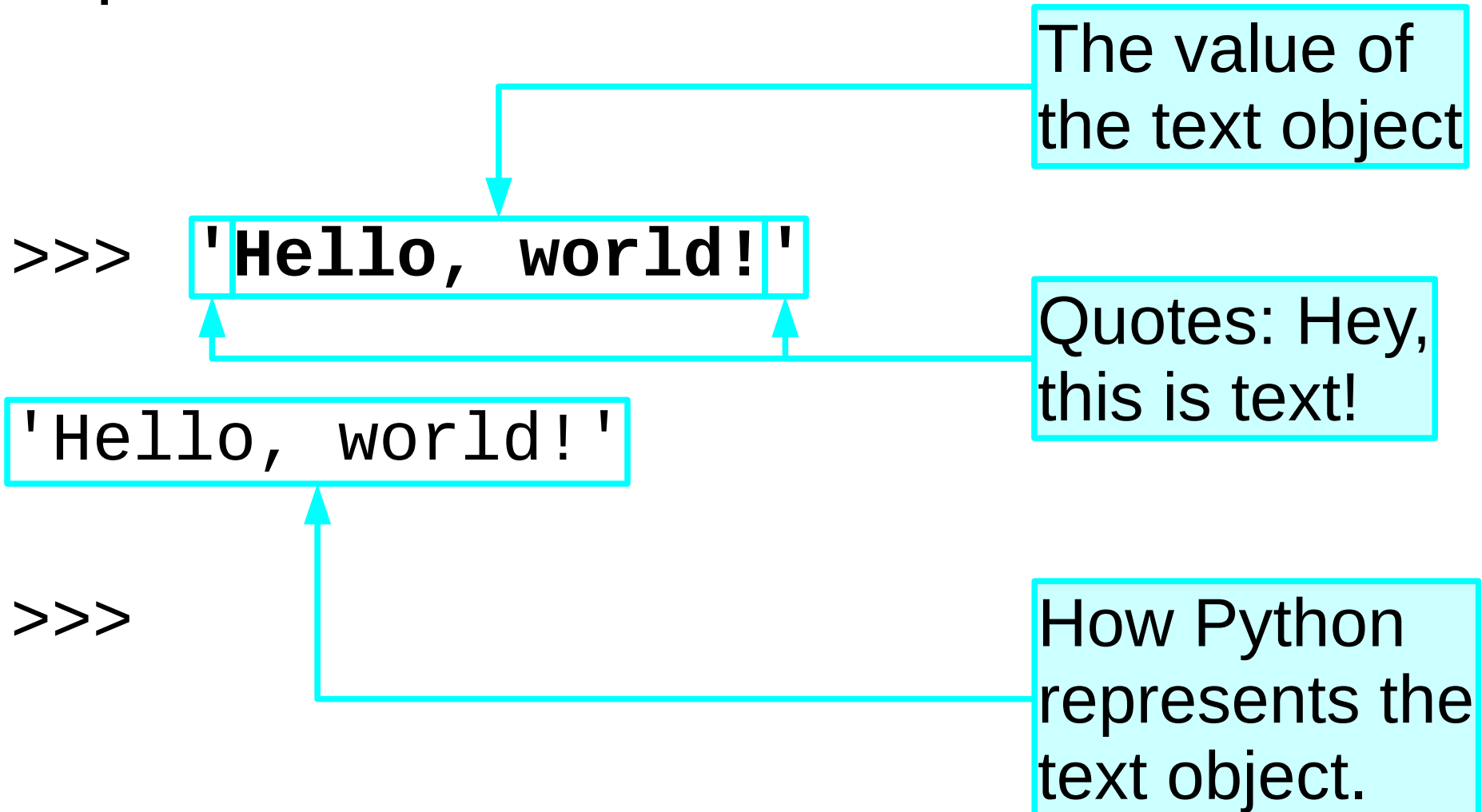
Limited range of sizes

Mathematical operations

$a+b$	$a-b$	$a \times b$	$a \div b$	a^b
$a+b$	$a-b$	$a * b$	a / b	$a ** b$

Strings

quotes



Why do we need quotes?

3 → It's a number

print ?
→ Is it a command?
→ Is it a string?

'print' → It's a string double quotes work the same

print → It's a command

Mixed quotes

```
>>> print 'He said "Hello" to her.'
```

```
He said "Hello" to her.
```

```
>>> print "He said 'Hello' to her."
```

```
He said 'Hello' to her.
```

Joining strings together

```
>>> 'He said' + 'something.'  
'He saidsomething.'
```

```
>>> 'He said ' + 'something.'  
'He said something.'
```

Repeated text

```
>>> 'Bang! ' * 3  
'Bang! Bang! Bang! '
```

```
>>> 3 * 'Bang! '  
'Bang! Bang! Bang! '
```


Line breaks

```
>>> print('Hello, \nworld!')
```

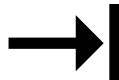
```
Hello,  
world!
```

`\n` → new line

Special characters

`\a` →  bell

`\n` → 

`\t` →  tab

`\'` → `'`

`\"` → `"`

`\\` → `\`

Comparisons

```
>>> 5 > 4
```

A comparison operation

```
True
```

A comparison result

```
>>> 5.0 < 4.0
```

```
False
```

Only two values possible

```
>>> 5 == 4
```

n.b. *double* equals

```
False
```

Comparing strings

```
>>> 'cat' < 'mat'  
True
```

```
>>> 'bad' < 'bud'  
True
```

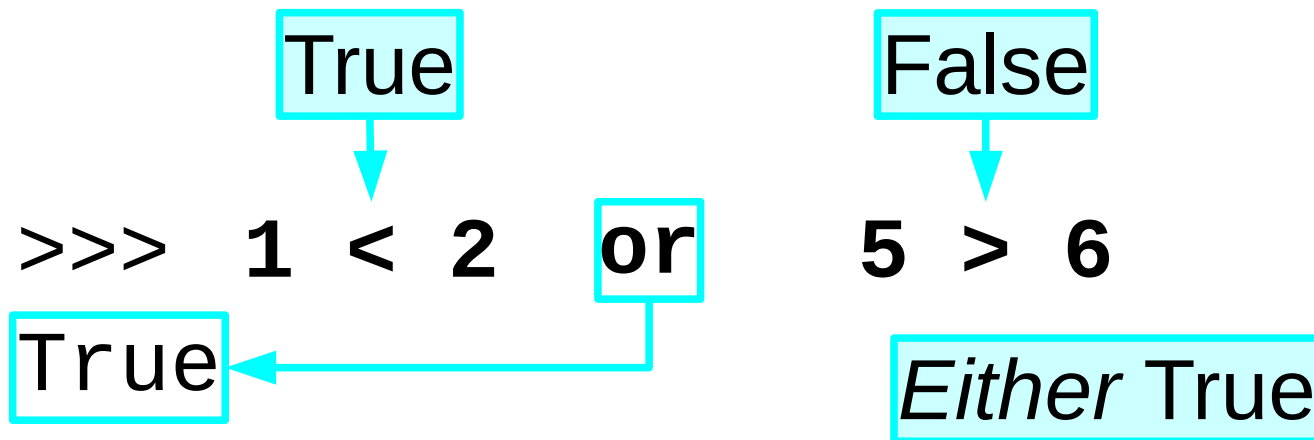
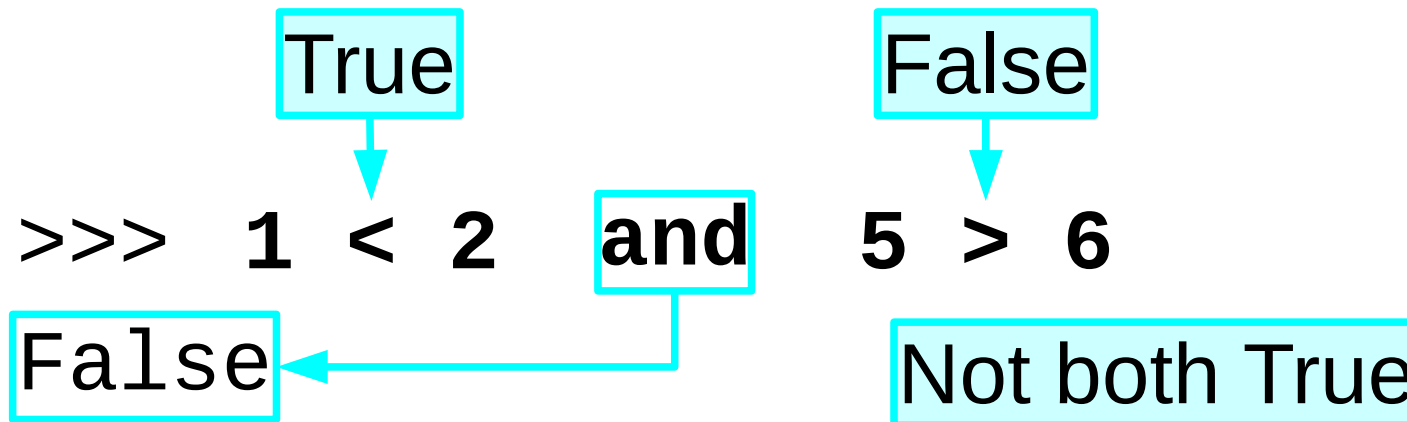
Alphabetic order...

```
>>> 'Cat' < 'cat'  
True
```

```
>>> 'Fat' < 'cat'  
True
```

ABCDEFGHIJKLMNOPQRSTUVWXYZ...
abcdefghijklmnopqrstuvwxyz

Combining booleans



Negating booleans

```
>>> 1 > 2
```

```
False
```

True	→	False
False	→	True

```
>>> not 1 > 2
```

```
True
```

```
>>> not False
```

```
True
```

```
>>> 1 == 2
```

```
False
```

```
>>> 1 != 2
```

```
True
```

```
>>> not 1 == 2
```

```
True
```

Precedence

First 

** % / * - +


Arithmetic

== != >= > <= <

Comparison

not and or

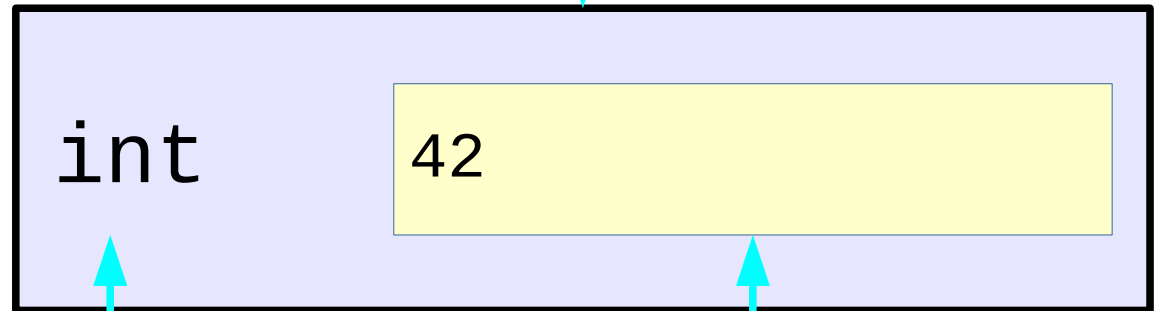
Logical

 Last

How Python stores values

Lump of computer memory

42

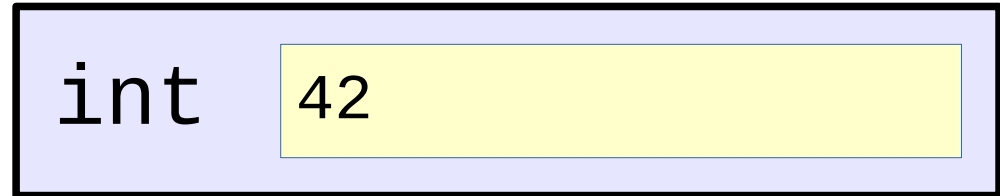


Identification of the value's type

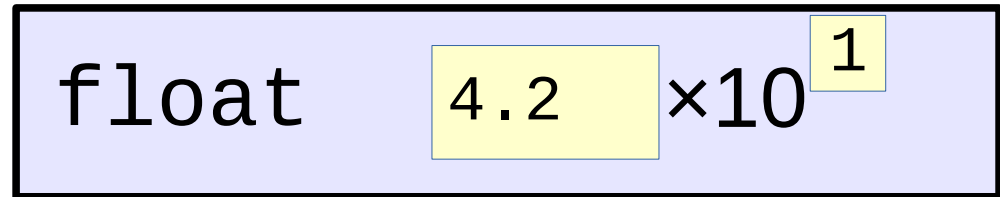
Identification of the specific value

How Python stores values

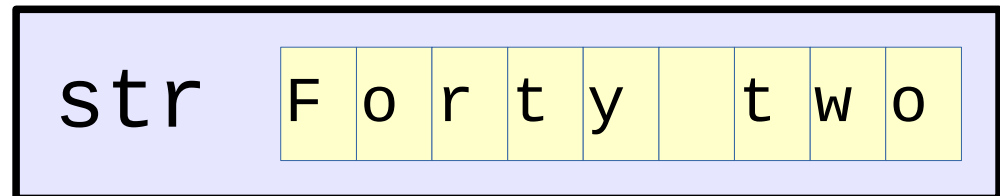
42



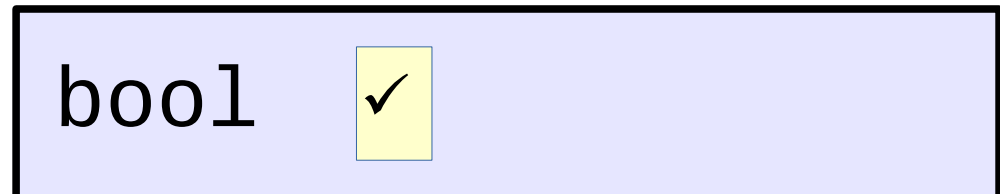
4.2×10^1



'Forty two'



True



Variables

Attaching a name to a value.

>>> **40 + 2**

42

An expression

The expression's value

>>> **answer = 42**

Attaching the name
answer to the value 42.

>>> **answer**

42

The name given

The attached value returned

if ... then ... else ...

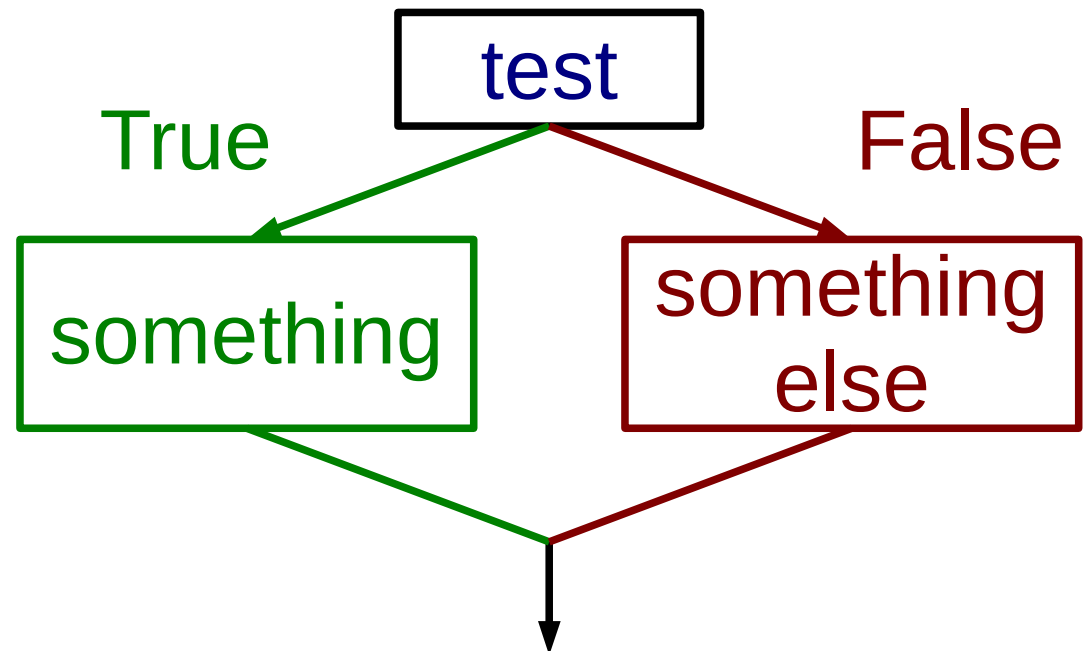
Run a test

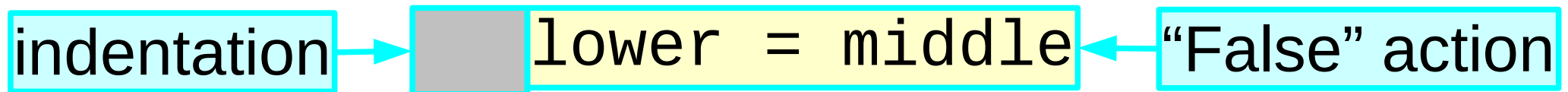
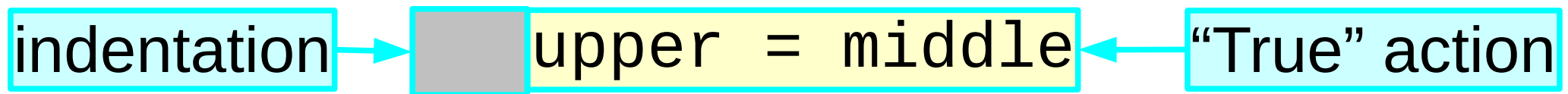
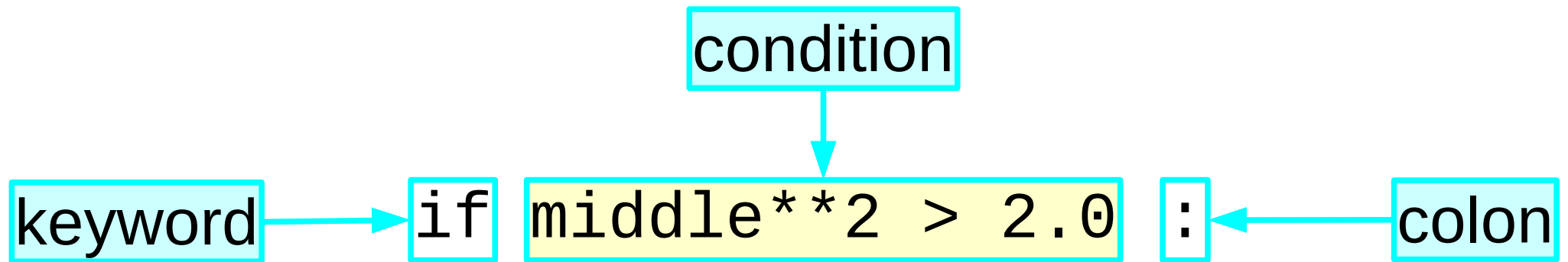
Do something
if it succeeds.

Do something
else if it fails.

Colon...Indentation

```
if test :  
    something  
else :  
    something else
```





Example script:

middle1.py

```
lower = 1.0
upper = 2.0
middle = (lower+upper)/2.0

if middle**2 > 2.0 :
    print('Moving upper')
    upper = middle
else :
    print('Moving lower')
    lower = middle

print(lower)
print(upper)
```

Example script: before

```
lower = 1.0  
upper = 2.0  
middle = (lower+upper)/2.0
```

```
if middle**2 > 2.0 :  
    print('Moving upper')  
    upper = middle
```

```
else :  
    print('Moving lower')  
    lower = middle
```

```
print(lower)  
print(upper)
```

Set-up prior
to the test.

Example script: if...

```
lower = 1.0  
upper = 2.0  
middle = (lower+upper)/2.0
```

```
if middle**2 > 2.0:
```

```
    print('Moving upper')  
    upper = middle
```

```
else :
```

```
    print('Moving lower')  
    lower = middle
```

```
print(lower)  
print(upper)
```

keyword: "if"

condition

colon

Example script: then...

```
lower = 1.0
upper = 2.0
middle = (lower+upper)/2.0

if middle**2 > 2.0 :
    print('Moving upper')
    upper = middle
else :
    print('Moving lower')
    lower = middle

print(lower)
print(upper)
```

Four spaces' indentation

The "True" instructions

Example script: else...

```
lower = 1.0  
upper = 2.0  
middle = (lower+upper)/2.0
```

```
if middle**2 > 2.0 :  
    print('Moving upper')  
    upper = middle
```

```
else :
```

```
    print('Moving lower')  
    lower = middle
```

```
print(lower)  
print(upper)
```

keyword: "else"

colon

Four spaces' indentation

The "False" instructions

Example script: after

```
lower = 1.0
upper = 2.0
middle = (lower+upper)/2.0

if middle**2 > 2.0 :
    print('Moving upper')
    upper = middle
else :
    print('Moving lower')
    lower = middle

print(lower)
print(upper)
```

Not indented

Run regardless
of the test result.

