

# Introduction to Python

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# Getting started

1. open an xterm

type: `command+space->xQuartz`

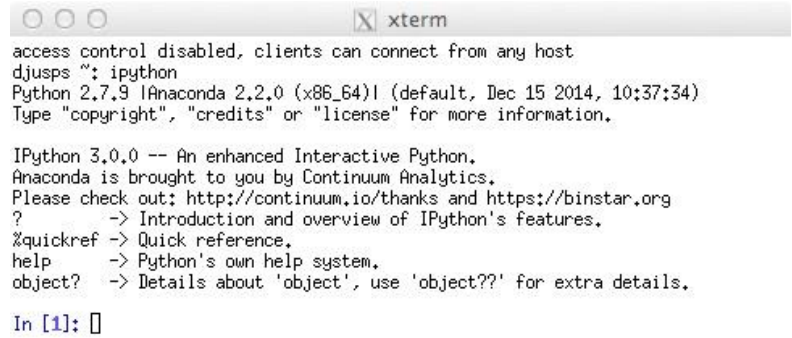
type: `command+n`

2. from the xterm

type: `ipython`

or

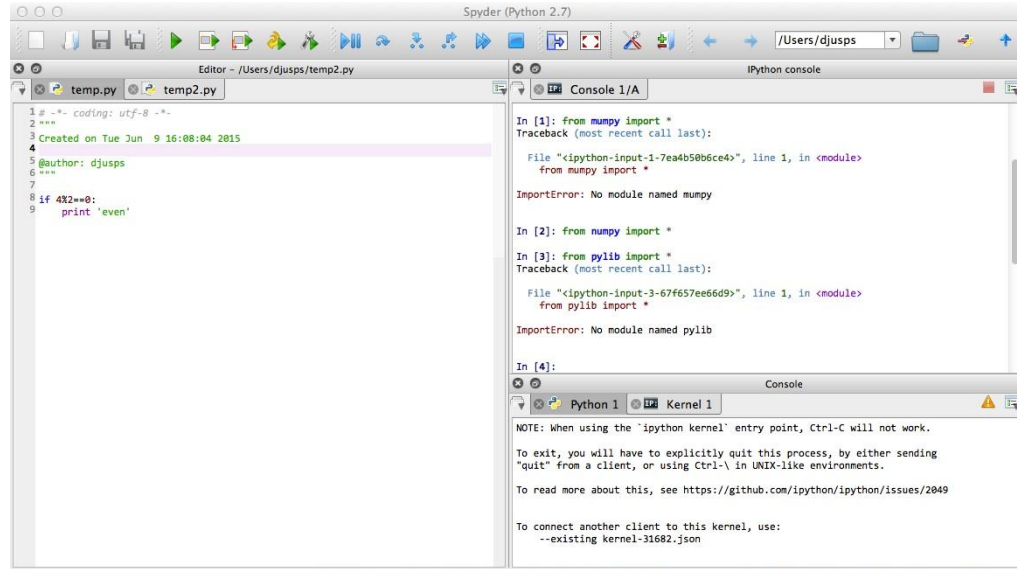
type: `spyder`



```
xterm
access control disabled, clients can connect from any host
djusps ~: ipython
Python 2.7.9 |Anaconda 2.2.0 (x86_64)| (default, Dec 15 2014, 10:37:34)
Type "copyright", "credits" or "license" for more information.

IPython 3.0.0 -- An enhanced Interactive Python.
Anaconda is brought to you by Continuum Analytics.
Please check out: http://continuum.io/thanks and https://binstar.org
?      -> 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]: []
```



```
Spyder (Python 2.7)
Editor - /Users/djusps/temp2.py
temp.py temp2.py
1 # -*- coding: utf-8 -*-
2 """
3 Created on Tue Jun 9 16:08:04 2015
4
5 @author: djusps
6 """
7
8 if 4%2==0:
9     print 'even'

In [1]: from mumpy import *
Traceback (most recent call last):
  File "<ipython-input-1-7ea4b50b6ce4>", line 1, in <module>
    from mumpy import *
ImportError: No module named mumpy

In [2]: from numpy import *

In [3]: from pylib import *
Traceback (most recent call last):
  File "<ipython-input-3-67f657ee66d9>", line 1, in <module>
    from pylib import *
ImportError: No module named pylib

In [4]:

NOTE: When using the 'ipython kernel' entry point, Ctrl-C will not work.
To exit, you will have to explicitly quit this process, by either sending
"quit" from a client, or using Ctrl-\ in UNIX-like environments.
To read more about this, see https://github.com/ipython/ipython/issues/2049

To connect another client to this kernel, use:
--existing kernel-31682.json
```



xterm

```
djups ~: ipython
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```

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

