

Introduction to Python Programming Language

Topics (1 of 2)

- Designing a Program
- Input, Processing, and Output
- Displaying Output with `print` Function
- Comments
- Variables
- Reading Input from the Keyboard
- Performing Calculations
- String Concatenation

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Topics (2 of 2)

- More About The `print` Function
- Displaying Formatted Output
- Named Constants
- Introduction to Turtle Graphics

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Designing a Program (1 of 3)

- Programs must be designed before they are written
- Program development cycle:
 - Design the program
 - Write the code
 - Correct syntax errors
 - Test the program
 - Correct logic errors

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Designing a Program (2 of 3)

- Design is the most important part of the program development cycle
- Understand the task that the program is to perform
 - Work with customer to get a sense what the program is supposed to do
 - Ask questions about program details
 - Create one or more software requirements

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Designing a Program (3 of 3)

- Determine the steps that must be taken to perform the task
 - Break down required task into a series of steps
 - Create an algorithm, listing logical steps that must be taken
- Algorithm: set of well-defined logical steps that must be taken to perform a task

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Pseudocode

- Pseudocode: fake code
 - Informal language that has no syntax rule
 - Not meant to be compiled or executed
 - Used to create model program
 - No need to worry about syntax errors, can focus on program's design
 - Can be translated directly into actual code in any programming language

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Flowcharts (1 of 2)

- Flowchart: diagram that graphically depicts the steps in a program
 - Ovals are terminal symbols
 - Parallelograms are input and output symbols
 - Rectangles are processing symbols
 - Symbols are connected by arrows that represent the flow of the program

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Flowcharts (2 of 2)

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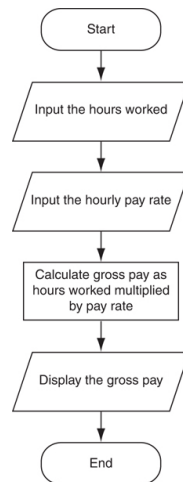


Figure 2-2 The program development cycle

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Input, Processing, and Output

- Typically, computer performs three-step process
 - Receive input
 - Input: any data that the program receives while it is running
 - Perform some process on the input
 - Example: mathematical calculation
 - Produce output

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Displaying Output with the `print` Function

- Function: piece of prewritten code that performs an operation
- `print` function: displays output on the screen
- Argument: data given to a function
 - Example: data that is printed to screen
- Statements in a program execute in the order that they appear
 - From top to bottom

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Strings and String Literals

- String: sequence of characters that is used as data
- String literal: string that appears in actual code of a program
 - Must be enclosed in single (') or double (") quote marks
 - String literal can be enclosed in triple quotes (''' or ''')
 - Enclosed string can contain both single and double quotes and can have multiple lines

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Comments

- Comments: notes of explanation within a program
 - Ignored by Python interpreter
 - Intended for a person reading the program's code
 - Begin with a # character
- End-line comment: appears at the end of a line of code
 - Typically explains the purpose of that line

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Variables

- Variable: name that represents a value stored in the computer memory
 - Used to access and manipulate data stored in memory
 - A variable references the value it represents
- Assignment statement: used to create a variable and make it reference data
 - General format is `variable = expression`
 - Example: `age = 29`
 - Assignment operator: the equal sign (=)

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Variables (cont'd.)

- In assignment statement, variable receiving value must be on left side
- A variable can be passed as an argument to a function
 - Variable name should not be enclosed in quote marks
- You can only use a variable if a value is assigned to it

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Variable Naming Rules

- Rules for naming variables in Python:
 - Variable name cannot be a Python key word
 - Variable name cannot contain spaces
 - First character must be a letter or an underscore
 - After first character may use letters, digits, or underscores
 - Variable names are case sensitive
- Variable name should reflect its use

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Displaying Multiple Items with the `print` Function

- Python allows one to display multiple items with a single call to `print`
 - Items are separated by commas when passed as arguments
 - Arguments displayed in the order they are passed to the function
 - Items are automatically separated by a space when displayed on screen

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Variable Reassignment

- Variables can reference different values while program is running
- Garbage collection: removal of values that are no longer referenced by variables
 - Carried out by Python interpreter
- A variable can refer to item of any type
 - Variable that has been assigned to one type can be reassigned to another type

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Numeric Data Types, Literals, and the `str` Data Type

- Data types: categorize value in memory
 - e.g., `int` for integer, `float` for real number, `str` used for storing strings in memory
- Numeric literal: number written in a program
 - No decimal point considered `int`, otherwise, considered `float`
- Some operations behave differently depending on data type

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Reassigning a Variable to a Different Type

- A variable in Python can refer to items of any type



Figure 2-7 The variable `x` references an integer

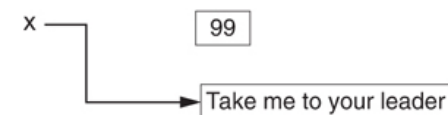


Figure 2-8 The variable `x` references a string

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Reading Input from the Keyboard

- Most programs need to read input from the user
- Built-in `input` function reads input from keyboard
 - Returns the data as a string
 - Format: `variable = input(prompt)`
 - `prompt` is typically a string instructing user to enter a value
 - Does not automatically display a space after the prompt