Example script: running it

```
lower = 1.0
upper = 2.0
middle = (lower+upper)/2.0

if middle**2 > 2.0 :
    print('Moving upper')
    upper = middle
else :
    print('Moving lower')
    lower = middle

print(lower)
print(upper)
```

Unix prompt

\$ python middle1.py

```
Moving upper
1.0
1.5
$
```

while

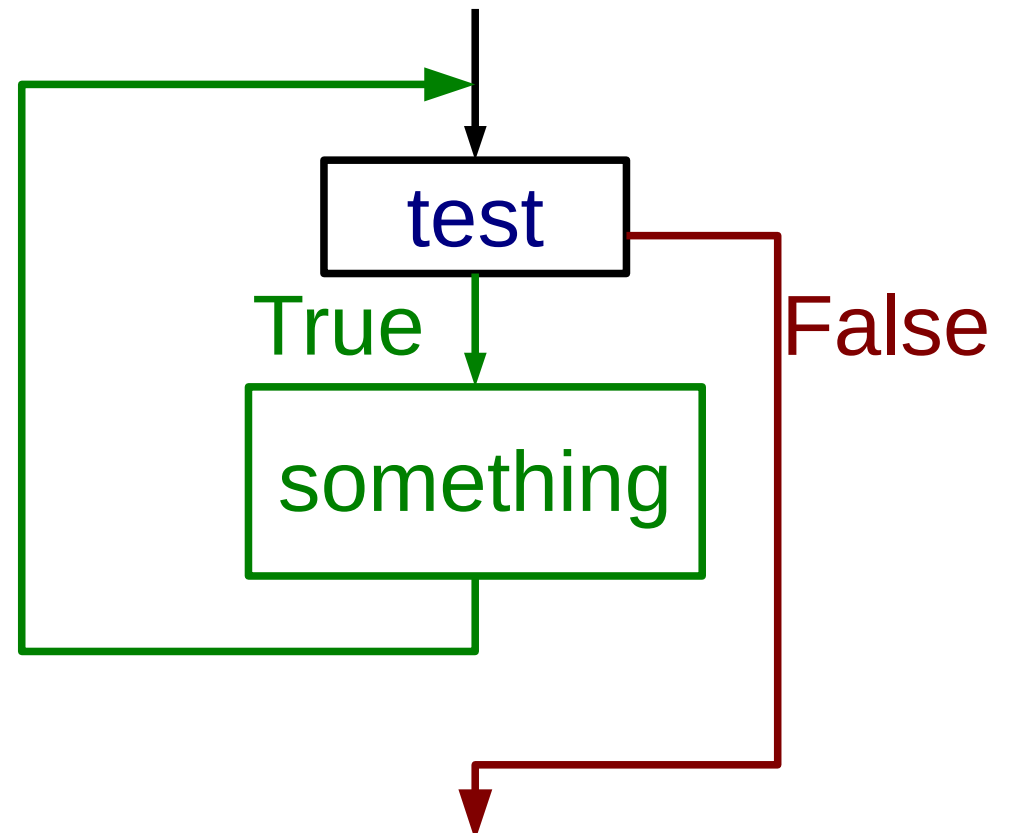
Run a test

Do something
if it succeeds.

Finish if
it fails.

Go back to the test.

```
while test :  
    something
```



while

Keep going while...

...then stop.

`while` *condition* `:`
`action1`
`action2`
afterwards

```
number = 1
limit = 1000

while number < limit :
    print(number)
    number = number * 2

print('Finished!')
```

doubler1.py

Example script: before

```
number = 1
limit = 1000

while number < limit :

    print(number)
    number = number * 2

print('Finished!')
```

Set-up prior
to the loop.

doubler1.py

Example script: while...

```
number = 1
limit = 1000
while number < limit :
    print(number)
    number = number * 2
print('Finished!')
```

keyword: "while"

condition

colon

doubler1.py

Example script: loop body

```
number = 1
limit = 1000

while number < limit :
```

```
    print(number)
    number = number * 2
```

```
print('Finished!')
```

Four spaces' indentation

loop body

doubler1.py

Example script: after

```
number = 1
limit = 1000

while number < limit :

    print(number)
    number = number * 2

print('Finished!')
```

Not indented

Run after
the looping
is finished.

doubler1.py

Example script: running it

```
number = 1
limit = 1000
while number < limit:
    print(number)
    number = number * 2
print('Finished!')
```

> **python doubler1.py**

```
1
2
4
8
16
32
64
128
256
512
Finished!
```

while... if ... then ... else ...

```
lower = 1.0  
upper = 2.0
```

```
while upper - lower > 1.0e-15 :
```

```
    middle = (upper+lower)/2.0
```

```
        if middle**2 > 2.0:
```

```
            print('Moving upper')  
            upper = middle
```

```
        else:
```

```
            print('Moving lower')  
            lower = middle
```

Double indentation

Double indentation

```
print(middle)
```

Running the script

```
lower = 1.0
upper = 2.0

while upper - lower > 1.0e-15:
    middle = (upper+lower)/2.0

    if middle**2 > 2.0 :
        print('Moving upper')
        upper = middle
    else :
        print('Moving lower')
        lower = middle

print(middle)
```

> **python root2.py**

```
Moving upper
Moving lower
Moving lower
Moving upper
...
Moving upper
Moving upper
Moving lower
Moving lower
1.41421356237
```


Indentation: level 1

```
lower = 1.0
```

```
upper = 2.0
```

```
while upper - lower > 1.0e-15
```

```
:
```

Colon starts the block

```
    middle = (upper+lower)/2.0
```

```
    if middle**2 > 2.0 :
```

```
        print('Moving upper')
```

```
        upper = middle
```

```
    else :
```

```
        print('Moving lower')
```

```
        lower = middle
```

Indentation marks the extent of the block.

```
print(middle)
```

Unindented line
End of block

Indentation: level 2

```
lower = 1.0
```

```
upper = 2.0
```

```
while upper - lower > 1.0e-15 :
```

```
    middle = (upper+lower)/2.0
```

```
    if middle**2 > 2.0 :
```

```
        print('Moving upper')  
        upper = middle
```

```
    else :
```

```
        print('Moving lower')  
        lower = middle
```

```
print(middle)
```

Colon...indentation

“else” unindented

Colon...indentation

Arbitrary nesting

Not just two levels deep

As deep as you want

Any combination

```
number = 20
```

```
if number % 2 == 0:
    if number % 3 == 0:
        print('Number divisible by six')
    else:
        print('Number divisible by two but not three')
else:
    if number % 3 == 0:
        print('Number divisible by three but not two')
    else:
        print('Number indivisible by two or three')
```

if... inside while...
while... inside if...
if... inside if...
while... inside while...

Comments

#

The “hash” character. a.k.a. “sharp”, “pound”
“number”

Lines starting with “#” are ignored
Partial lines too.

```
# Set the initial bounds of the interval. Then  
# refine it by a factor of two each iteration by  
# looking at the square of the value of the  
# interval's mid-point.
```

```
# Terminate when the interval is 1.0e-15 wide.
```

```
lower = 1.0 # Initial bounds.  
upper = 2.0
```

```
while upper - lower < 1.0e-15 :
```

```
...
```

Comments

Reading someone else's code.



Writing code for someone else.

Reading *your own* code six months later.



Writing code you can come back to.

Lists

```
['Jan', 'Feb', 'Mar', 'Apr',  
 'May', 'Jun', 'Jul', 'Aug',  
 'Sep', 'Oct', 'Nov', 'Dec']
```

```
[2, 3, 5, 7, 11, 13, 17, 19]
```

```
[0.0, 1.5707963267948966, 3.1415926535897931]
```

Lists — getting it wrong

A script that prints the names of the chemical elements in atomic number order.

```
print('hydrogen')  
print('helium')  
print('lithium')  
print('beryllium')  
print('boron')  
print('carbon')  
print('nitrogen')  
print('oxygen')  
...
```



Repetition of “print”

Lists — getting it right

A script that prints the names of the chemical elements in atomic number order.

1. Create a list of the element names
2. Print each entry in the list

Creating a list

```
>>> [ 1, 2, 3 ]
[1, 2, 3]
>>> numbers = [ 1, 2, 3 ]
>>> numbers
[1, 2, 3]
>>> []
[]
```

Here's a list

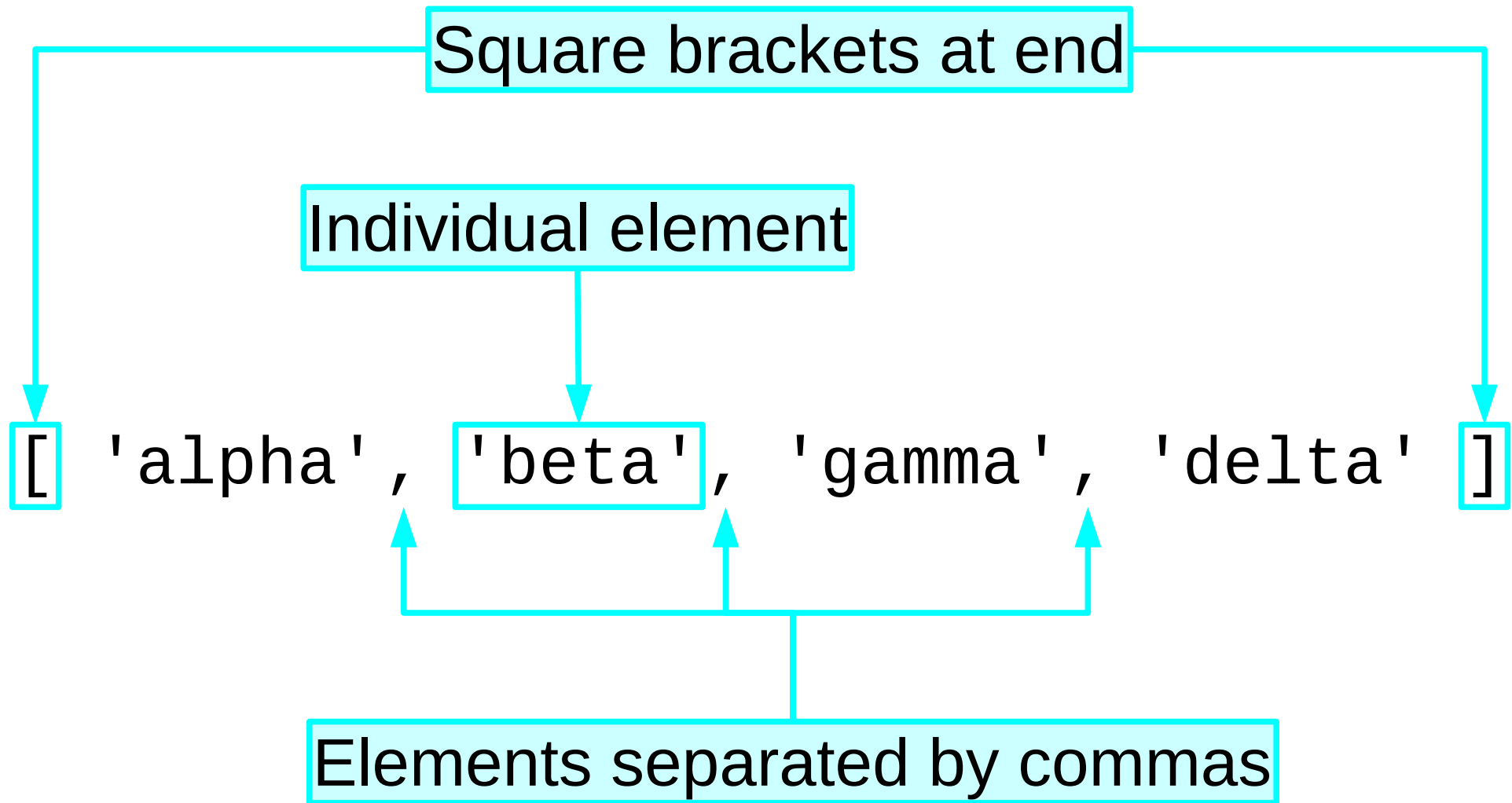
Yes, that's a list

Attaching a name to a variable.

Using the name

Empty list

Anatomy of a list



Order of elements

No “reordering”

```
>>> [ 1, 2, 3 ]
```

```
[1, 2, 3]
```

```
>>> [ 3, 2, 1 ]
```

```
[3, 2, 1]
```

```
>>> [ 'a', 'b' ]
```

```
['a', 'b']
```

```
>>> [ 'b', 'a' ]
```

```
['b', 'a']
```

Repetition

No “uniqueness”

```
>>> [ 1, 2, 3, 1, 2, 3 ]
```

```
[1, 2, 3, 1, 2, 3]
```

```
>>> [ 'a', 'b', 'b', 'c' ]
```

```
['a', 'b', 'b', 'c']
```

Concatenation

“+” used to join lists.

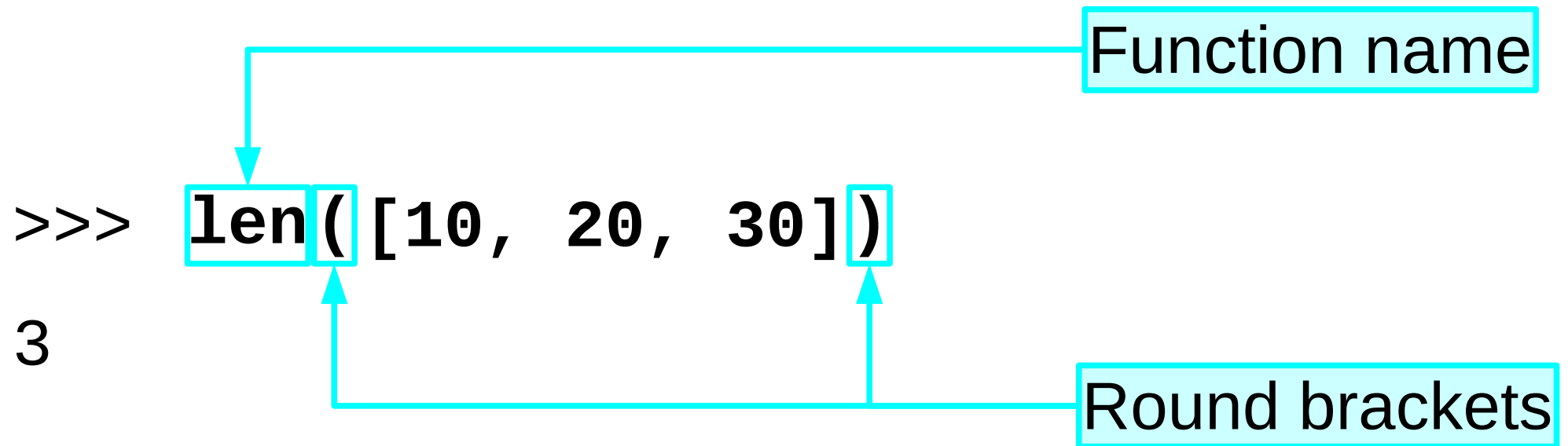
```
>>> [ 1, 2, 3 ] + [ 4, 5, 6, 7 ]  
[1, 2, 3, 4, 5, 6, 7]
```

```
>>> ['alpha', 'beta'] + ['gamma']  
['alpha', 'beta', 'gamma']
```

```
>>> [ 1, 2, 3 ] + [ 3, 4, 5, 6, 7 ]  
[1, 2, 3, 3, 4, 5, 6, 7]
```

“3” appears twice

How long is the list?

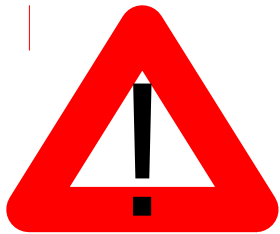


How long is a string?

Same function

```
>>> len( 'Hello, world!' )
```

```
13
```



Recall:
Quotes say “this is a string”.
They are not part of the string.

How long is a *number*?

```
>>> len(42)
```

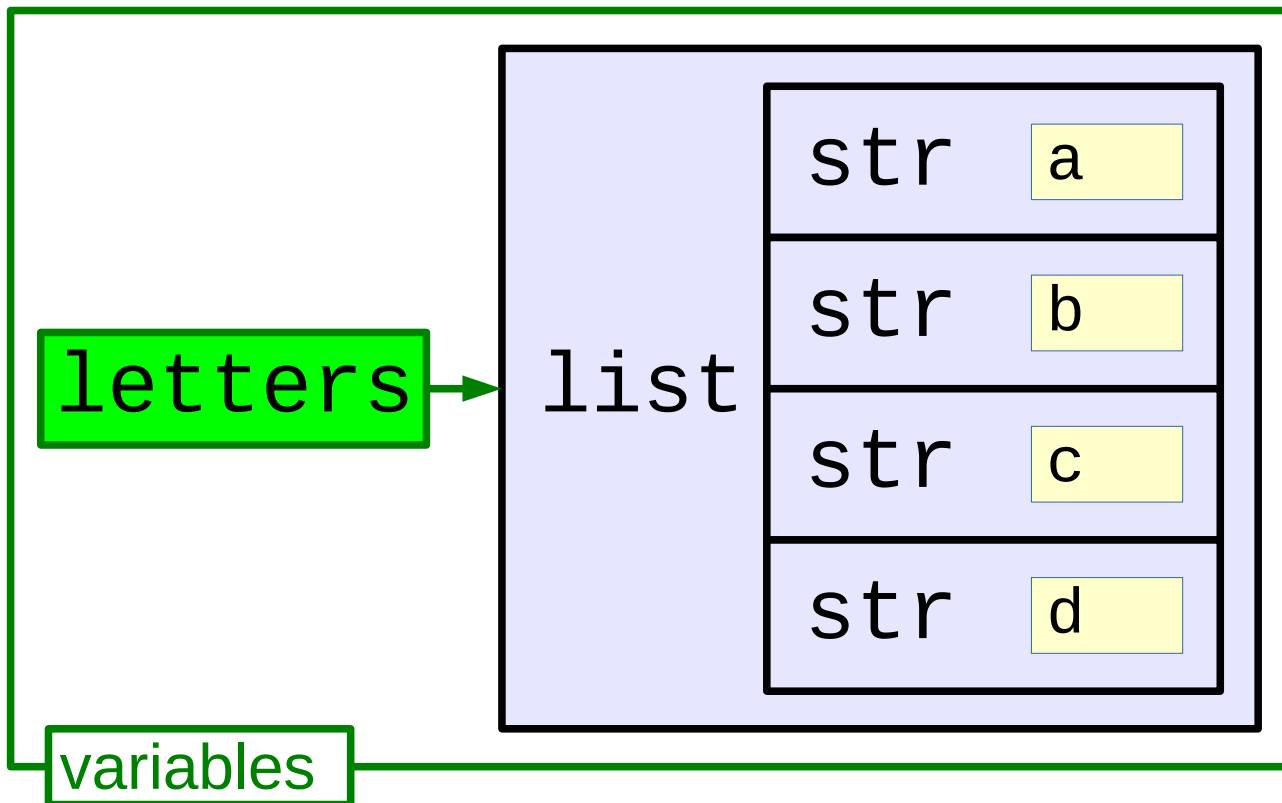
Error message

```
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
TypeError:  
object of type 'int' has no len()
```

Numbers don't
have a "length".