```
In [1]: print 'Hello, World!'
```

Type:

`print 'Hello, World!'`

and hit return



```
djups ~: ipython
Python 2.7.9 |Anaconda 2.2.0 (x86_64)| (default, Dec 15 2014, 10:37:34)
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```
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```

```
In [1]: print 'Hello, World!'
Hello, World!
```

```
In [2]: █
```

Notice that **Hello, World!**  
gets printed to screen

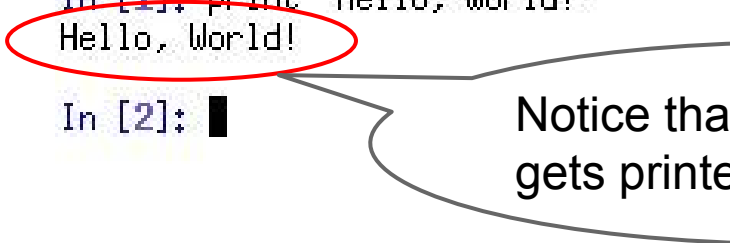
```
djusp@ ~: ipython  
Python 2.7.9 |Anaconda 2.2.0 (x86_64)  
Type "copyright", "credits" or "license"
```

```
IPython 3.0.0 -- An enhanced Interactive Python  
Anaconda is brought to you by Continuum  
Please check out: http://continuum.io  
?          -> Introduction and overview  
%quickref  -> Quick reference.  
help       -> Python's own help system.  
object?    -> Details about 'object', u
```

```
In [1]: print 'Hello, World!'  
Hello, World!
```

```
In [2]: █
```

the command, print, evaluates the expression (if applicable) and displays the result in standard output.



'Hello, World!' is a type of variable we call a string. Strings can be a combination of characters surrounded by quotes.

```
djvusps ~: ipython
Python 2.7.9 |Anaconda 2.2.0 (x86_64)| (default, Dec 15 2014, 10:37:34)
Type "copyright", "credits" or "license" for more information.
```

```
IPython 3.0.0 -- An enhanced Interactive Python.
Anaconda is brought to you by Continuum Analytics.
Please check out: http://continuum.io/thanks and https://binstar.org
?          -> Introduction and overview of IPython's features.
%quickref -> Quick reference.
help      -> Python's own help system.
object?   -> Details about 'object',

```

```
In [1]: print 'Hello, World!'
Hello, World!
```

```
In [2]: a = 'Hello, World!'
```

```
In [3]: print a
Hello, World!
```

```
In [4]: █
```

In this sequence of commands we assign the variable `a` to be a string containing 'Hello, World'

The string, `a`, can then later be used by the `print` command which prints the value of `a` to the screen.



# Types of variables

strings: 'Hello,World'

int: +/- integers eg. 0, 1, 2 etc

float: real numbers, eg. 3.14159

complex: numbers of the form  $a+bj$  ( $j=\text{sqrt}(-1)$ )  
eg.  $2.03 + 3.22*j$

```
In [41]: a = 'Hello, World!'
```

```
In [42]: print a  
Hello, World!
```

```
In [43]: b = 234 # assigns the variable b to be the integer 234
```

```
In [44]: print b  
234
```

```
In [45]: c = 3.323 # assign the variable c to be the float 3.323
```

```
In [46]: print c  
3.323
```

```
In [47]: d = 3+4j # an example of a complex number
```

```
In [48]: print d  
(3+4j)
```

```
In [49]: d2 = complex(b,c) # use previous variable to construct complex number d2
```

```
In [50]: print d2  
(234+3.323j)
```

```
In [51]: print d2.real, d2.imag  
234.0 3.323
```

```
In [52]: []
```



