The Python Language (Part 1)

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Objectives

- We will cover:
 - A subset of Python...
 - That is appropriate for COS 333...
 - Through example programs

Agenda

- Overview
- Simple programs
- Building and running
- Functions
- Standard library

Overview



Guido Van Rossum

Overview

- Characteristics:
 - Dynamically typed
 - Rich standard library
 - Expressive

"Python is the most powerful language you can still read."

-- Paul Dubois

Overview

- Why study Python?
 - It's elegant
 - It's popular
 - It can illustrate much of the course's material
 - You are new to it?

We'll use Python 3.12

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Simple Programs

See <u>hello1.py</u>

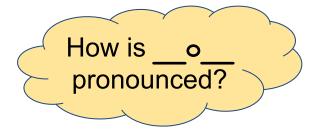
```
$ python hello1.py
hello, world
$
```

What features of Java must a novice learn to understand Hello.java? What features of **Python** must a novice learn to understand **hello.py**?

Simple Programs

See <u>hello2.py</u>

```
$ python hello2.py
hello, world
$
```



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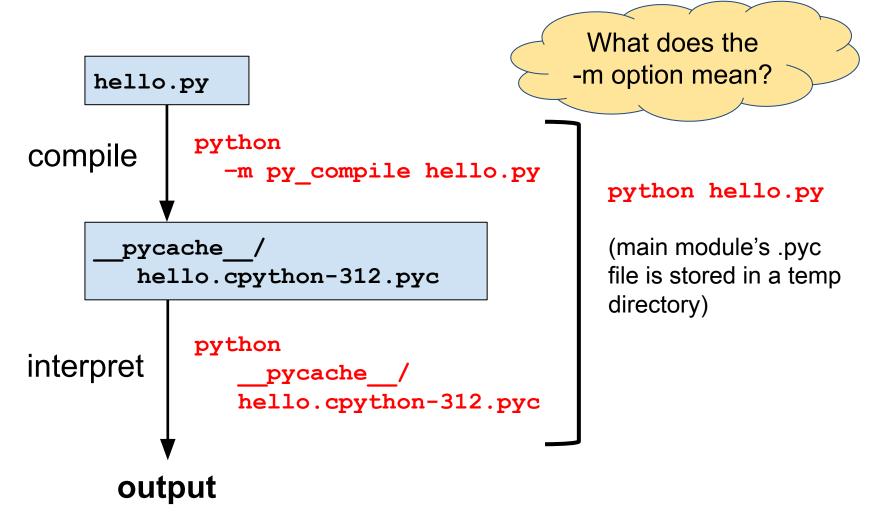
- Initially...
 - Perform the instructions in the A COS 333
 Computing Environment document

- · Then...
 - Activate your cos333 virtual environment

\$ activate333

How many commands does it take to build and run Hello.java?

How many commands does it take to build and run hello.py?



Procedure 1 (Mac/Linux/Windows):

```
$ python hello.py
```

Procedure 2 (Mac/Linux):

```
$ chmod 700 hello.py
$ ./hello.py
```

Procedure 3 (Windows):

```
C:\>hello.py
```

- Finally...
 - Deactivate your cos333 virtual environment

\$ deactivate

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Functions

See <u>sub.py</u>

```
$ python sub.py
3
5
3
$
```

The
subtract()
function can be
called with 1 or 2
arguments. How
would you
compose such a
method in Java?

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Standard Library

See <u>squareroot1.py</u>

```
$ python squareroot1.py
1.4142135623730951
$
```

Standard Library

See <u>squareroot2.py</u>

```
$ python squareroot2.py
1.4142135623730951
$
```

Lecture Summary

- In this lecture we covered these aspects of Python:
 - Overview
 - Simple programs
 - Building and running
 - Functions
 - Standard library
- See also:
 - Appendix: Interactive Python

Appendix: Interactive Python

```
$ python
Python 3.12.3 (main, Apr 10 2024, 05:33:47) [GCC
13.2.0] on linux
Type "help", "copyright", "credits" or "license" for
more information.
>>> print(1 + 2)
3
>>> 1 + 2
3
>>> quit()
$
```

Interactive Python is valuable for learning

```
$ python
Python 3.12.3 (main, Apr 10 2024, 05:33:47) [GCC
13.2.0] on linux
Type "help", "copyright", "credits" or "license" for
more information.
>>> import math
>>> math.sqrt(2)
1.4142135623730951
>>> quit()
$
```

Interactive Python is valuable for learning

```
$ python
Python 3.12.3 (main, Apr 10 2024, 05:33:47) [GCC
13.2.0] on linux
Type "help", "copyright", "credits" or "license" for
more information.
>>> from math import sqrt
>>> sqrt(2)
1.4142135623730951
>>> quit()
$
```

Interactive Python is valuable for testing

```
$ python
Python 3.12.3 (main, Apr 10 2024, 05:33:47) [GCC
13.2.0] on linux
Type "help", "copyright", "credits" or "license" for
more information.
>>> import hello1
hello, world
>>> quit()
$
```

Interactive Python is valuable for testing

```
$ python
Python 3.12.3 (main, Apr 10 2024, 05:33:47) [GCC
13.2.0) on linux
Type "help", "copyright", "credits" or "license" for
more information.
>>> import hello2
>>> hello2.main()
hello, world
>>> hello2.main()
hello, world
>>> quit()
$
```

Interactive Python is valuable for testing

```
$ python
Python 3.12.3 (main, Apr 10 2024, 05:33:47) [GCC
13.2.0] on linux
Type "help", "copyright", "credits" or "license" for
more information.
>>> from hello2 import main
>>> main()
hello, world
>>> main()
hello, world
>>> quit()
```