Picking elements from a list

```
>>> letters = ['a', 'b', 'c', 'd']
```



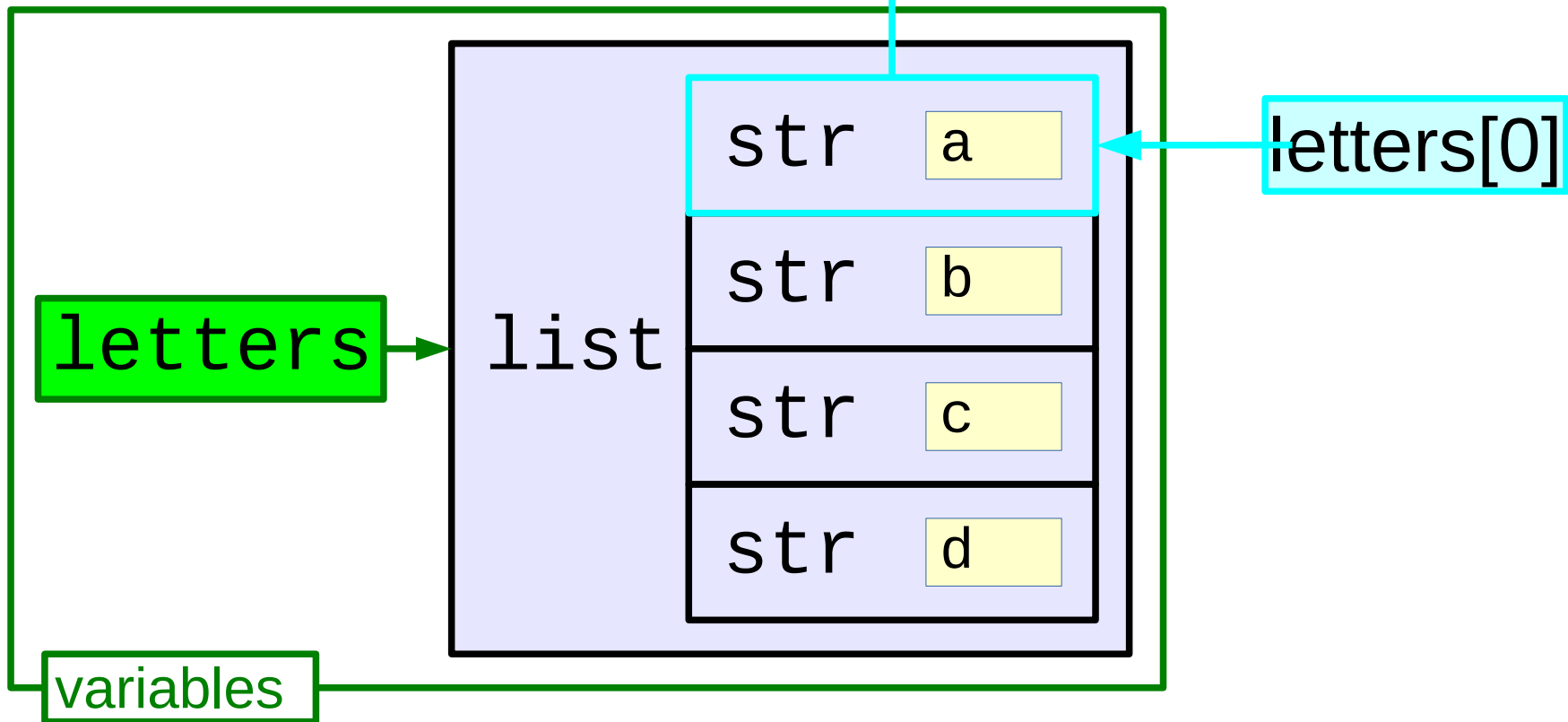
The first element in a list

```
>>> letters[0]
```

'a'

Count from zero

"Index"



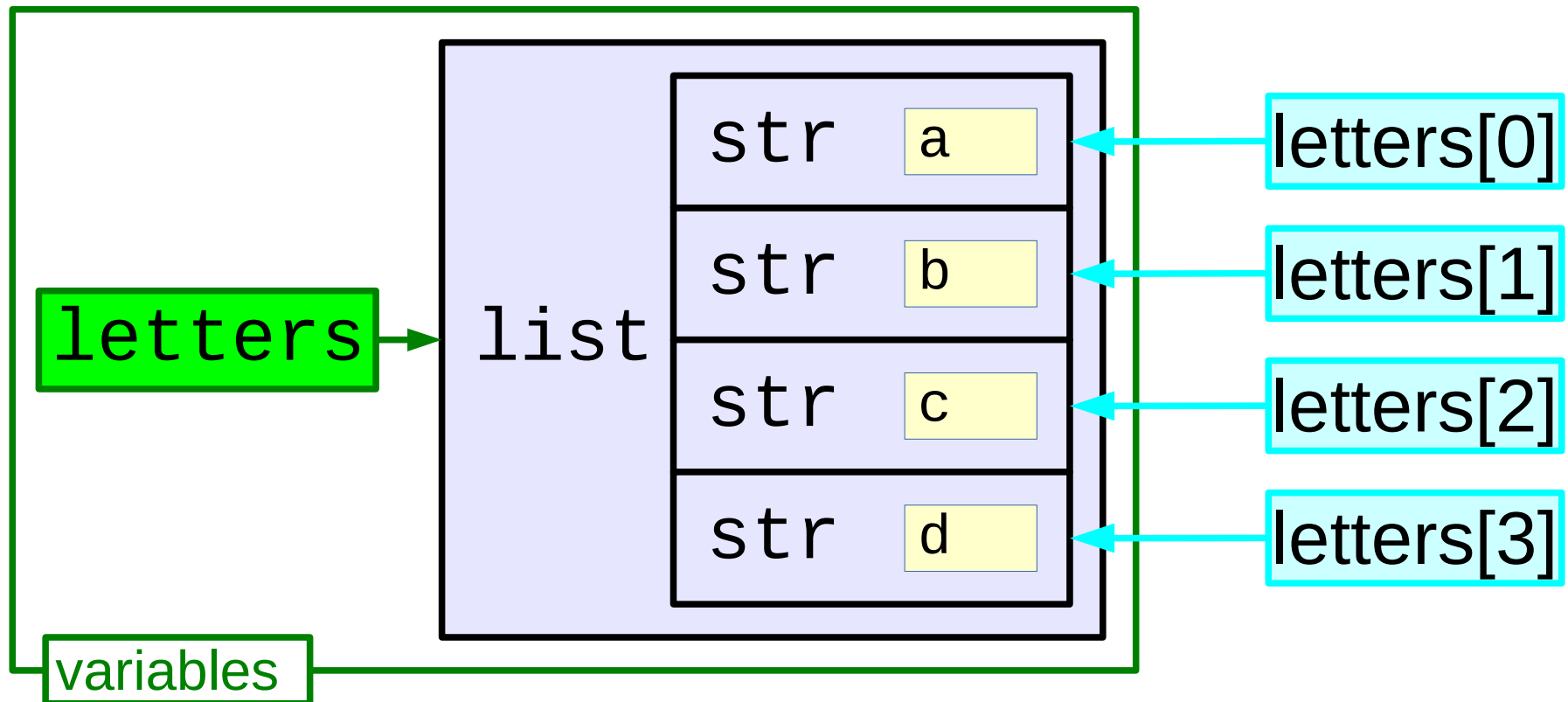
“Element number 2”

numbers [*N*] Indexing into a list

```
>>> letters[2]
```

'c'

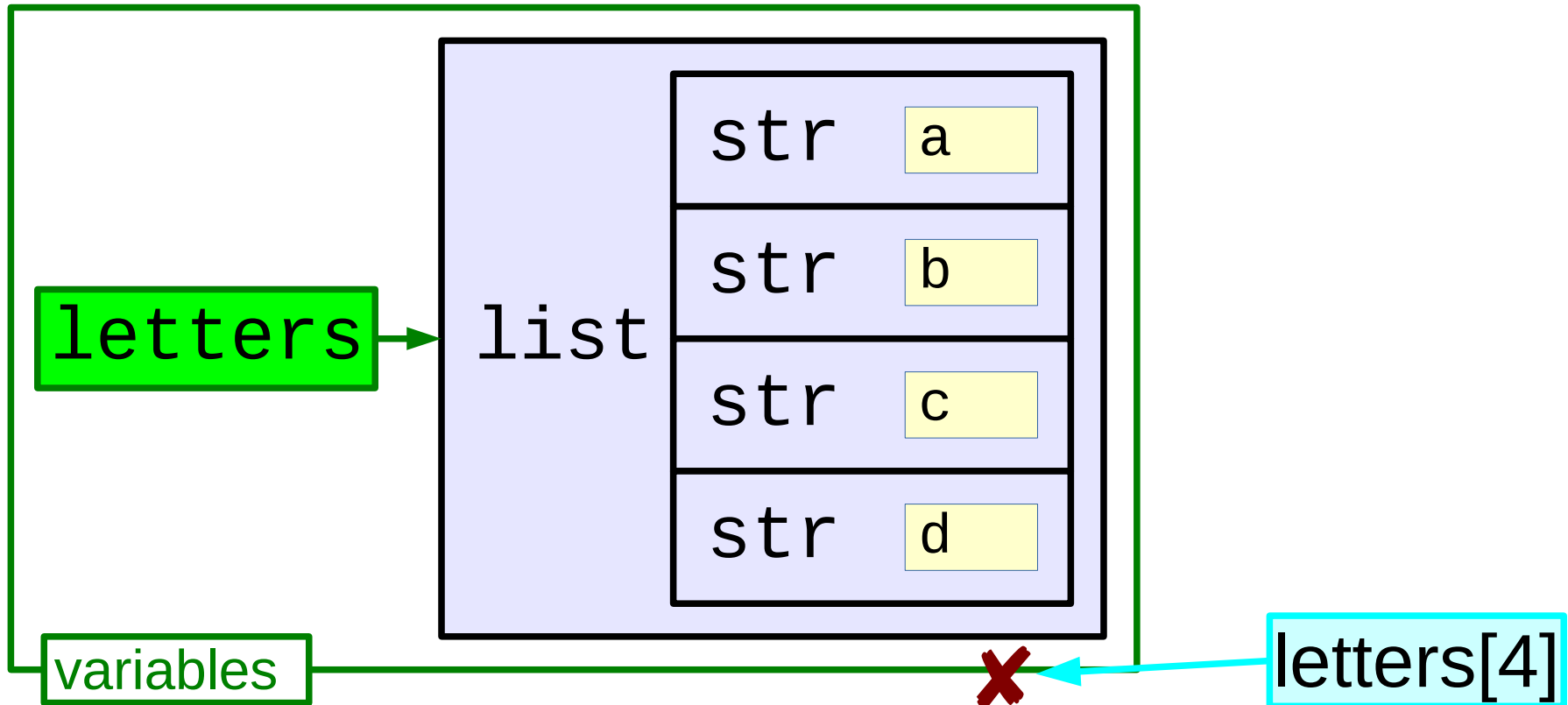
The *third* element



Going off the end

```
>>> letters[4]
```

```
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
IndexError: list index out of range
```

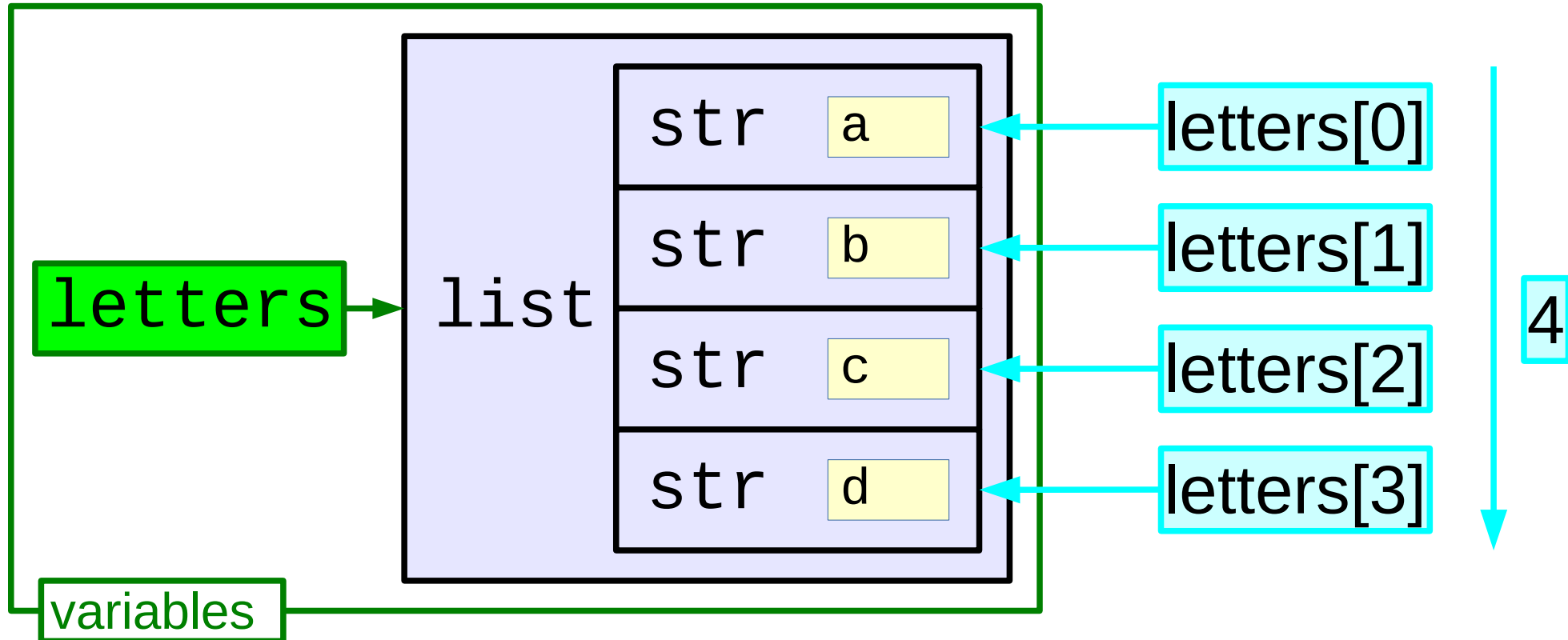


Maximum index vs. length

```
>>> len(letters)
```

4

Maximum index is 3!

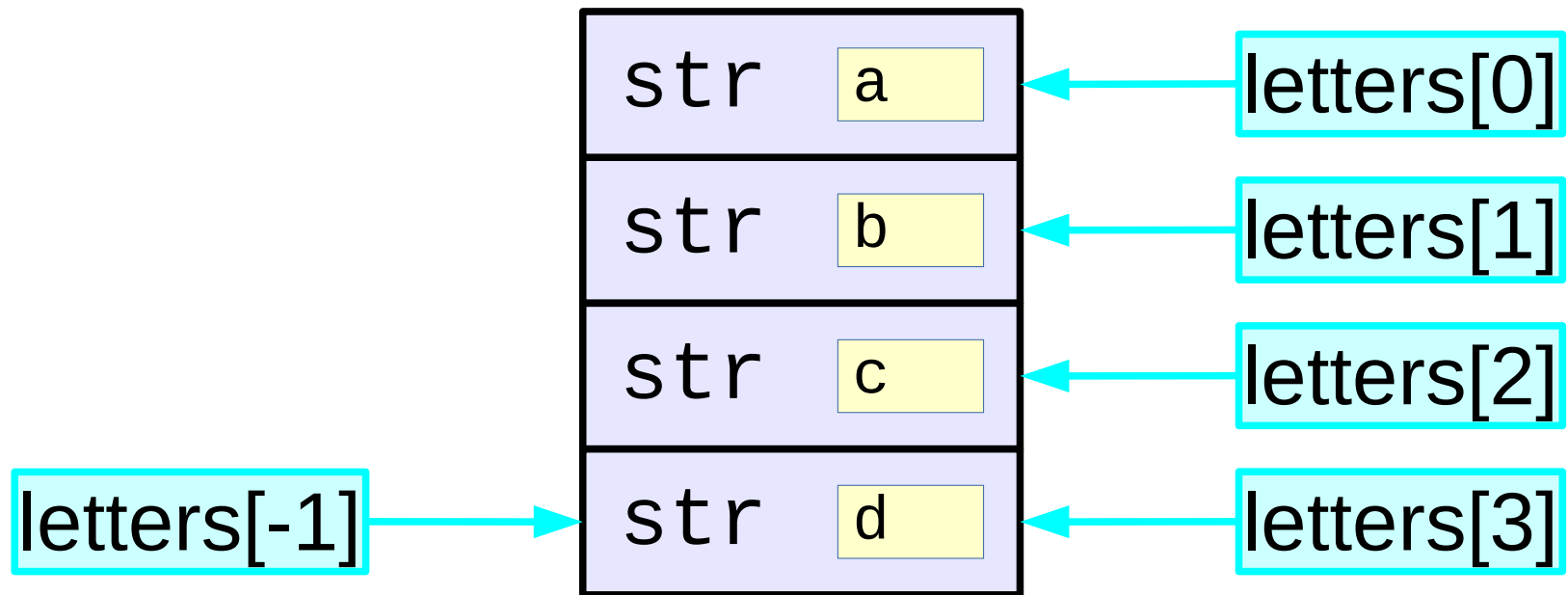


“Element number -1 !”

```
>>> letters[-1]
```

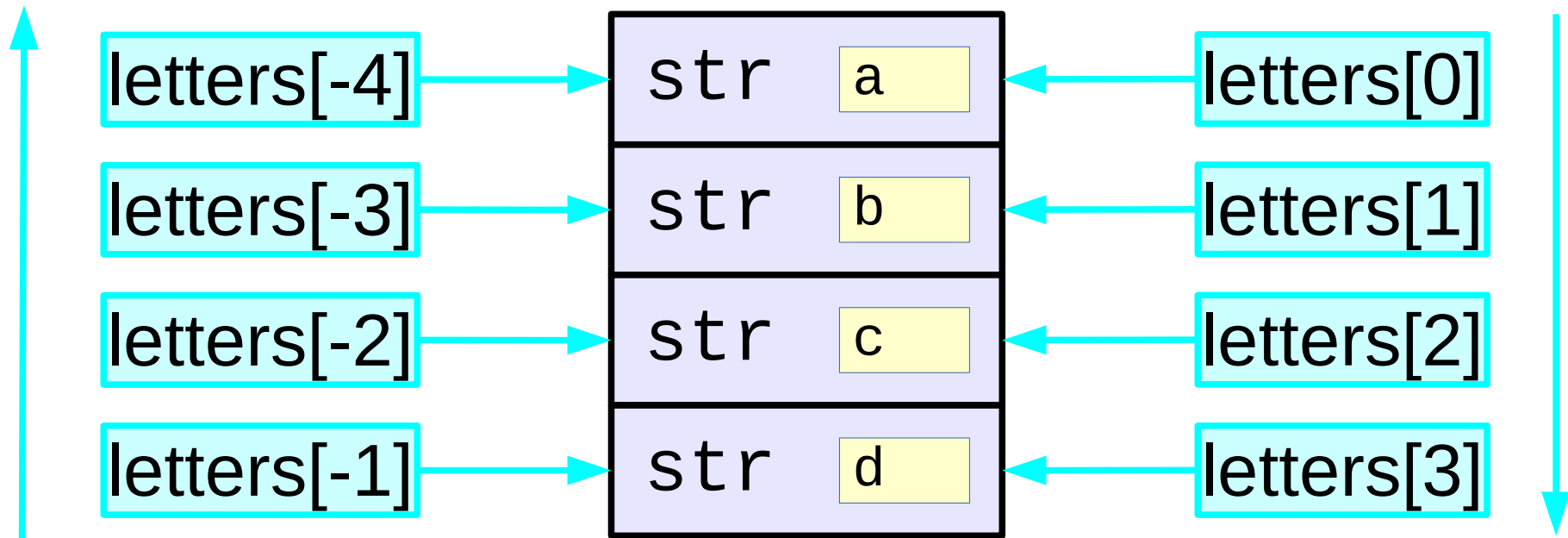
'd'

The *final* element



Negative indices

```
>>> letters[-3]
'b'
```



Going off the end

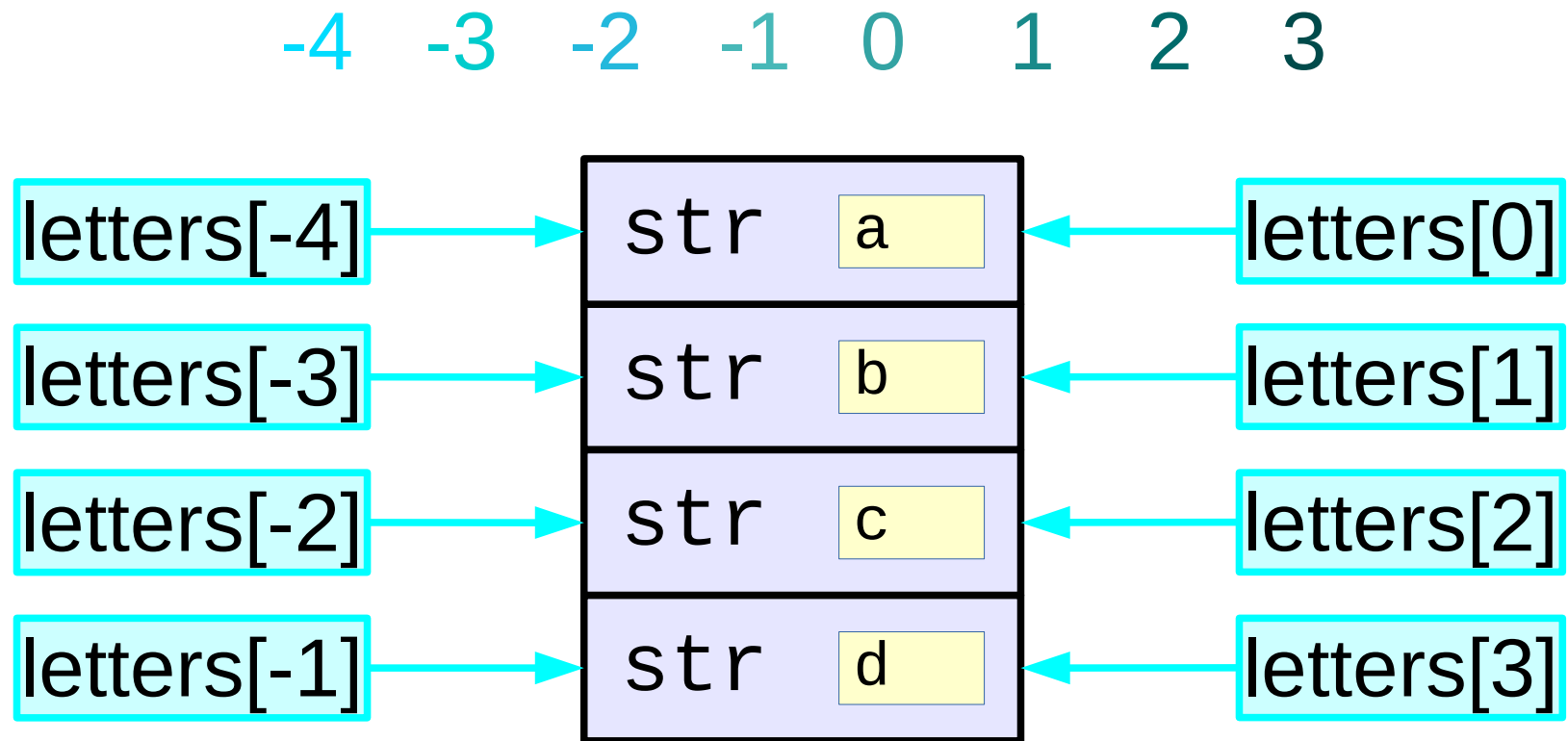
```
>>> letters[-5]
```

```
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
IndexError: list index out of range
```