# Now you try it!

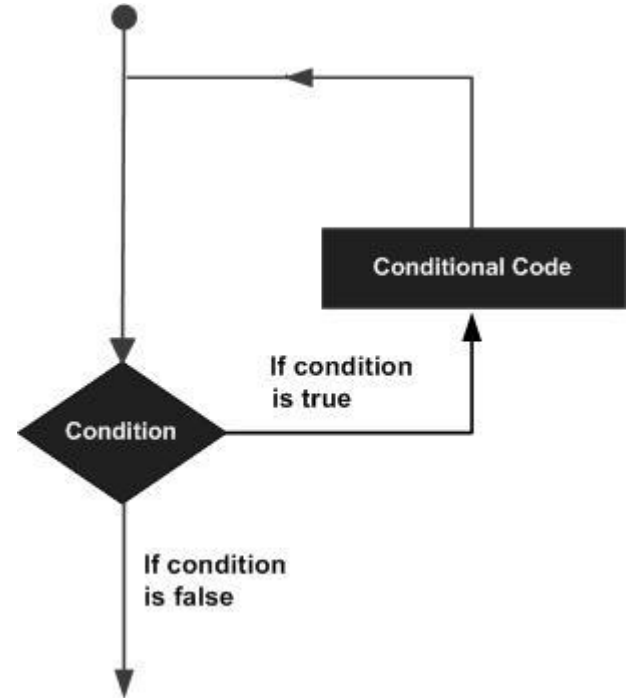
Download the file [variables.py](#)

Try executing the commands found in  
variables.py

# Loops

Loops are a sequence of commands which are repeated over and over again until certain conditions are met.

There are two types in python:



# Loops

Loops are a sequence of commands which are repeated over and over again until certain conditions are met.

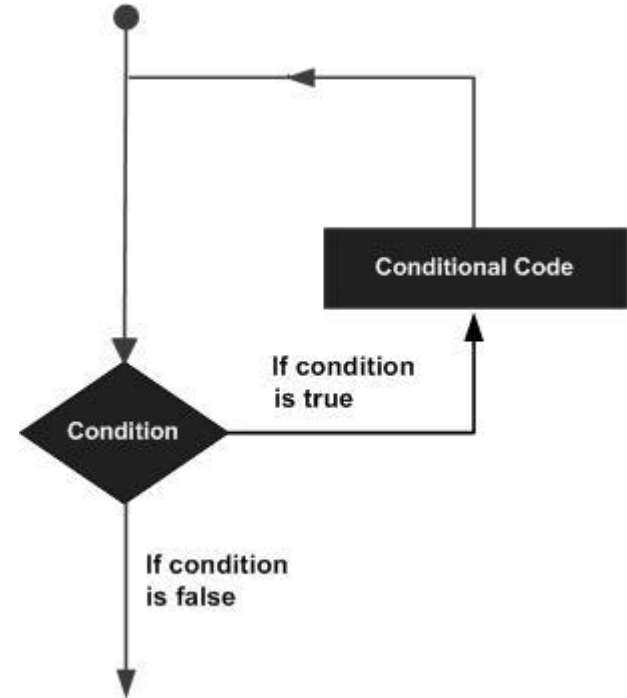
There are two types in python:

## While loop

Repeats a statement or group of statements while a given condition is TRUE. It tests the condition before executing the loop body.

## for loop

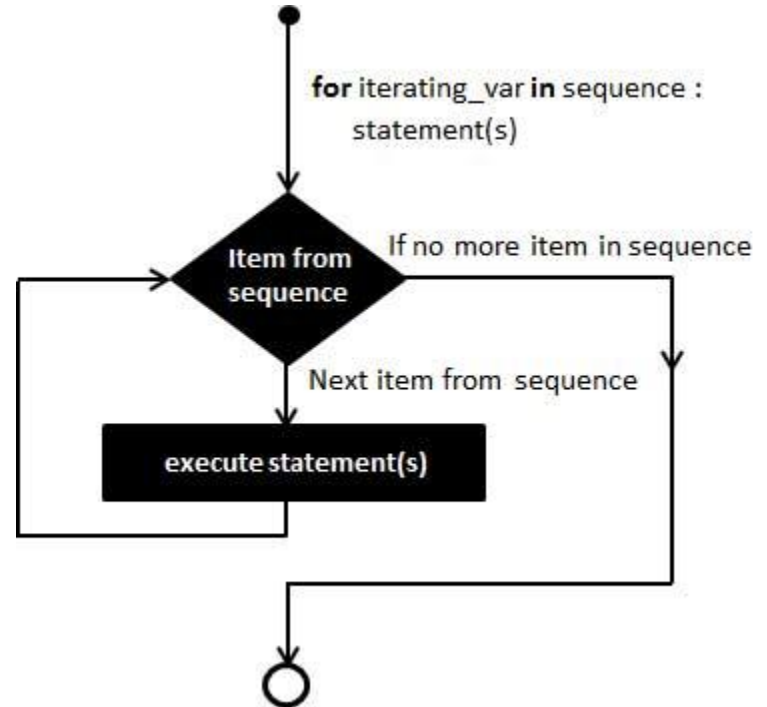
Executes a sequence of statements multiple times and abbreviates the code that manages the loop variable.