Valid range of indices

```
>>> len(letters)
```

```
4
```



Assigning list elements

```
>>> letters  
['a', 'b', 'c', 'd']
```

The name attached to the list as a whole

```
>>> letters[2] = 'X'  
>>> letters  
['a', 'b', 'X', 'd']
```

The name attached to *one element* of the list

Assign a new value

The new value

Doing something with a list

Given a list



Start with the first element of the list



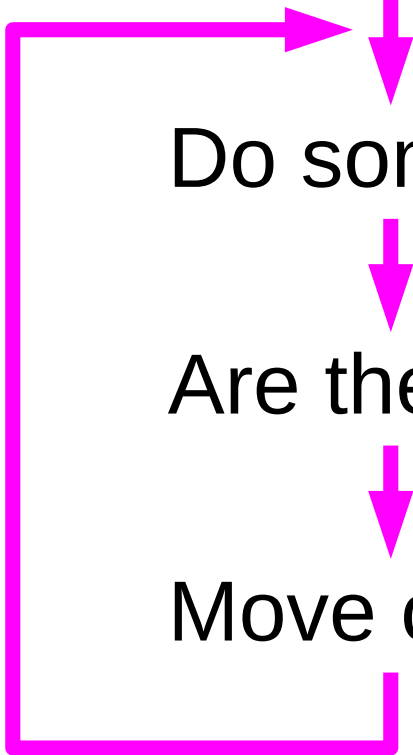
Do something with that element



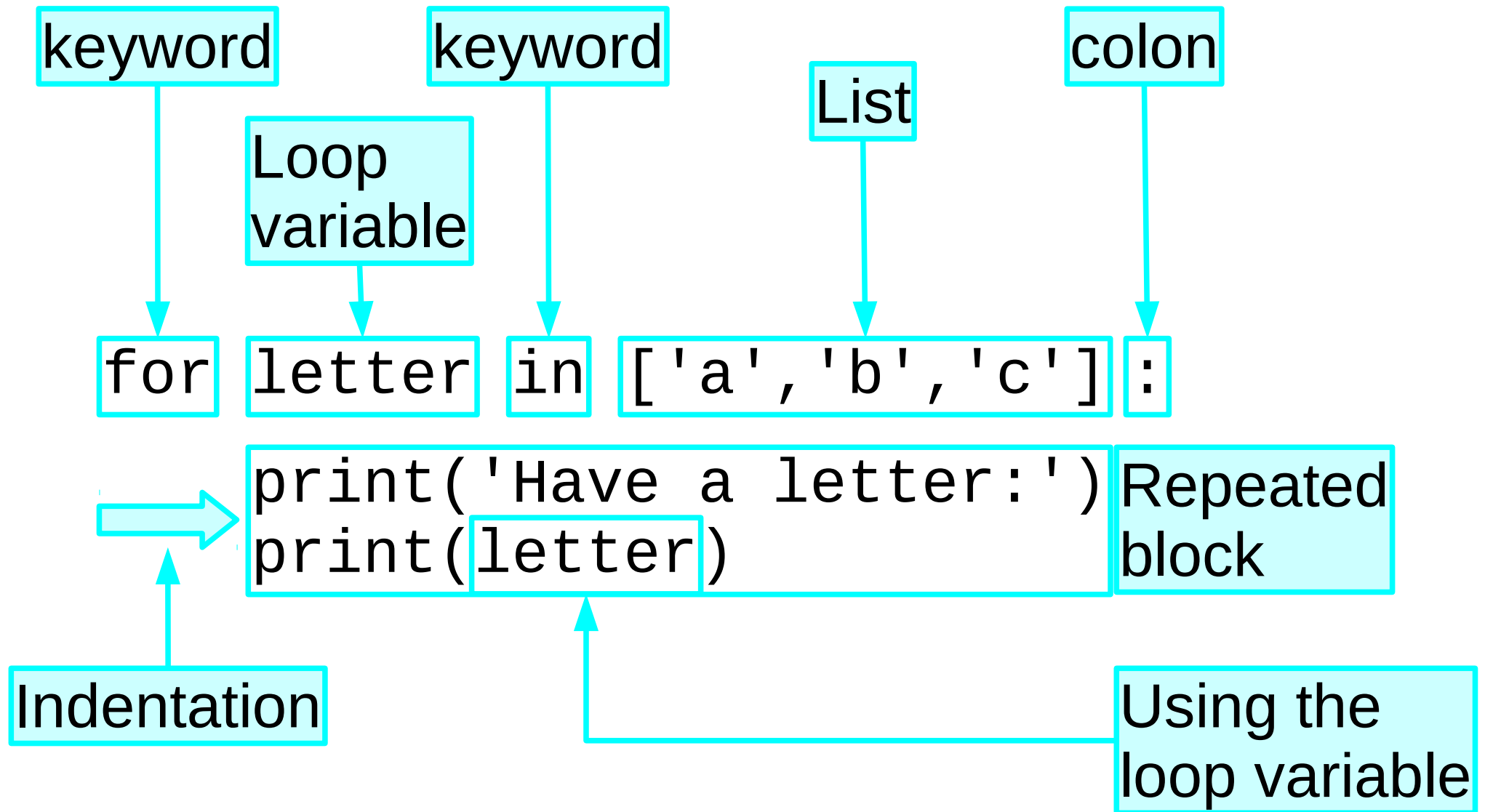
Are there any elements left? → Finish



Move on to the next element



The “for loop”



The “for loop”

```
for letter in ['a', 'b', 'c']:  
    print('Have a letter:')  
    print(letter)  
print('Finished!')
```

for1.py

```
$ python for1.py
```

```
Have a letter:
```

```
a
```

```
Have a letter:
```

```
b
```

```
Have a letter:
```

```
c
```

```
Finished!
```

“Slices” of a list

```
>>> abc = ['a', 'b', 'c', 'd', 'e', 'f', 'g']
```

```
>>> abc[1:5]
```

Slice index

```
['b', 'c', 'd', 'e']
```

A new list “Slice”

```
>>> abc[1:5]
```

“from” index

“to” index

```
['b', 'c', 'd', 'e'] 'f'
```

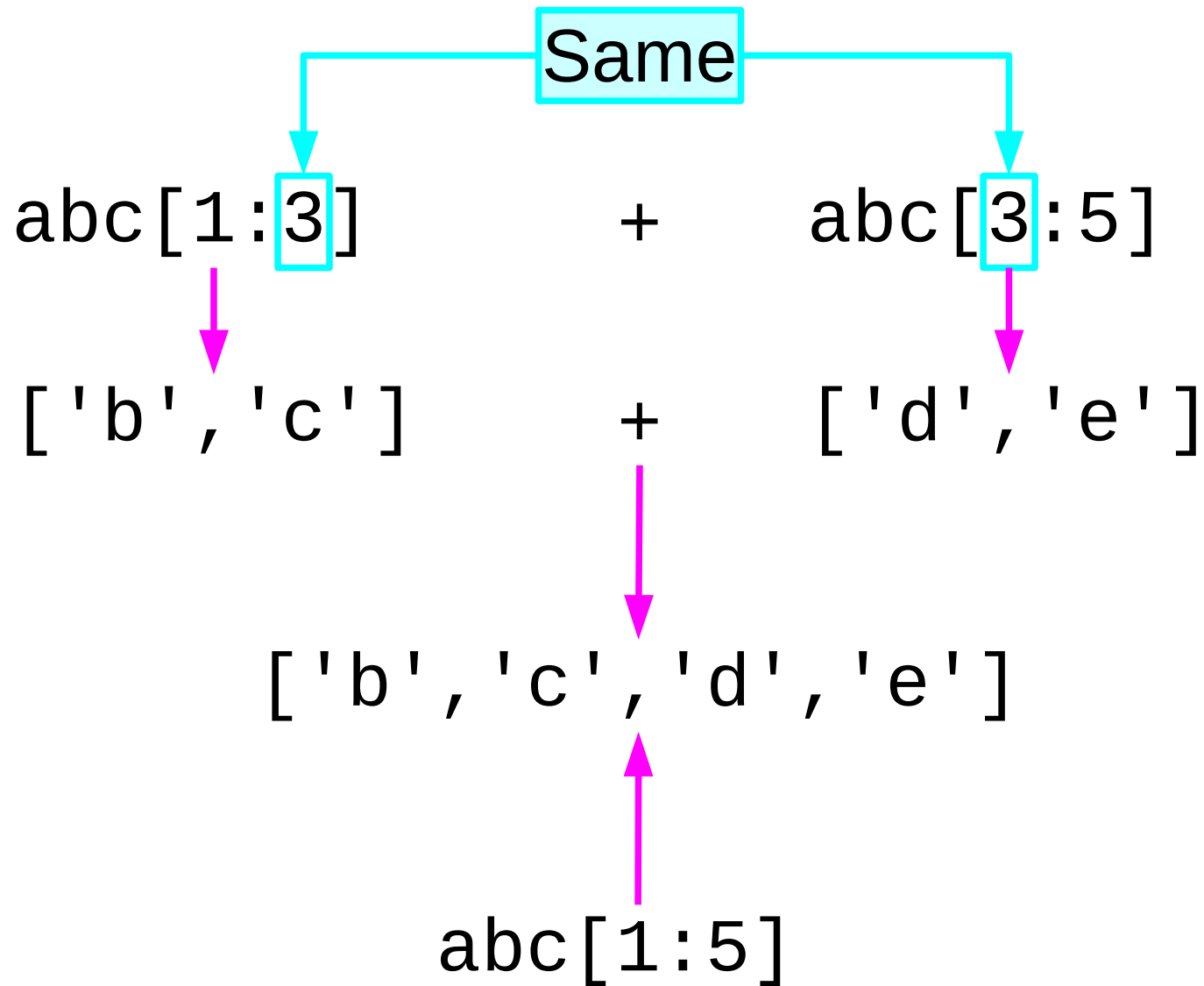
abc[1]

abc[4]

abc[5]

Element 5 *not* in slice

Slice feature



Open-ended slices

```
>>> abc = ['a', 'b', 'c', 'd', 'e', 'f', 'g']
```

```
>>> abc[3:]
```

Open ended at the end

```
['d', 'e', 'f', 'g']
```

```
>>> abc[:5]
```

Open ended at the start

```
['a', 'b', 'c', 'd', 'e']
```


```
>>> abc[:]
```

Open ended at *both* ends

```
['a', 'b', 'c', 'd', 'e', 'f', 'g']
```


Modifying lists — recap

```
>>> abc  
['a', 'b', 'c', 'd', 'e', 'f', 'g']
```




A cyan box labeled `abc[2]` has a cyan arrow pointing to the element `'c'` in the list `['a', 'b', 'c', 'd', 'e', 'f', 'g']`. The element `'c'` is also enclosed in a cyan box.

```
>>> abc[2] = 'X'
```



A cyan box labeled `'X'` has a cyan arrow pointing to the element `'c'` in the list `['a', 'b', 'c', 'd', 'e', 'f', 'g']`. The element `'c'` is also enclosed in a cyan box. A cyan box labeled `New value` has a cyan arrow pointing to the `'X'` box.

```
>>> abc  
['a', 'b', 'X', 'd', 'e', 'f', 'g']
```



A cyan box labeled `Changed` has a cyan arrow pointing to the element `'X'` in the list `['a', 'b', 'X', 'd', 'e', 'f', 'g']`. The element `'X'` is also enclosed in a cyan box.

Modifying vs. replacing ?

```
>>> xyz = ['x', 'y']
```

```
>>> xyz[0] = 'A'
```

```
>>> xyz[1] = 'B'
```

Modifying the list

```
>>> xyz = ['A', 'B']
```

Replacing the list

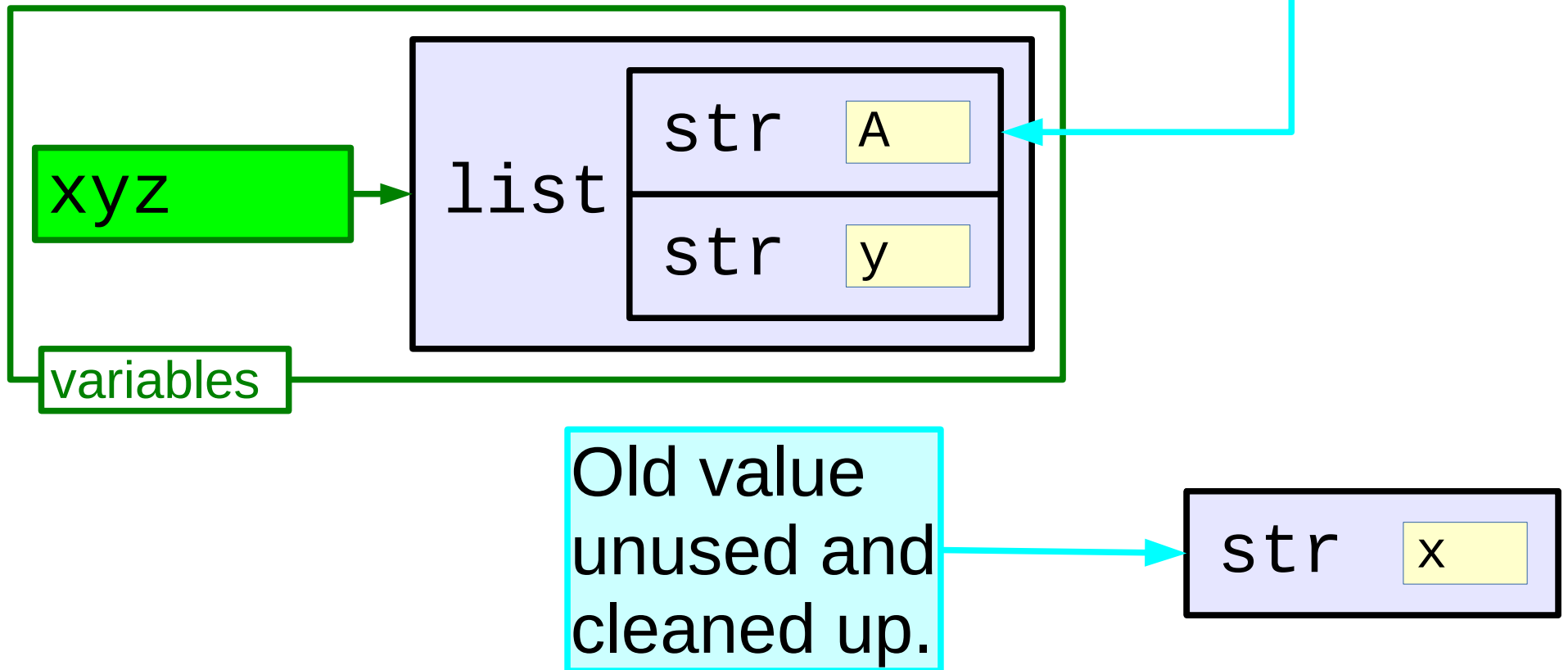
```
>>> xyz
```

```
['A', 'B']
```

What's the difference? — 1

```
>>> xyz[0] = 'A'
```

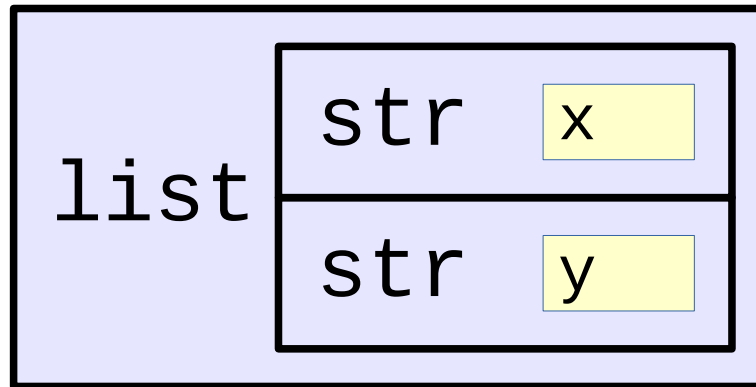
New value assigned



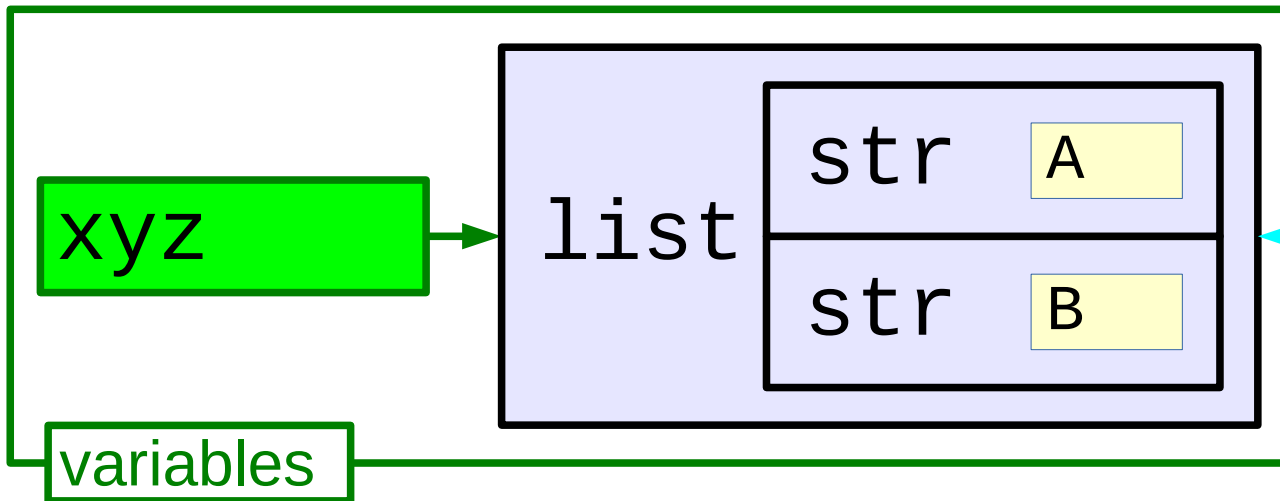
What's the difference? — 2

```
>>> xyz = ['A', 'B']
```

Old value
unused and
cleaned up.



New value
assigned



What's the difference?

Modification: same list, different contents

Replacement: different list

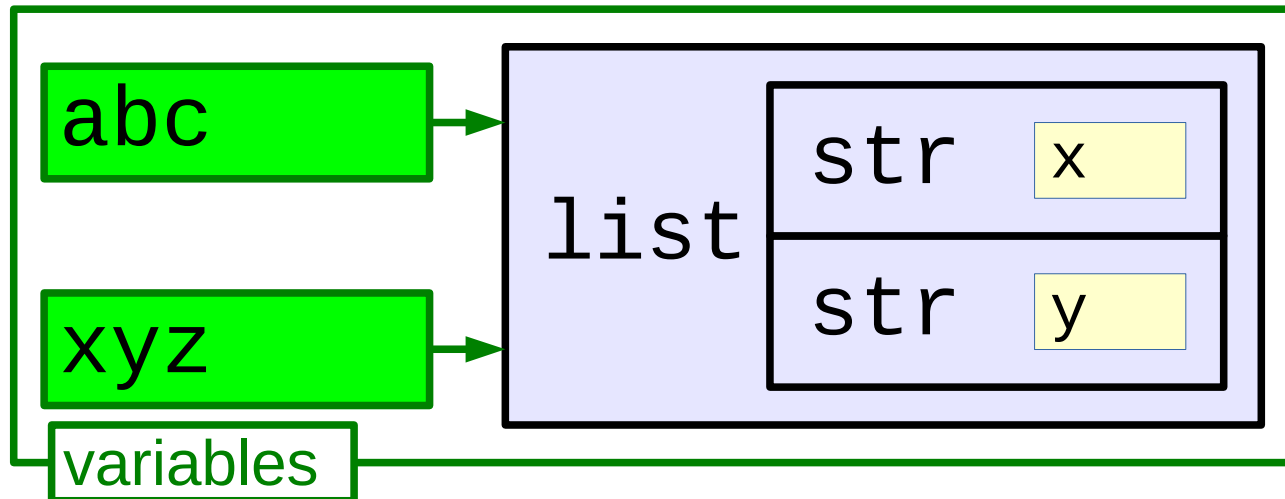
?

Does it matter?

Two names for the same list

```
>>> xyz = ['x', 'y']
```

```
>>> abc = xyz
```



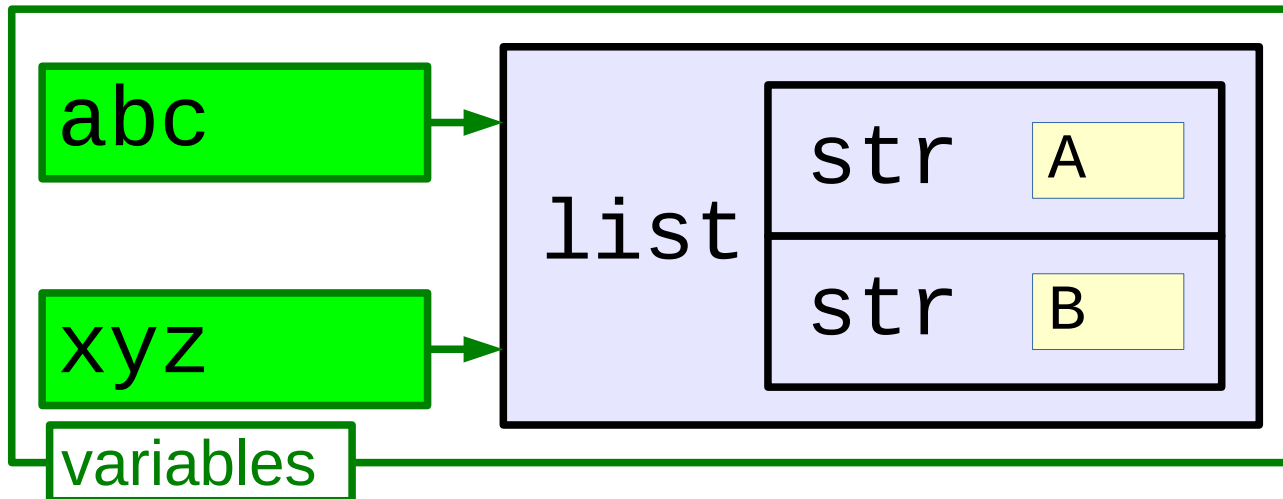
```
>>> abc[0] = 'A'
```

Modification

```
>>> abc[1] = 'B'
```

Modification

```
>>> xyz  
['A', 'B']
```

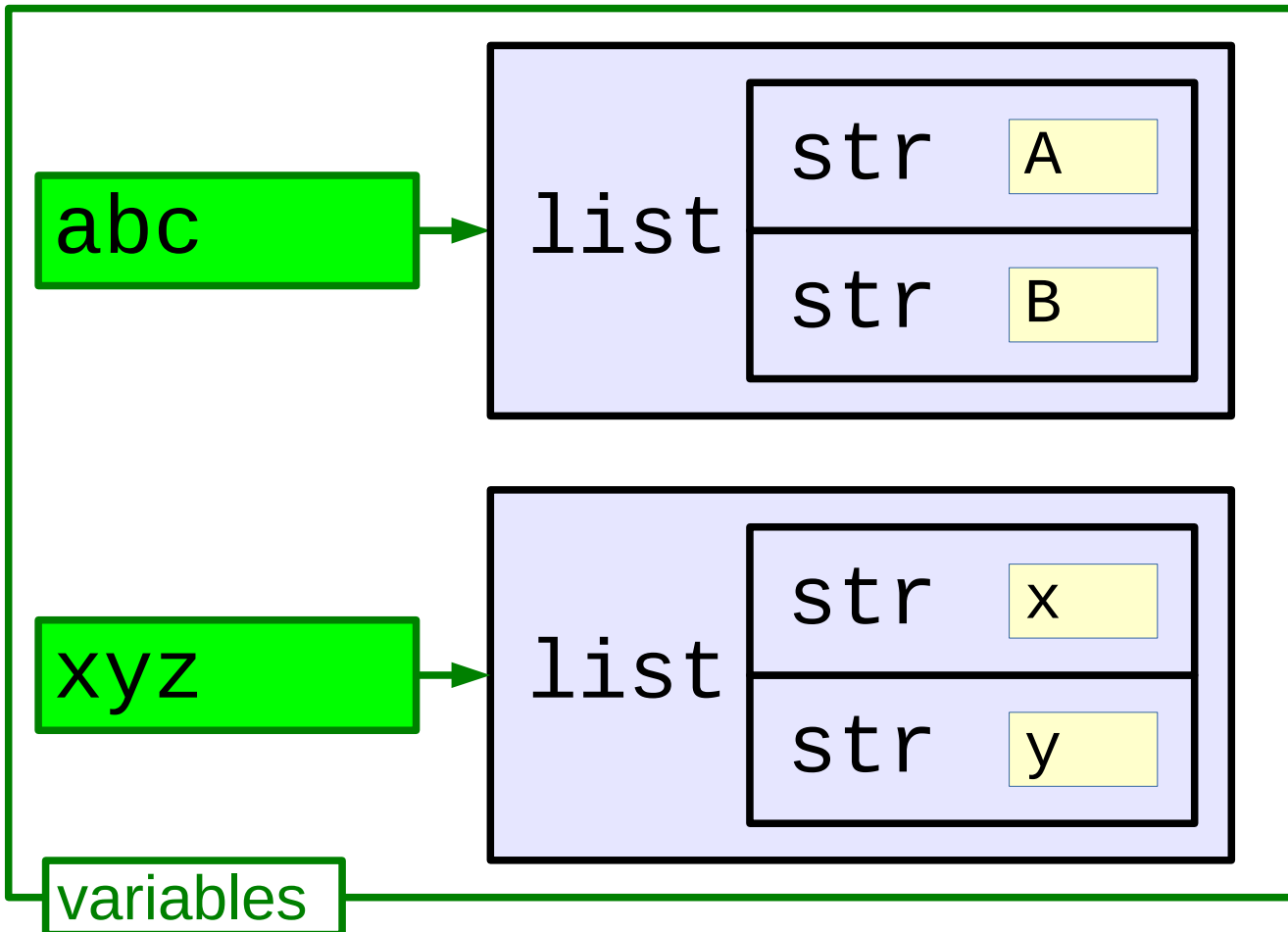


```
>>> abc = ['A', 'B']
```

Replacement

```
>>> xyz
```

```
['x', 'y']
```



One last trick with slices

```
>>> abc = ['a', 'b', 'c', 'd', 'e', 'f']
```

```
>>> abc[2:4]
```

Length 6

```
['c', 'd']
```



```
>>> abc[2:4] = ['x', 'y', 'z']
```

```
>>> abc
```

```
['a', 'b', 'x', 'y', 'z', 'e', 'f']
```



New length

Appending to a list

```
>>> abc = ['x', 'y']
```

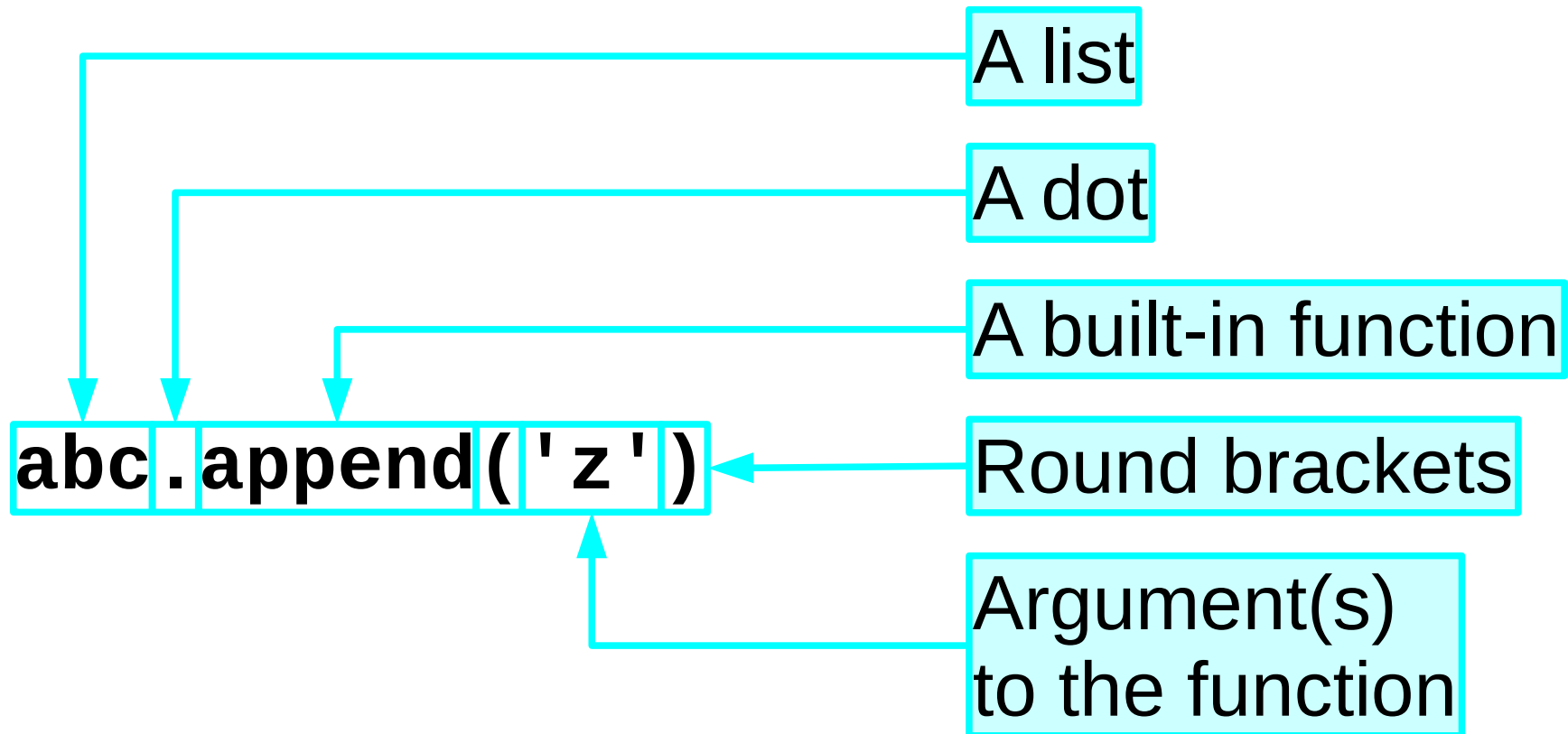
```
>>> abc  
['x', 'y']
```

```
>>> abc.append('z')
```

Add one element to the end of the list.

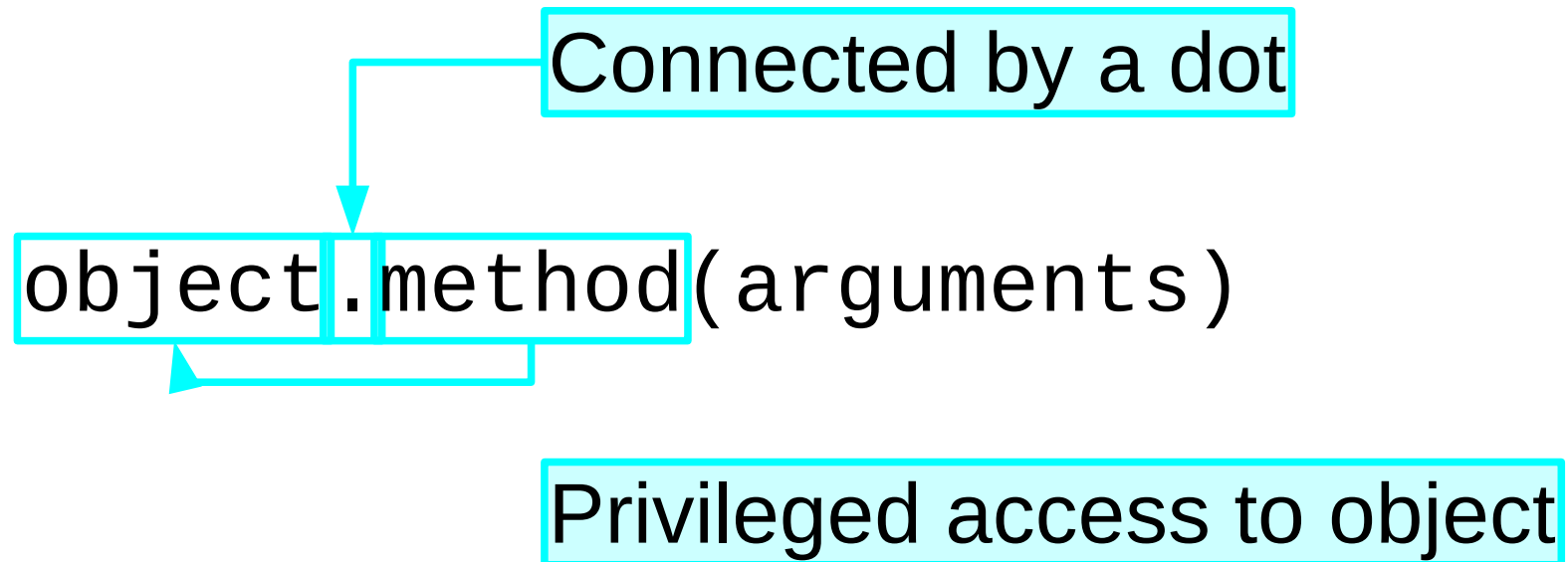
```
>>> abc  
['x', 'y', 'z']
```

List “methods”



Built-in functions: “methods”

Methods



“Object-oriented programming”

The append() method

```
>>> abc = ['x', 'y', 'z']
```

```
>>> abc.append('A')
```

```
>>> abc.append('B')
```

```
>>> abc.append('C')
```

One element at a time



```
>>> abc
```

```
['x', 'y', 'z', 'A', 'B', 'C']
```

Beware!

```
>>> abc = ['x', 'y', 'z']
```

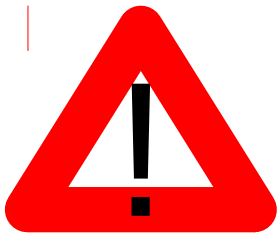
```
>>> abc.append(['A', 'B', 'C'])
```

```
>>> abc
```

```
['x', 'y', 'z', ['A', 'B', 'C']]
```

Appending
a list

Get a list as
the last item



“Mixed lists”



```
['x', 'y', 'z', ['A', 'B', 'C']]
```

```
['x', 2, 3.0]
```

```
['alpha', 5, 'beta', 4, 'gamma', 5]
```

The extend() method

```
>>> abc = ['x', 'y', 'z']
```

All in one go

```
>>> abc.extend(['A', 'B', 'C'])
```

rather unnecessary

```
>>> abc
```

```
['x', 'y', 'z', 'A', 'B', 'C']
```


Avoiding extend()

```
>>> abc = ['x', 'y', 'z']
```

```
>>> abc = abc + ['A', 'B', 'C']
```

```
>>> abc
```

```
['x', 'y', 'z', 'A', 'B', 'C']
```

Changing the list “in place”

```
>>> abc.append('w')
```

```
□
```

No value returned

```
>>> abc
```

```
['x', 'y', 'z', 'w']
```

List itself is changed

```
>>> abc.extend(['A', 'B'])
```

```
□
```

No value returned

```
>>> abc
```

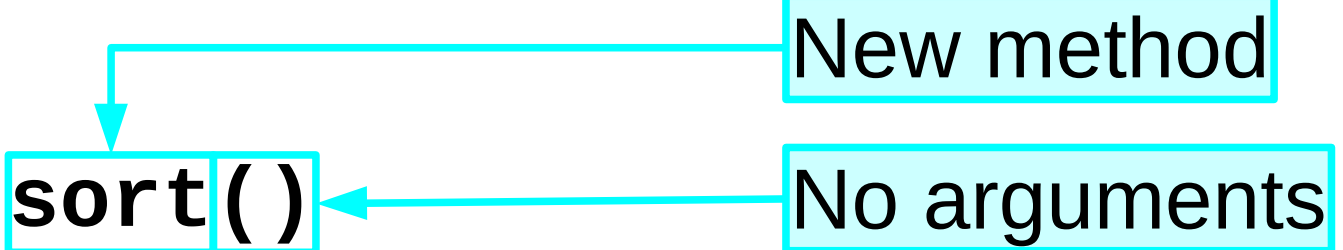
```
['x', 'y', 'z', 'w', 'A', 'B']
```

List itself is changed

Another list method: sort()

```
>>> abc = ['z', 'x', 'y']
```

```
>>> abc.sort()
```



New method

No arguments

```
>>> abc
```

```
['x', 'y', 'z']
```

Any type of sortable element

```
>>> abc = [3, 1, 2]
```

```
>>> abc.sort()
```

```
>>> abc
```

```
[1, 2, 3]
```

```
>>> abc = [3.142, 1.0, 2.718]
```

```
>>> abc.sort()
```

```
>>> abc
```

```
[1.0, 2.718, 3.142]
```

Another list method: insert()

0 1 2 3

```
>>> abc = ['w', 'x', 'y', 'z']
```

```
>>> abc.insert(2, 'A')
```

Insert just before
element number 2

```
>>> abc
```

```
['w', 'x', 'A', 'y', 'z']
```

“old 2”

Summary on lists

List methods:

Change the list itself

Don't return any result

```
list.append(item)
```

```
list.extend([item1, item2, item3])
```

```
list.sort()
```

```
list.insert(index, item)
```

Creating new lists

```
>>> numbers = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
>>> copy = []
```

```
>>> for number in numbers:
```

```
...     copy.append(number)
```

```
...
```

```
>>> copy
```

```
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

Simple
copying

Creating new lists

Boring!

```
>>> numbers = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
>>> squares = []
```

```
>>> for number in numbers:
```

```
...     squares.append(number**2)
```

```
...
```

Changing
the value

```
>>> squares
```

```
[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```


Lists of numbers

```
>>> numbers = range(0, 10)
```

```
>>> numbers
```

```
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
range(0, 10)
```

```
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

Creating new lists

Better!

```
>>> numbers = range(0, 10)
>>> squares = []
>>> for number in numbers:
...     squares.append(number**2)
...
>>> squares
[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```

Lists of words

string

method

```
>>> 'the cat sat on the mat'.split()
```

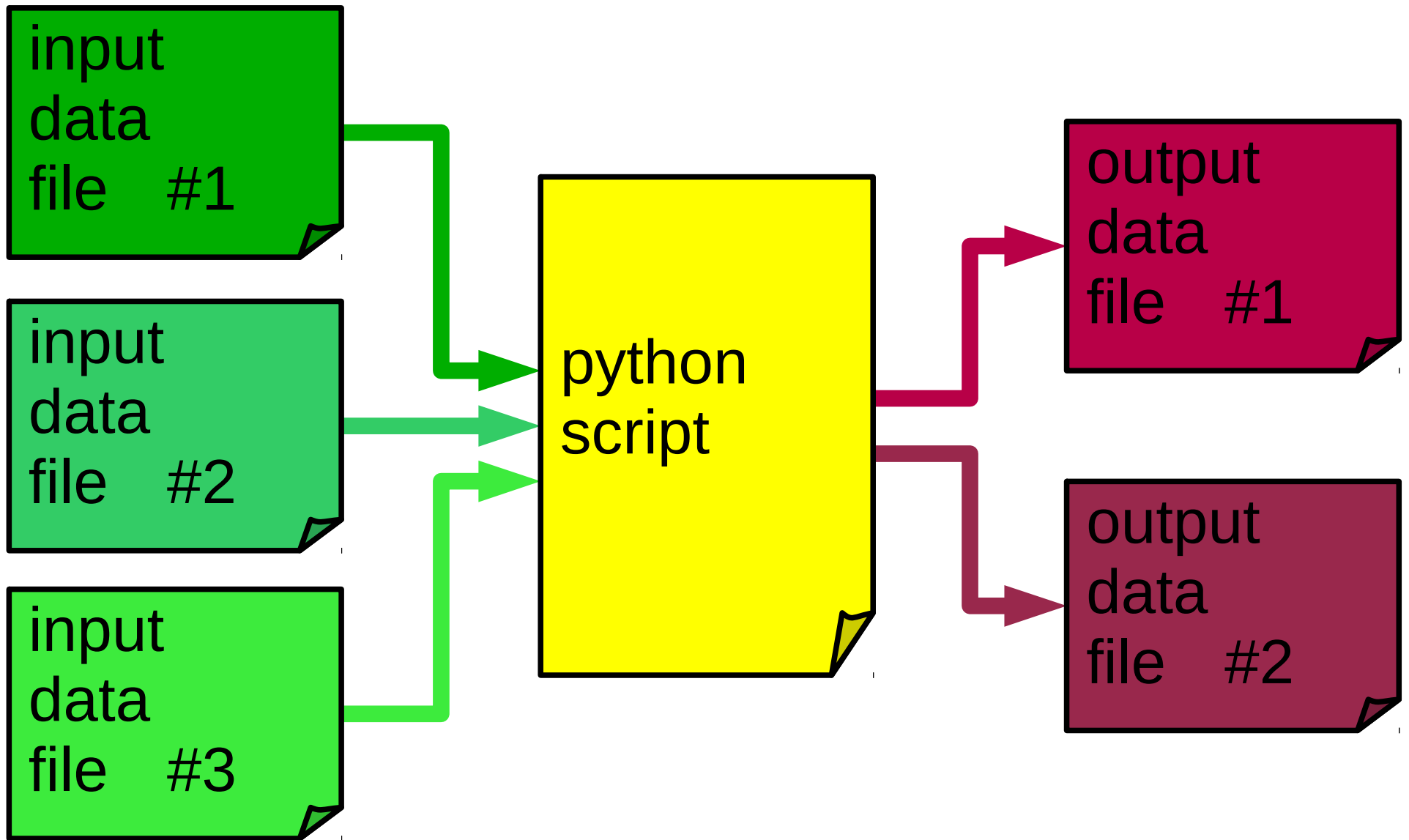
```
['the', 'cat', 'sat', 'on', 'the', 'mat']
```

```
>>> 'The cat sat on the mat.'.split()
```

```
['The', 'cat', 'sat', 'on', 'the', 'mat.']
```

No special handling
for punctuation.