# For loops

## Example 1

```
for letter in 'Python':    # First Example
    print 'Current Letter :', letter
```



# For loops

## Example 1

```
for letter in 'Python': # First Example
    print 'Current Letter :', letter
```

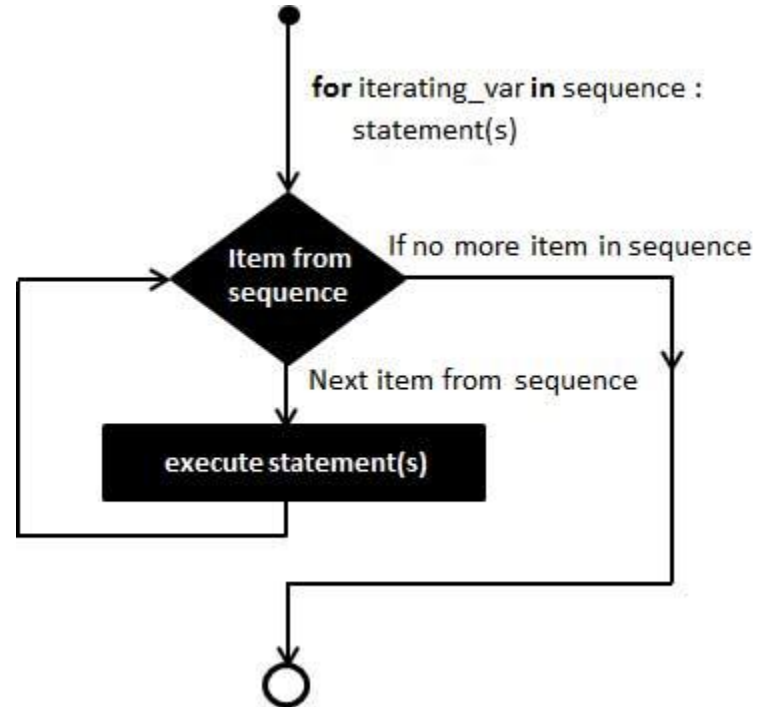
**for** indicates the start of for loop

**letter** variable which changes on each iteration

**in** elements of what follows this will be stored in letter

**'Python'** string

**:** indicates what follows is in the loop



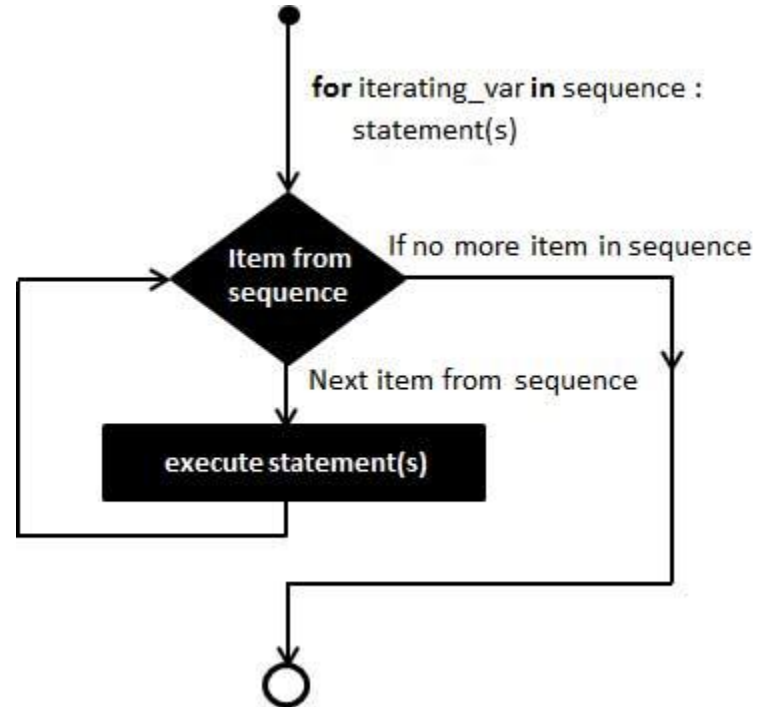
# For loops

## Example 1

```
for letter in 'Python':    # First Example
    print 'Current Letter :', letter
```

## Output

```
Current Letter : P
Current Letter : y
Current Letter : t
Current Letter : h
Current Letter : o
Current Letter : n
```



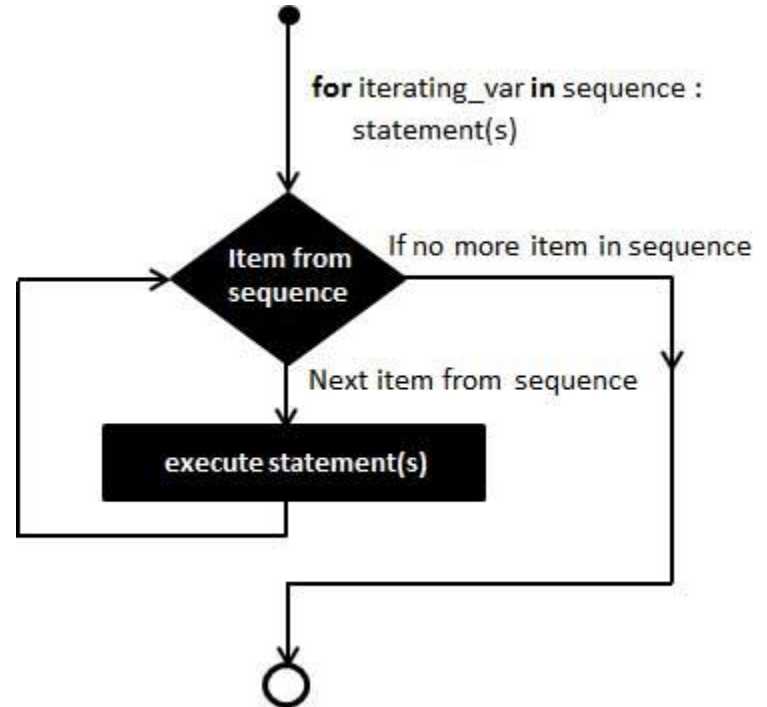
# For loops

## Example 2

```
fruits = ['banana', 'apple', 'mango']  
for fruit in fruits:      # Second Example  
    print 'Current fruit :', fruit  
  
print "Good bye!"
```