Files



Reading a file

1. Opening a file

2. Reading from the file

3. Closing the file

Opening a file

Python
command

file name

string

```
>>> data = open ( ' data . txt ' )
```

Python
file object

refers to the file with name 'data.txt'

initial position at start of data

Reading from a file

```
>>> data = open('data.txt')
```

the Python file object

a dot

a “method”

```
>>> data.readline()
```

```
'line one\n'
```

first line of the file

complete with “\n”

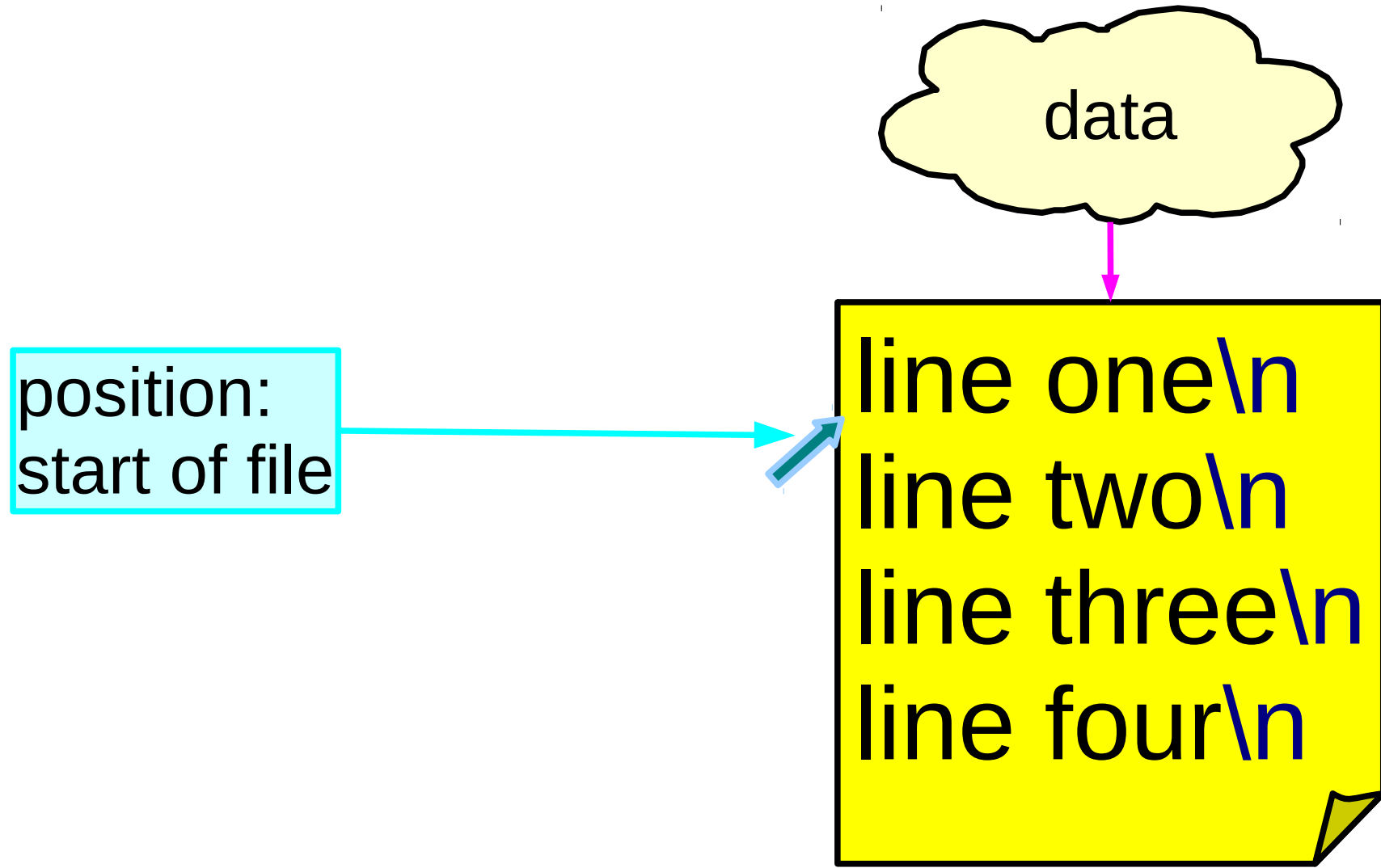
```
>>> data.readline()
```

```
'line two\n'
```

same command again

second line of file

```
>>> data = open('data.txt')
```

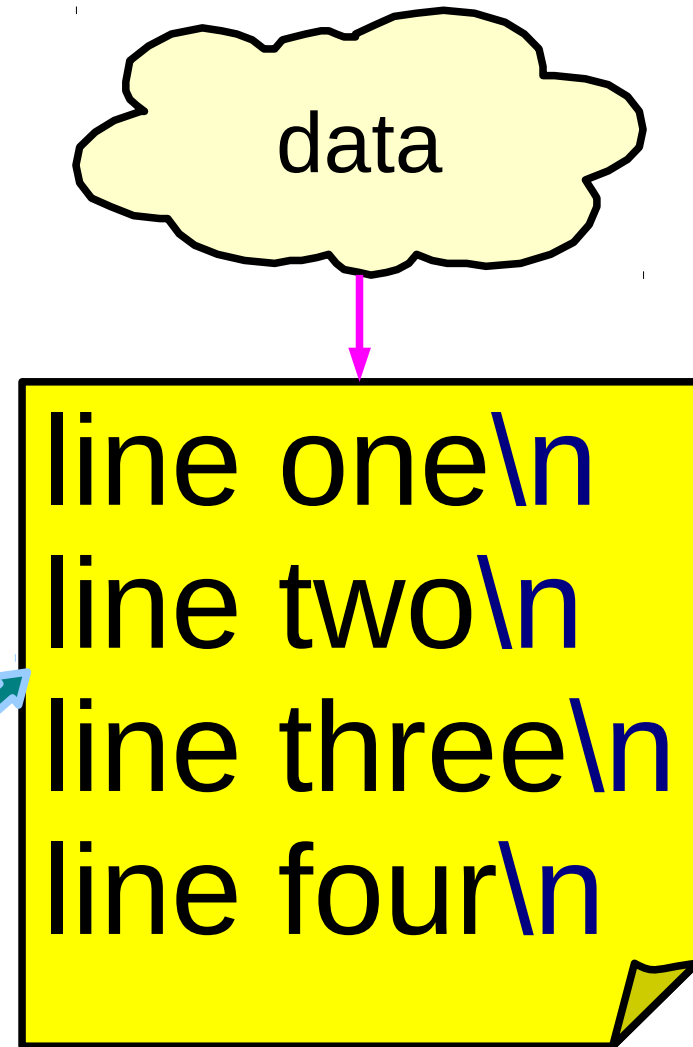



```
>>> data = open('data.txt')
```

```
>>> data.readline()
```

```
'line one\n'
```

position:
after end of first line
at start of second line



```
>>> data = open('data.txt')
```

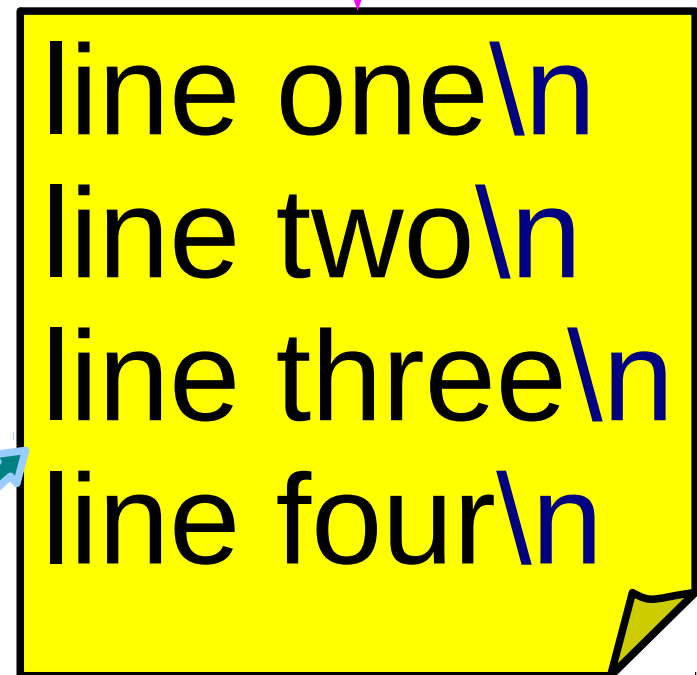
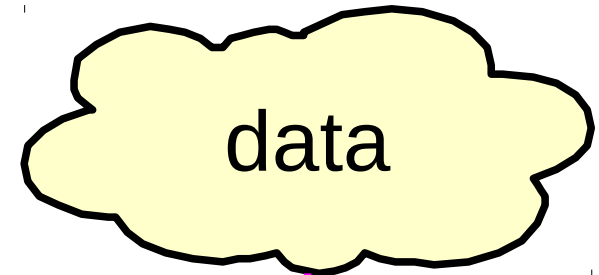
```
>>> data.readline()
```

```
'line one\n'
```

```
>>> data.readline()
```

```
'line two\n'
```

after end of second line
at start of third line



```
>>> data = open('data.txt')
```

```
>>> data.readline()
```

```
'line one\n'
```

```
>>> data.readline()
```

```
'line two\n'
```

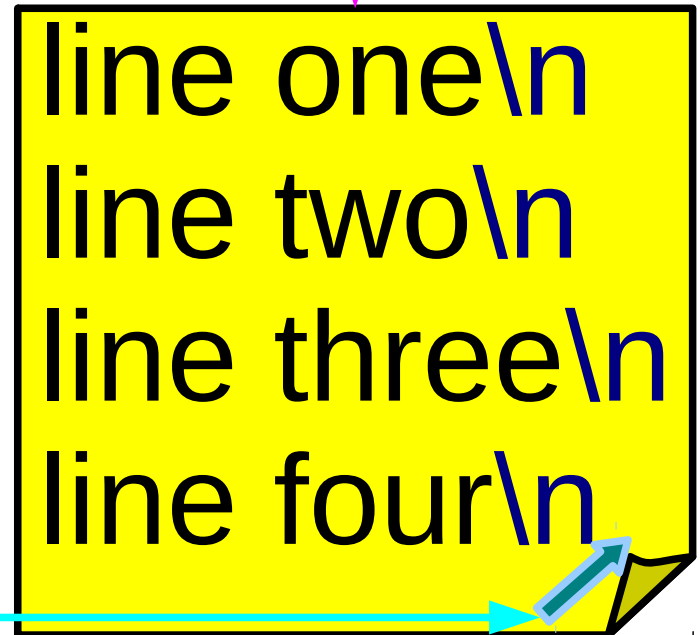
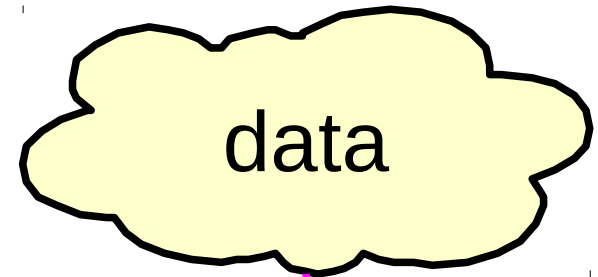
```
>>> data.readlines()
```

```
['line three\n',  
'line four\n']
```

end of file

```
>>> data.close()
```

disconnect



Common trick

```
for line in data.readlines():  
    stuff
```



```
for line in data:  
    stuff
```

Python “magic”:
treat the file like
a list and it will
behave like a list

Simple example script

```
count = 0
data = open('data.txt')
for line in data:
    count = count + 1
data.close()
print(count)
```

1. Open the file

2. Read the file
One line at a time

3. Close the file

Exercise

Write a **script** `counting.py` from scratch to do this:

Open the file `file.txt`.

Set three counters equal to zero:

`n_lines`, `n_words`, `n_chars`

Read the file line by line.

For each line:

increase `n_lines` by 1

increase `n_chars` by the length of the line

split the line into a list of words

increase `n_words` by the length of the list

Close the file.

Print the three counters.



15 minutes

Converting the type of input

Problem:

```
1.0
2.0
3.0
4.0
5.0
6.0
7.0
8.0
9.0
10.0
11.0
```

numbers.dat

→

```
['1.0\n', '2.0\n',  
'3.0\n', '4.0\n',  
'5.0\n', '6.0\n',  
'7.0\n', '8.0\n',  
'9.0\n', '10.0\n',  
'11.0\n']
```

List of strings, not
a list of numbers.

Type conversions

```
>>> float('1.0\n')  
1.0
```

String → Float

```
>>> str(1.0)  
'1.0'
```

Float → String

No newline

```
>>> float(1)  
1.0
```

Int → Float

```
>>> int(-1.5)  
-1
```

Float → Int

Rounding to zero

Type conversions to lists

```
>>> list('hello')           String → List
```

```
['h', 'e', 'l', 'l', 'o']
```

```
>>> data = open('data.txt')
```

```
>>> list(data)              File → List
```

```
['line one\n', 'line two\n',  
 'line three\n', 'line four\n']
```

Example script

```
sum = 0.0
data = open('numbers.dat')
for line in data:
    sum = sum + float(line)
data.close()
print sum
```

Writing to a file

`output = open('output.txt',)` ← Default

Equivalent

`output = open('output.txt', 'r')` ← Open for reading

`output = open('output.txt', 'w')` ← Open for writing

```
>>> output = open('output.txt','w')
```

```
>>> output.write('alpha\n')
```

Method to
write a lump
of data

Lump of
data

“Lump”: need
not be a line.

Current
position
changed

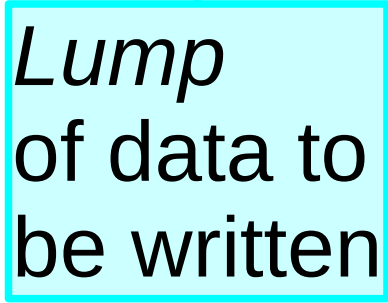
alpha\n

```
>>> output = open('output.txt','w')
```

```
>>> output.write('alpha\n')
```

```
>>> output.write('bet')
```

Lump
of data to
be written

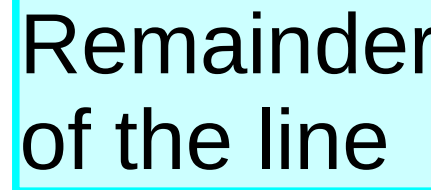


alpha\n
bet



```
>>> output = open('output.txt','w')
>>> output.write('alpha\n')
>>> output.write('bet ')
>>> output.write('a\n')
```

Remainder
of the line



alpha\n
beta\n



```
>>> output = open('output.txt','w')
>>> output.write('alpha\n')
>>> output.write('bet ')
>>> output.write('a\n')
>>> output.writelines(['gamma\n',
'delta\n'])
```

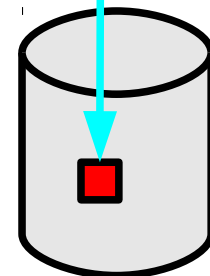
Method to write
a *list* of lumps

```
alpha\n
beta\n
gamma\n
delta\n
```

```
>>> output = open('output.txt','w')
>>> output.write('alpha\n')
>>> output.write('a\n')
>>> output.writelines(['gamma\n',
'delta\n'])
>>> output.close()
```

Python is done
with this file.

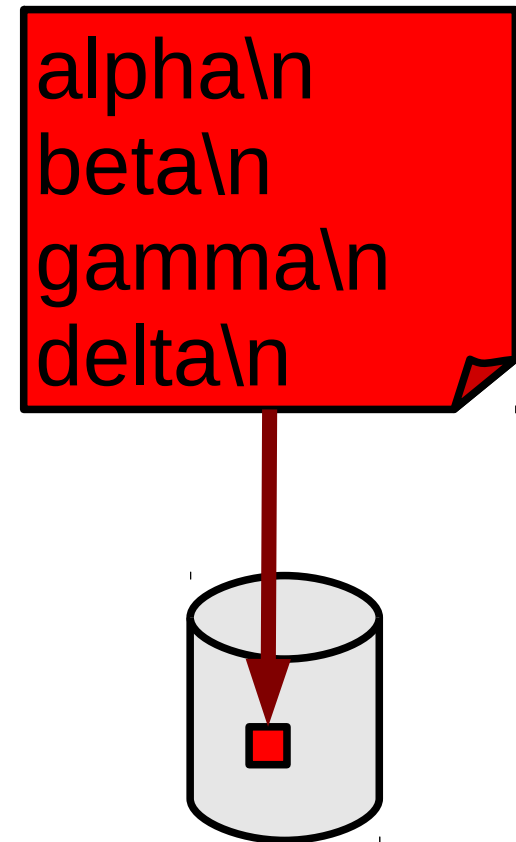
Data may not be
written to disc
until close()!





Only on `close()` is it guaranteed that the data is on the disc!

```
>>> output.close()
```

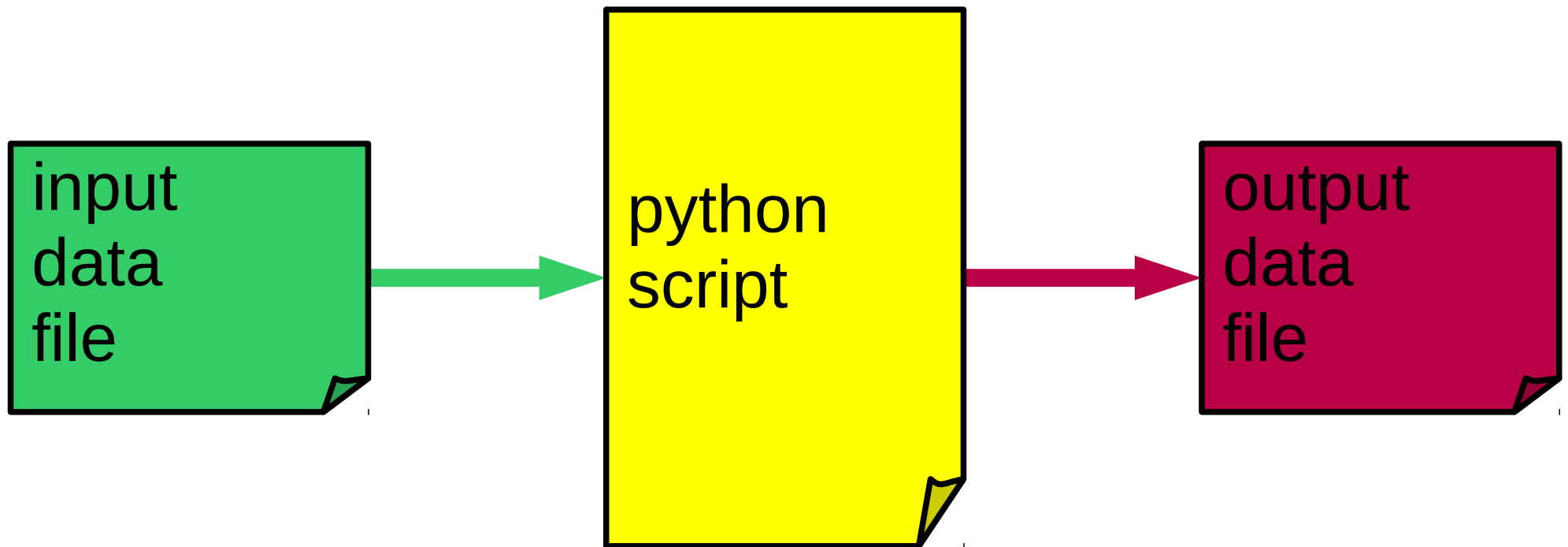


Example

```
output = open('output.txt', 'w')  
output.write('Hello, world!\n')  
output.close()
```

Example of a “filter”

Reads one file, writes another.



Example of a “filter”

```
input  = open('input.dat', 'r')
output = open('output.dat', 'w')
line_number = 0
```

Setup

```
for line in input:
    line_number = line_number + 1
    words = line.split()
    output.write('Line ')
    output.write(str(line_number))
    output.write(' has ')
    output.write(str(len(words)))
    output.write(' words.\n')
```

Ugly!

```
input.close()
output.close()
```

Shutdown

filter1.py

Exercise

Change `counting.py`
to do this:

Read `file.txt` and write `file.out`.

For each line write to the output:

- line number

- number of words on the line

- number of characters in the line

separated by TABs.