## Output

```
Current fruit : banana  
Current fruit : apple  
Current fruit : mango  
Good bye!
```



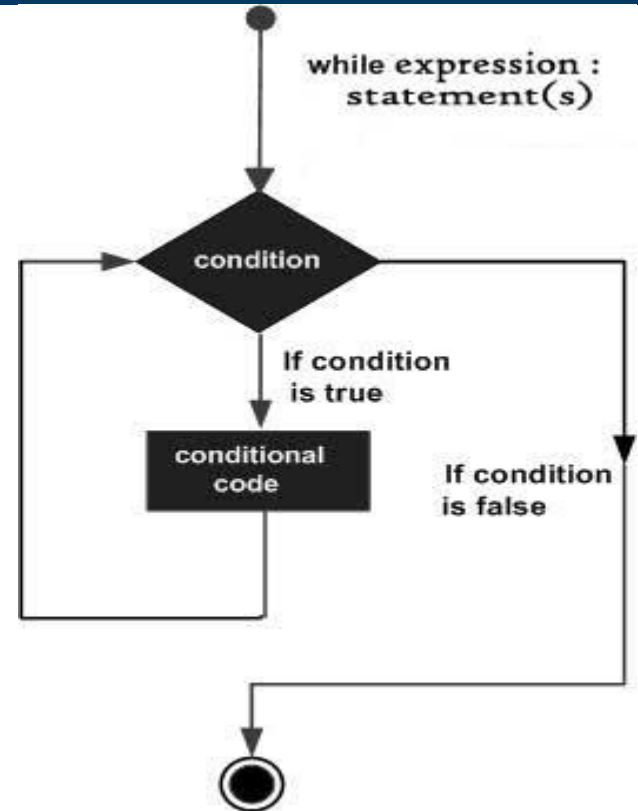
# While loops

## Output

```
The count is: 0  
The count is: 1  
The count is: 2  
The count is: 3  
The count is: 4  
The count is: 5  
The count is: 6  
The count is: 7  
The count is: 8  
Good bye!
```

## Example 1

```
count = 0  
while (count < 9):  
    print 'The count is:', count  
    count = count + 1  
  
print "Good bye!"
```





# Conditional Statements

## **If Statements**

An if statement consists of a boolean expression followed by one or more statements

## **Boolean expressions**

A boolean expression can be either true or false.

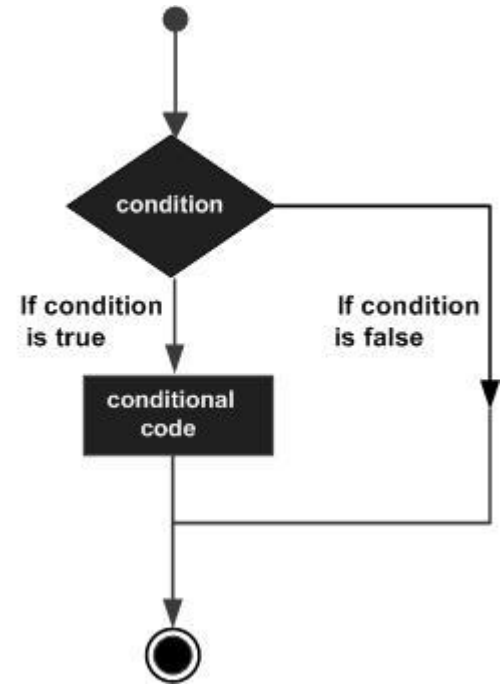
# Conditional Statements

## Example 1

```
var = 100  
  
if ( var == 100 ) : print "Value of expression is 100"  
  
print "Good bye!"
```

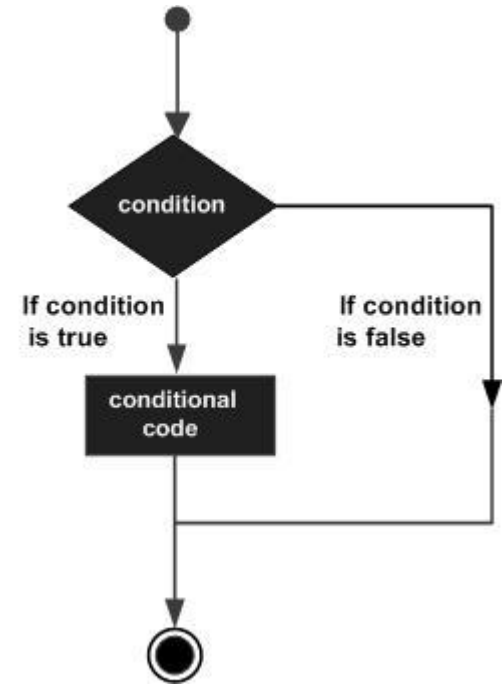
## Output

```
Value of expression is 100  
Good bye!
```



# Conditional Statements

==	If the values of two operands are equal, then the condition becomes true.	a==b is not true
!=	If values of two operands are not equal, then condition becomes true.	
<>	If values of two operands are not equal, then condition becomes true.	a<>b is true
<=	less than or equal	2<=3 is true
>=	greater than or equal	2>=3 is false
<	less than	2<3 is true
>	greater than	2>2 is false



# Conditional Statements

## Example 1

```
In [9]: var = 110
```

```
In [10]: if var == 100:
```

```
.....:     print 'the value of var is', var
```

```
.....: else:
```

```
.....:     print 'the value of var is not 100'
```

```
.....:
```

## Output

```
the value of var is not 100
```