At the end output a summary line

- number of lines

- total number of words

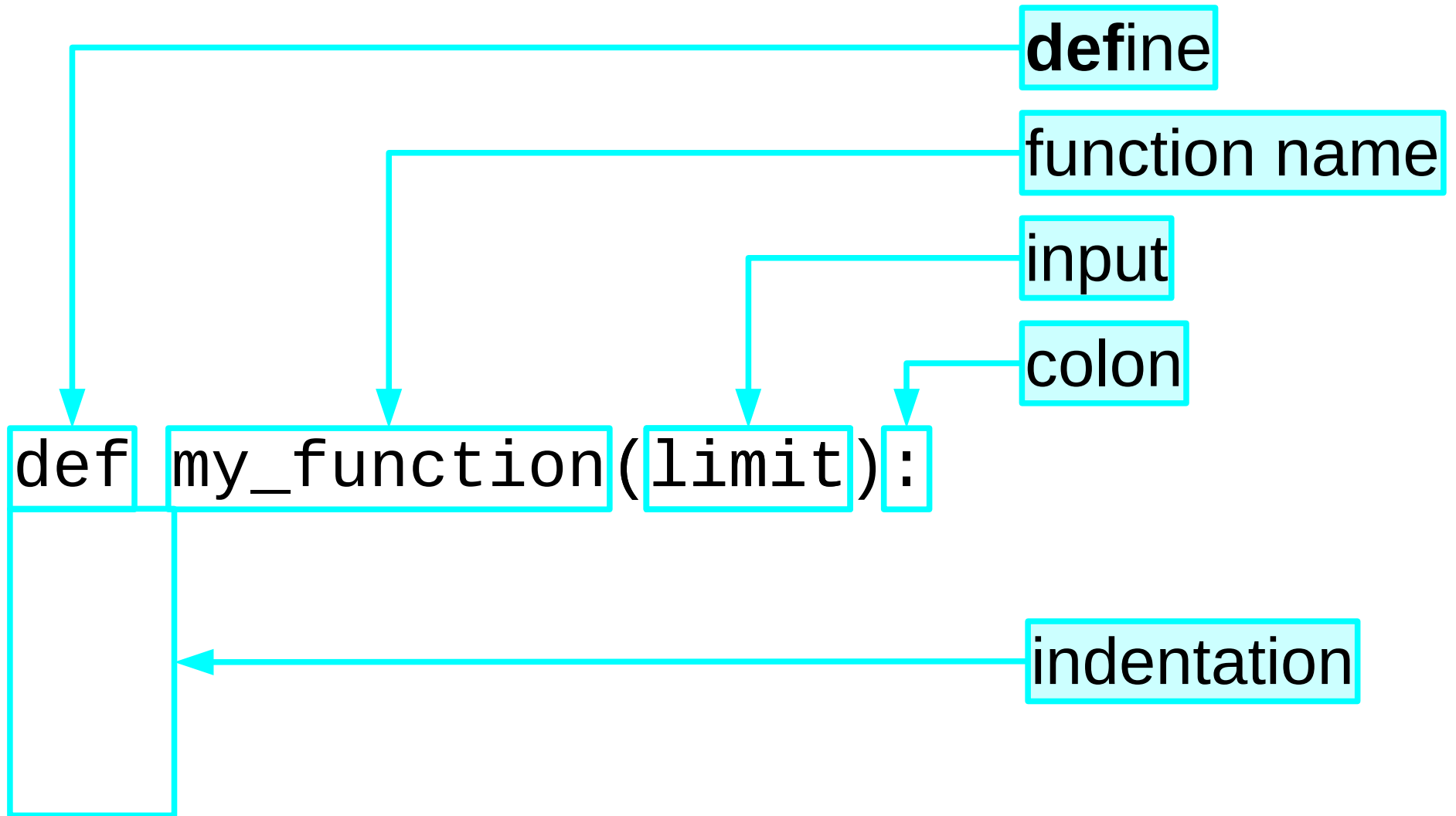
- total number of characters

separated by TABs too.



15 minutes

Defining our function



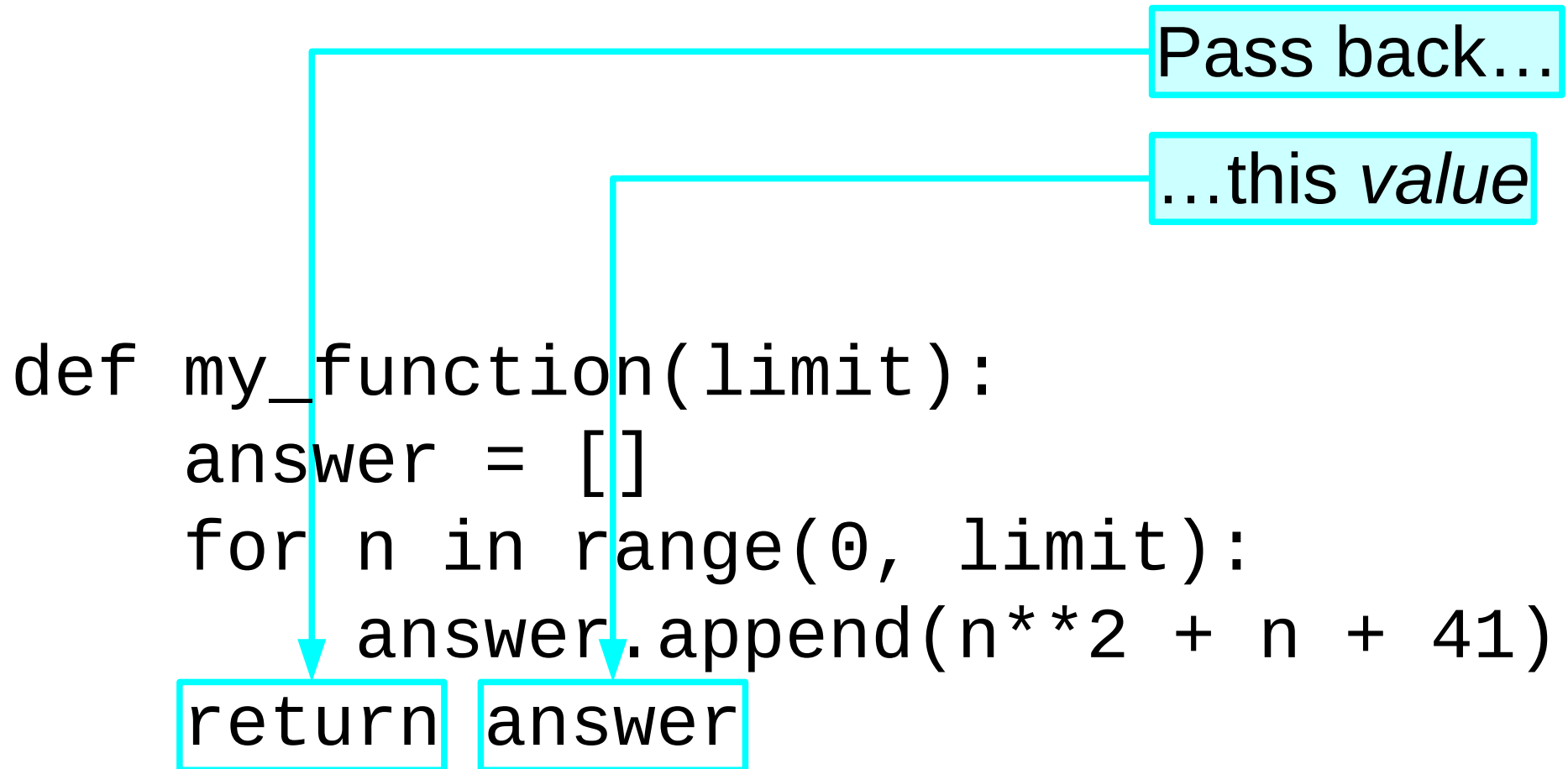
Defining our function

Names are used
only in the function

```
def my_function(limit):  
    answer = []  
    for n in range(0, limit):  
        answer.append(n**2 + n + 41)
```

Function definition

Defining our function



Using our function

```
def my_function(limit):  
    answer = []  
    for n in range(0, limit):  
        answer.append(n**2 + n + 41)  
    return answer
```

...

```
results = my_function(11)
```

“answer”

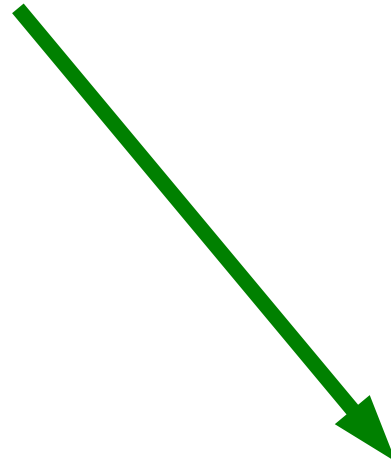
“limit”

Why use functions?



Reuse

If you use a function in lots of places and have to change it, you only have to edit it in one place.



Reliability

Isolation of variables leads to fewer accidental clashes of variable names.



Clarity

Clearly separated components are easier to read.

Example 1

Write a function to take a list of floating point numbers and return the sum of the squares.

$$(a_i) \rightarrow \sum |a_i|^2$$

```
def norm2(values):  
  
    sum = 0.0  
  
    for value in values:  
        sum = sum + value**2  
  
    return sum
```

Example 1

```
print norm2([3.0, 4.0, 5.0])
```



```
50.0
```

```
$ python norm2.py
```

```
50.0
```

```
[3.0, 4.0, 5.0]
```

```
169.0
```

```
[12.0, 5.0]
```

Example 2

Write a function to pull the minimum value from a list.

$$(a_i) \rightarrow \min(a_i)$$

```
def minimum(a_list):  
  
    a_min = a_list[0]  
    for a in a_list:  
        if a < a_min:  
            a_min = a  
  
    return a_min
```

Example 2

```
print minimum([2.0, 4.0, 1.0, 3.0])
```



```
1.0
```

```
$ python minimum.py
```

```
3.0
```

```
[4.0, 3.0, 5.0]
```

```
5
```

```
[12, 5]
```

Example 3

Write a function to “dot product” two vectors.

$$(a_i, b_j) \rightarrow \sum_k a_k b_k$$

```
def dot(a_vec, b_vec):  
  
    sum = 0.0  
    for n in range(0, len(a_vec)):  
        sum = sum + a_vec[n]*b_vec[n]  
  
    return sum
```

Example 3

```
print dot([3.0, 4.0], [1.0, 2.0])
```



```
11.0
```

```
$ python dot_product.py
```

```
11.0
```

```
115
```


Example 3 — version 2

```
def dot(a_vec, b_vec):  
  
    if len(a_vec) != len(b_vec):  
        print 'WARNING: lengths differ!'  
  
    sum = 0.0  
    for n in range(0, len(a_vec)):  
        sum = sum + a_vec[n]*b_vec[n]  
  
    return sum
```

Example 4

Write a function to filter out the positive numbers from a list.

e.g. `[1, -2, 0, 5, -5, 3, 3, 6]` \longrightarrow `[1, 5, 3, 3, 6]`


```
def positive(a_list):  
  
    answer = []  
  
    for a in a_list:  
        if a > 0:  
            answer.append(a)  
  
    return answer
```

How to return more than one value?

Write a function to pull the minimum *and* maximum values from a list.

```
def min_max(a_list):  
    a_min = a_list[0]  
    a_max = a_list[0]  
    for a in a_list:  
        if a < a_min:  
            a_min = a  
        if a > a_max:  
            a_max = a  
    return (a_min, a_max)
```

Pair of values



Receiving two values

...

```
values = [1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
(minval, maxval) = min_max(values)
```

```
print minval  
print maxval
```

*Pair of
variables*



Pairs, triplets, ...

singles
doubles
triples
quadruples
quintuples
...

“tuples”

Tuples ≠ Lists

Lists

Concept of “next entry”

Same types

Mutable

Tuples

All items at once

Different types

Immutable

Tuple examples

Pair of measurements of a tree

(height,width) (7.2, 0.5)

(width,height) (0.5, 7.2)

Details about a person

(name, age, height) ('Bob', 45, 1.91)

(age, height, name) (45, 1.91, 'Bob')

Exercise

Copy the `min_max()` function.
Extend it to return a triplet:
(`minimum`, `mean`, `maximum`)



10 minutes

Tuples and string substitution

“Hello, my name is **Bob** and I'm **46** years old.”

Simple string substitution

Substitution marker

Substitution operator

```
>>> 'My name is %s.' % 'Bob'
```

```
'My name is Bob.'
```

%s Substitute a string.

Simple integer substitution

Substitution marker

```
>>> 'I am %d years old .' % 46
```

```
'I am 46 years old.'
```

%d Substitute an integer.

Tuple substitution


```
>>> 'My name is %s and I am %d years old.'  
      % ('Bob', 46)
```

'My name is Bob and I am 46 years old.'


Lists of tuples

```
data = [  
    ('Bob', 46),  
    ('Joe', 9),  
    ('Methuse1ah', 969)  
]
```

List of tuples



Tuple of
variable
names



```
for (person, age) in data:  
    print '%s %d' % (person, age)
```

Problem: ugly output

Bob	46
Joe	9
Methuse _l ah	969



Columns should align

Columns of numbers should be right aligned

Bob	46
Joe	9
Methuse _l ah	969



Solution: formatting

'%s' % 'Bob' → 'Bob'

'%5s' % 'Bob' → ' Bob'

Five characters

'%-5s' % 'Bob' → 'Bob '

Right aligned

Left aligned

'%5s' % 'Charles' → 'Charles'

Solution: formatting

'%d' % 46  '46'

'%5d' % 46  ' 46'

'%-5d' % 46  '46 '

'%05d' % 46  '00046'

Columnar output


```
data = [  
    ('Bob', 46),  
    ('Joe', 9),  
    ('Methuse1ah', 969)  
]
```


```
for (person, age) in data:  
    print '%-10s %3d' % (person, age)
```

Properly formatted



Floats

'%f' % 3.141592653589  '3.141593'

'%.4f' % 3.141592653589  '3.1416'

'%.4f' % 3.1  '3.1000'

Exercise

Complete the script `format1.py` to generate this output:

Alfred	46	1.90
Bess	24	1.75
Craig	9	1.50
Diana	100	1.66
↑	↑	↑
1	9	15



5 minutes

Reusing our functions

Want to use the same function in many scripts

```
def min_max(a_list):  
    ...  
    return (a_min, a_max)  
  
vals = [1, 2, 3, 4, 5]  
  
(x, y) = min_max(vals)  
  
print(x, y)
```

five.py

How to reuse — 1

```
vals = [1, 2, 3, 4, 5]
(x, y) = min_max(vals)
print(x, y)
```

five.py

```
def min_max(a_list):
    ...
    return (a_min, a_max)
```

utils.py

Move the definition
of the function to a
separate file.

How to reuse — 2

```
import utils
```

```
vals = [1, 2, 3, 4, 5]
```

```
(x, y) = min_max(vals)
```

```
print(x, y)
```

five.py

```
def min_max(a_list):  
    ...  
    return (a_min, a_max)
```

utils.py

Identify the file with the functions in it.

How to reuse — 3

```
import utils

vals = [1, 2, 3, 4, 5]

(x, y) = utils.min_max(vals)
print(x, y)
```

five.py

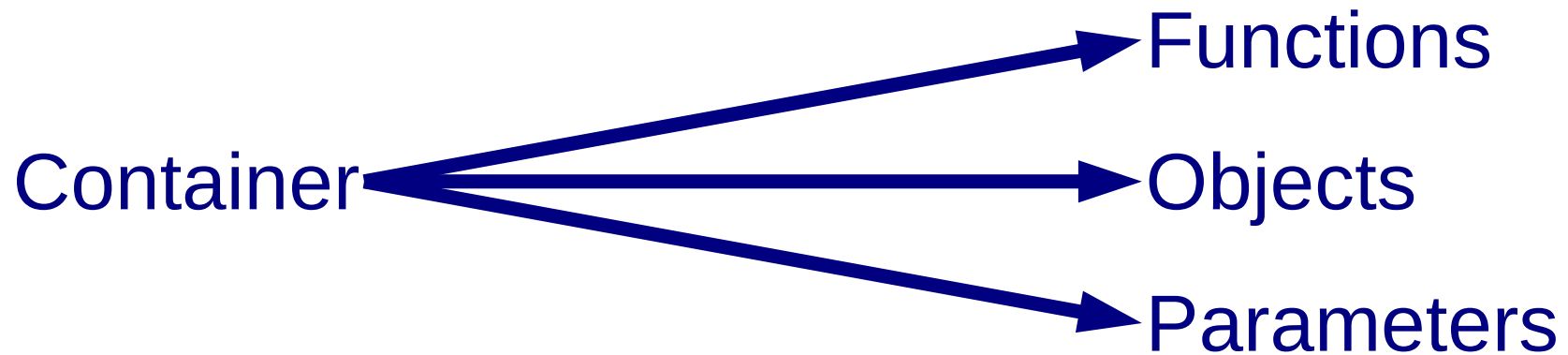
```
def min_max(a_list):
    ...
    return (a_min, a_max)
```

utils.py

Indicate that the function comes from that import.

A library of our functions

“Module”



System modules

os	operating system access
subprocess	support for child processes
sys	general system functions
math	standard mathematical functions
numpy	numerical arrays and more
scipy	maths, science, engineering
csv	read/write comma separated values
re	regular expressions

Using a system module

```
>>> import math
```

```
>>> math.sqrt(2.0)
```

```
1.4142135623730951
```

```
>>>
```

Keep track of the module with the function.

Don't do this

```
>>> from math import sqrt
```

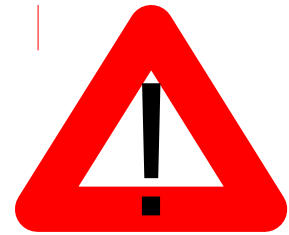
```
>>> sqrt(2.0)
```

```
1.4142135623730951
```

```
>>> from math import *
```

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

```
1.4142135623730951
```



Do do this

```
>>> import math
```

```
>>> help(math)
```

```
Help on module math:
```

```
NAME
```

```
    math
```

```
DESCRIPTION
```

```
This module is always available. It provides access to the mathematical functions defined by the C standard.
```

Exercise

1. Edit your `utils.py` file.
2. Write a function `print_list()` that prints all the elements of a list, one per line.
3. Edit the `elements2.py` script to use this new function.

 5 minutes

Interacting with the **system**


```
>>> import sys
```

Standard input and output

```
>>> import sys
```


```
sys.stdin
```

Treat like an
open(..., 'r') file



```
sys.stdout
```

Treat like an
open(..., 'w') file



Line-by-line copying — 1

```
import sys
for line in sys.stdin:
    sys.stdout.write(line)
```

Import module

No need to `open()` `sys.stdin` or `sys.stdout`.
The module has done it for you at import.

Line-by-line copying — 2

```
import sys
for line in sys.stdin:
    sys.stdout.write(line)
```

Standard input

Treat a file like a list  Acts like a list of lines

Line-by-line copying — 3

```
import sys
for line in sys.stdin:
```

```
    sys.stdout.write(line)
```

Standard output

An open file

The file's
write()
method

Line-by-line copying — 4

```
import sys
for line in sys.stdin:
    sys.stdout.write(line)
```

Lines in...
lines out

\$ python copy.py < in.txt > out.txt

Copy

Line-by-line actions

Copying lines
unchanged

Changing
the lines

Gathering
statistics

Only copying
certain lines

Line-by-line rewriting

```
import sys
for input in sys.stdin:
    output = function(input)
    sys.stdout.write(output)
```

Define or import a function here

```
$ python process.py < in.txt > out.txt
```

Process

Line-by-line filtering

```
import sys
for input in sys.stdin:
    if test(input):
        sys.stdout.write(input)
```

Define or import a test function here

```
$ python filter.py < in.txt > out.txt
```

Filter

Exercise

Write a script that reads from standard input.

It should generate two lines of output:

Number of lines: MMM

Number of blank lines: NNN

Hint: `len(line.split()) == 0` for blank lines.



5 minutes

The command line

We are putting parameters in our scripts.

```
...  
number = 1.25  
...
```

We want to put them on the command line.

```
$ python script.py 1.25
```


Reading the command line

```
import sys
print(sys.argv)
```

\$ python args.py 1.25

['args.py', '1.25']

sys.argv[0]

sys.argv[1]

**Script's
name**

**First
argument**

A string!

Command line strings

```
import sys

number = sys.argv[1]
number = number + 1.0

print(number)
```



Traceback (most recent call last):

File "thing.py", line 3, in <module>

number = number + 1.0


TypeError:

cannot concatenate 'str' and 'float' objects

Using the command line

```
import sys
number = float(sys.argv[1])
number = number + 1.0

print(number)
```



Enough arguments?

Valid as floats?

Worked example

Write a script to print points

(x, y) $y=x^r$ $x \in [0,1]$, uniformly spaced

Two command line arguments:

r (float) power

N (integer) number of points

General approach

- 1a. Write a function that parses the command line for a float and an integer.
- 1b. Write a script that tests that function.
- 2a. Write a function that takes (r, N) as (float, integer) and does the work.
- 2b. Write a script that tests that function.
3. Combine the two functions.

1a. Write a function that parses the command line for a float and an integer.

```
import sys

def parse_args():
    pow = float(sys.argv[1])
    num = int(sys.argv[2])

    return (pow, num)
```

curve.py

1b. Write a script that tests that function.

```
import sys

def parse_args():
    ...
(r, N) = parse_args()
print 'Power: %f' % r
print 'Points: %d' % N
```

curve.py

1b. Write a script that tests that function.

```
$ python curve.py 0.5 5
```

```
Power: 0.500000
```

```
Points: 5
```


2a. Write a function that takes (r, N) as (float, integer) and does the work.

```
def power_curve(pow, num_points):  
    for index in range(0, num_points):  
        x = float(index)/float(num_points-1)  
        y = x**pow  
        print '%f %f' % (x, y)
```

curve.py

2b. Write a script that tests that function.

```
def power_curve(pow, num_points):  
    ...  
  
power_curve(0.5, 5)
```

curve.py

2b. Write a script that tests that function.

```
$ python curve.py
```

```
0.000000 0.000000  
0.250000 0.500000  
0.500000 0.707107  
0.750000 0.866025  
1.000000 1.000000
```

3. Combine the two functions.

```
import sys

def parse_args():
    pow = float(sys.argv[1])
    num = int(sys.argv[2])
    return (pow, num)

def power_curve(pow, num_points):
    for index in range(0, num_points):
        x = float(index)/float(num_points-1)
        y = x**pow
        print '%f %f' % (x, y)

(power, number) = parse_args()
power_curve(power, number)
```

curve.py

Exercise

Write a script that takes a command line of numbers and prints their minimum and maximum.

Hint: You have already written a `min_max` function. Reuse it.



5 minutes

Back to our own module

```
>>> import utils
>>> help(utils)
```

```
Help on module utils:
NAME
    utils
FILE
    /home/rjd4/utils.py
FUNCTIONS
    min_max(numbers)
    . . .
```

We want to do better than this.

Function help

```
>>> import utils  
>>> help(utils.min_max)
```

```
Help on function min_max in  
module utils:
```

```
min_max(numbers)
```

Annotating a function

```
def min_max(numbers):  
    minimum = numbers[0]  
    maximum = numbers[0]  
    for number in numbers:  
        if number < minimum:  
            minimum = number  
    if number > maximum:  
        maximum = number  
    return (minimum, maximum)
```

Our current file

A “documentation string”

```
def min_max(numbers):  
    """This functions takes a list  
    of numbers and returns a pair  
    of their minimum and maximum.  
    """  
  
    minimum = numbers[0]  
    maximum = numbers[0]  
    for number in numbers:  
        if number < minimum:  
            minimum = number  
        if number > maximum:  
            maximum = number  
    return (minimum, maximum)
```

A string before
the body of the
function.

Annotated function

```
>>> import utils  
>>> help(utils.min_max)
```

```
Help on function min_max in  
module utils:
```

```
min_max(numbers)
```

```
This functions takes a list  
of numbers and returns a pair  
of their minimum and maximum.
```

Annotating a module

```
"""A personal utility module  
full of all the pythonic goodness  
I have ever written.  
"""
```

```
def min_max(numbers):
```

```
    """This functions takes a list  
    of numbers and returns a pair  
    of their minimum and maximum.  
    """
```

```
    minimum = numbers[0]  
    maximum = numbers[0]  
    for number in numbers:
```

```
    . . .
```

A string before
any active part
of the module.

Annotated module

```
>>> import utils  
>>> help(utils)
```

```
Help on module utils:
```

```
NAME
```

```
    utils
```

```
FILE
```

```
    /home/rjd4/utils.py
```

```
DESCRIPTION
```

```
A personal utility module  
full of all the pythonic goodness  
I have ever written.
```

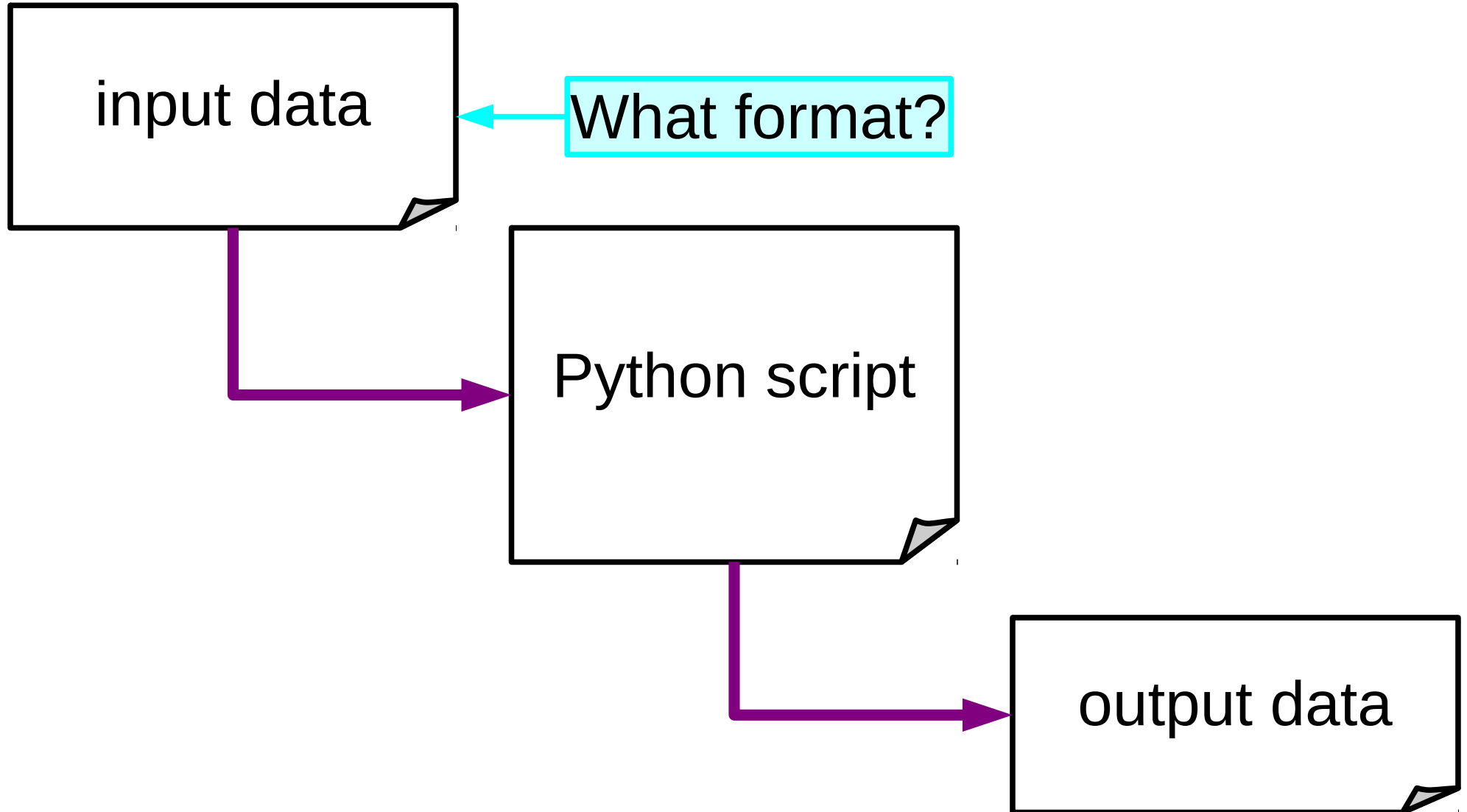
Exercise

Annotate your `utils.py` and the functions in it.



3 minutes

Simple data processing



Comma Separated Values

input data

```
A101, Joe, 45, 1.90, 100  
G042, Fred, 34, 1.80, 92  
H003, Bess, 56, 1.75, 80  
...
```

```
1.0, 2.0, 3.0, 4.0  
2.0, 4.0, 8.0, 16.0  
3.0, 8.0, 24.0, 64.0  
...
```

Quick and dirty .csv — 1

CSV: “comma separated values”

More likely to have come from `sys.stdin`

```
>>> line = '1.0, 2.0, 3.0, 4.0\n'
```

```
>>> line.split(',')
```

Split on commas rather than spaces.

```
['1.0', ' 2.0', ' 3.0', ' 4.0\n']
```

Note the leading and trailing white space.

Quick and dirty .csv — 2

```
>>> line = '1.0, 2.0, 3.0, 4.0\n'  
>>> strings = line.split(',')  
>>> numbers = []  
>>> for string in strings:  
...     numbers.append(float(string))  
...  
>>> numbers  
  
[1.0, 2.0, 3.0, 4.0]
```

Quick and dirty .csv — 3

Why “quick and dirty”?

Can't cope with common cases:

Quotes ' "1.0", "2.0", "3.0", "4.0" '

Commas ' A, B\, C, D '

Dedicated module: `csv`

Proper .csv

Dedicated module: `csv`

```
import csv
import sys

input = csv.reader(sys.stdin)
output = csv.writer(sys.stdout)

for [id, name, age, height, weight] in input:
    output.writerow([id, name, float(height)*100])
```

Processing data

Storing data in the program

id	name	age	height	weight
A101	Joe	45	1.90	100
G042	Fred	34	1.80	92
H003	Bess	56	1.75	80
...				

? id → (name, age, height, weight) ?

Simpler case

Storing data in the program

id	name
----	------

A101	Joe
------	-----

G042	Fred
------	------

H003	Bess
------	------

...

? id → name ?

Not the same as a list...

index	name
-------	------

0	Joe
---	-----

1	Fred
---	------

2	Bess
---	------

...

names[1] = 'Fred'

['Joe', 'Fred', 'Bess', ...]

...but similar: a “dictionary”

id	name
----	------

A101	Joe
------	-----

G042	Fred
------	------

H003	Bess
------	------

...

```
names['G042'] = 'Fred'
```

```
{'A101':'Joe', 'G042':'Fred', 'H003':'Bess', ...}
```

Dictionaries

“key” → “value”

'G042' → 'Fred'

1700045 → 29347565

'G042' → ('Fred', 34)

(34, 56) → 'treasure'

(5,6) → [5, 6, 10, 12]

Generalized look up

Python object (immutable) → Python object (arbitrary)

string → string

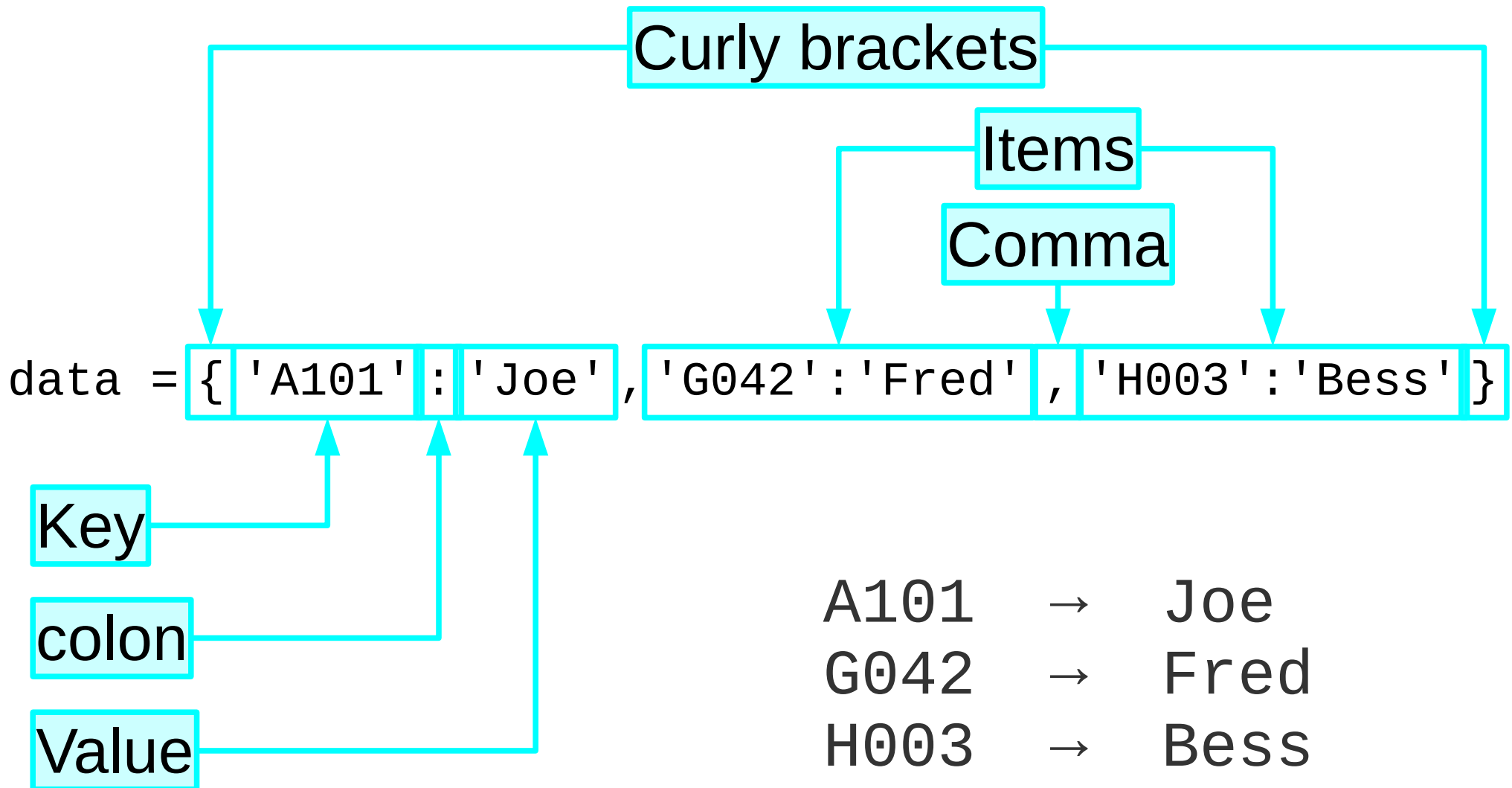
int → int

string → tuple

tuple → string

tuple → list

Building a dictionary — 1



Building a dictionary — 2

data = {} ← Empty dictionary

← Square brackets

← Key

data ['A101'] = 'Joe' ← Value

data ['G042'] = 'Fred'

data ['H003'] = 'Bess'

A101	→	Joe
G042	→	Fred
H003	→	Bess

Example — 1

```
>>> data = {'A101': 'Joe', 'F042': 'Fred'}
```

```
>>> data
```

```
{'F042': 'Fred', 'A101': 'Joe'}
```

Order is not
preserved!

Example — 2

```
>>> data[ 'A101' ]
```

```
' Joe '
```

```
>>> data[ 'A101' ] = ' James '
```

```
>>> data
```

```
{ 'F042': 'Fred', 'A101': ' James ' }
```

Square brackets in Python

[...]

Defining literal lists

numbers[N]

Indexing into a list

numbers[M:N]

Slices

values[key]

Looking up in a dictionary

Example — 3

```
>>> data[ 'X123' ] = 'Bob'
```

```
>>> data[ 'X123' ]
```

```
'Bob'
```

```
>>> data
```

```
{ 'F042' : 'Fred', 'X123' : 'Bob',  
  'A101' : 'James' }
```

More dictionaries

```
data =  
{ 'G042' : ( 'Fred' , 34 ) , 'A101' : ( 'Joe' , 45 ) }
```

```
data[ 'G042' ]  ( 'Fred' , 34 )
```

```
data[ 'H003' ] = ( 'Bess ' , 56 )
```

Exercise

Write a script that:

1. Creates an empty dictionary, “elements”.
2. Adds an entry 'H' → 'Hydrogen'.
3. Adds an entry 'He' → 'Helium'.
4. Adds an entry 'Li' → 'Lithium'.
5. Prints out the value for key 'He'.
6. Tries to print out the value for key 'Be'.

 10 minutes

Worked example — 1

Reading a file to populate a dictionary

H	Hydrogen
He	Helium
Li	Lithium
Be	Beryllium
B	Boron
C	Carbon
N	Nitrogen
O	Oxygen
F	Fluorine

...

elements.txt



symbol_to_name

File



Dictionary

Worked example — 2

```
data = open('elements.txt')
```

Open file

```
symbol_to_name = {}
```

Empty dictionary

Read data

```
for line in data:  
    [symbol, name] = line.split()
```

```
    symbol_to_name[symbol] = name
```

Populate dictionary

```
data.close()
```

Close file

Now ready to use the dictionary

Worked example — 3

Reading a file to populate a dictionary

```
A101 Joe
F042 Fred
X123 Bob
K876 Alice
J000 Maureen
A012 Stephen
X120 Peter
K567 Anthony
F041 Sally
```

...

names.txt



key_to_name

Worked example — 4

```
data = open('names.txt')
```

```
key_to_name = {}
```

```
for line in data:
```

```
    [key, person] = line.split()
```

```
    key_to_name[key] = person
```

```
data.close()
```

Make it a function!

```
symbol_to_name = {}  
  
data = open('elements.txt')  
  
for line in data:  
    [symbol, name] = line.split()  
    symbol_to_name[symbol] = name  
  
data.close()
```

Make it a function!

```
symbol_to_name = {}
```

```
data = open('elements.txt')
```



```
for line in data:  
    [symbol, name] = line.split()  
    symbol_to_name[symbol] = name
```

```
data.close()
```

Make it a function!

```
def filename_to_dict(filename):  
    symbol_to_name = {}  
    data = open(filename)  
    for line in data:  
        [symbol, name] = line.split()  
        symbol_to_name[symbol] = name  
    data.close()
```

The diagram illustrates the flow of data from an external source to the function. A light blue box labeled "Input" has two arrows pointing to the "filename" parameter in the function definition and the "open()" function call. The "filename" parameter in the function definition is also highlighted with a light blue box.

Make it a function!

```
def filename_to_dict(filename):
```

```
    symbol_to_name = {}
```

```
    data = open(filename)
```

```
    for line in data:
```

```
        [symbol, name] = line.split()
```

```
        symbol_to_name[symbol] = name
```

```
    data.close()
```

Output

Make it a function!

```
def filename_to_dict(filename):
```

```
    x_to_y = {}
```

```
    data = open(filename)
```

```
    for line in data:  
        [x, y] = line.split()
```

```
        x_to_y[x] = y
```

```
    data.close()
```

Output

Make it a function!

```
def filename_to_dict(filename):
```

```
    x_to_y = {}
```

```
    data = open(filename)
```

```
    for line in data:  
        [x, y] = line.split()
```

```
        x_to_y[x] = y
```

```
    data.close()
```

```
    return(x_to_y)
```

Output



Exercise

1. Write `filename_to_dict()` in your `utils` module.
2. Write a script that does this:
 - a. Loads the file `elements.txt` as a dictionary (This maps 'Li' → 'lithium' for example.)
 - b. Reads each line of `inputs.txt` (This is a list of chemical symbols.)
 - c. For each line, prints out the element name

 10 minutes

Keys in a dictionary?

```
total_weight = 0
for symbol in symbol_to_name :
    name = symbol_to_name[symbol]
    print '%s\t%s' % (symbol, name)
```

“Treat it like a list”

“Treat it like a list”

“Treat it like a list and it behaves like a (useful) list.”

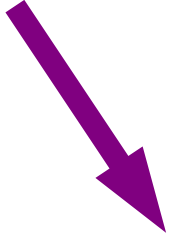
File → List of lines

String → List of letters

Dictionary → **List of keys**

“Treat it like a list”

```
for item in list:  
    blah blah  
    ...item...  
    blah blah
```



```
for key in dictionary:  
    blah blah  
    ...dictionary[key]...  
    blah blah
```

Missing key?


```
>>> data = {'a': 'alpha', 'b': 'beta'}
```

```
>>> data['g']
```

```
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>
```

```
KeyError: 'g'
```

Dictionary equivalent of
"index out of range"



Convert to a list

```
keys = list(data)  
print(keys)
```

```
['b', 'a']
```

```
list(dictionary) → [keys]
```


Exercise

Write a function `invert()`
in your `utils` module.

`symbol_to_name` `'Li'`  `'Lithium'`

`name_to_symbol = invert(symbol_to_name)`

`name_to_symbol` `'Lithium'`  `'Li'`

 10 minutes

One last example

Word counting

Given a text, what words appear and how often?

Word counting algorithm

Run through file line-by-line

Run through line word-by-word

Clean up word

Is word in dictionary?

If not: add word as key with value 0


Increment the counter for that word

Output words alphabetically

Word counting in Python: 1

```
# Set up  
import sys
```

Need sys for
sys.argv



```
count = {}
```

Empty dictionary



```
data = open(sys.argv[1])
```

Filename on
command line



Word counting in Python: 2

```
for line in data:
```


Lines

```
    for word in line.split():
```

Words

```
        clean_word = cleanup(word)
```

We need
to write this
function.



Word counting in Python: 3

Insert at *start* of script

“Placeholder”
function

```
def cleanup(word_in):  
    word_out = word_in.lower()  
    return word_out
```

Word counting in Python: 4

```
clean_word = cleanup(word)
```

Two levels
indented

```
if not clean_word in count :  
    count[clean_word] = 0
```

Create new
entry in
dictionary?

```
count[clean_word] = count[clean_word] + 1
```

Increment
count for word

Word counting in Python: 5

```
count[clean_word] = count[...]
```

```
data.close()
```

Be tidy!

```
words = list(count)
```

All the words

```
words.sort()
```

Alphabetical
order

Word counting in Python: 6

```
words.sort()
```

Alphabetical
order

```
for word in words:
```

```
    print('%s\t%d' % (word, count[word]))
```

More Python

Python for
Absolute
Beginners

Python for
Programmers

Python:
Regular
expressions

Python:
Further topics

Python:
Checkpointing

Python:
O/S access

Python:
Object oriented
programming