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Reading Numbers with the `input` Function

- `input` function always returns a string
- Built-in functions convert between data types
 - `int(item)` converts `item` to an `int`
 - `float(item)` converts `item` to a `float`
 - Nested function call: general format:
`function1(function2(argument))`
 - value returned by `function2` is passed to `function1`
 - Type conversion only works if item is valid numeric value, otherwise, throws exception

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Performing Calculations

- Math expression: performs calculation and gives a value
 - Math operator: tool for performing calculation
 - Operands: values surrounding operator
 - Variables can be used as operands
 - Resulting value typically assigned to variable
- Two types of division:
 - `/` operator performs floating point division
 - `//` operator performs integer division
 - Positive results truncated, negative rounded away from zero

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Operator Precedence and Grouping with Parentheses

- Python operator precedence:
 1. Operations enclosed in parentheses
 - Forces operations to be performed before others
 2. Exponentiation (`**`)
 3. Multiplication (`*`), division (`/` and `//`), and remainder (`%`)
 4. Addition (`+`) and subtraction (`-`)
- Higher precedence performed first
 - Same precedence operators execute from left to right

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The Exponent Operator and the Remainder Operator

- Exponent operator (**) : Raises a number to a power
 - `x ** y = xy`
- Remainder operator (%) : Performs division and returns the remainder
 - a.k.a. modulus operator
 - e.g., `4%2=0`, `5%2=1`
 - Typically used to convert times and distances, and to detect odd or even numbers

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Converting Math Formulas to Programming Statements

- Operator required for any mathematical operation
- When converting mathematical expression to programming statement:
 - May need to add multiplication operators
 - May need to insert parentheses

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Mixed-Type Expressions and Data Type Conversion

- Data type resulting from math operation depends on data types of operands
 - Two `int` values: result is an `int`
 - Two `float` values: result is a `float`
 - `int` and `float`: `int` temporarily converted to `float`, result of the operation is a `float`
 - Mixed-type expression
 - Type conversion of `float` to `int` causes truncation of fractional part

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Breaking Long Statements into Multiple Lines (1 of 2)

- Long statements cannot be viewed on screen without scrolling and cannot be printed without cutting off
- Multiline continuation character (\) : Allows to break a statement into multiple lines

```
result = var1 * 2 + var2 * 3 + \  
        var3 * 4 + var4 * 5
```

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Breaking Long Statements into Multiple Lines (2 of 2)

- Any part of a statement that is enclosed in parentheses can be broken without the line continuation character.

```
print("Monday's sales are", monday,
      "and Tuesday's sales are", tuesday,
      "and Wednesday's sales are", Wednesday)

total = (value1 + value2 +
         value3 + value4 +
         value5 + value6)
```

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String Concatenation (1 of 2)

- To append one string to the end of another string
- Use the + operator to concatenate strings

```
>>> message = 'Hello ' + 'world'
>>> print(message)
Hello world
>>>
```

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String Concatenation (2 of 2)

- You can use string concatenation to break up a long string literal

```
print('Enter the amount of ' +
      'sales for each day and ' +
      'press Enter.')
```

This statement will display the following:

```
Enter the amount of sales for each day and press Enter.
```

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Implicit String Literal Concatenation (1 of 2)

- Two or more string literals written adjacent to each other are implicitly concatenated into a single string

```
>>> my_str = 'one' 'two' 'three'
>>> print(my_str)
onetwothree
```

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Implicit String Literal Concatenation (2 of 2)

```
print('Enter the amount of '
      'sales for each day and '
      'press Enter.')
```

This statement will display the following:

```
Enter the amount of sales for each day and press Enter.
```

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More About The `print` Function (1 of 2)

- `print` function displays line of output
 - Newline character at end of printed data
 - Special argument `end='delimiter'` causes `print` to place *delimiter* at end of data instead of newline character
- `print` function uses space as item separator
 - Special argument `sep='delimiter'` causes `print` to use *delimiter* as item separator

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More About The `print` Function (2 of 2)

- Special characters appearing in string literal
 - Preceded by backslash (`\`)
 - Examples: newline (`\n`), horizontal tab (`\t`)
 - Treated as commands embedded in string

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Displaying Formatted Output with F-strings (1 of 8)

- An f-string is a special type of string literal that is prefixed with the letter `f`

```
>>> print(f'Hello world')
Hello world
```

- F-strings support placeholders for variables

```
>>> name = 'Johnny'
>>> print(f'Hello {name}.')
Hello Johnny.
```

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Displaying Formatted Output with F-strings (2 of 8)

- Placeholders can also be expressions that are evaluated

```
>>> print(f'The value is {10 + 2}.')
The value is 12.
```

```
>>> val = 10
>>> print(f'The value is {val + 2}.')
The value is 12.
```

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Displaying Formatted Output with F-strings (3 of 8)

- Format specifiers can be used with placeholders

```
>> num = 123.456789
>> print(f'{num:.2f}')
123.46
>>>
```

- **.2f** means:
 - round the value to 2 decimal places
 - display the value as a floating-point number

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Displaying Formatted Output with F-strings (4 of 8)

- Other examples:

```
>> num = 1000000.00
>> print(f'{num:,.2f}')
1,000,000.00
```

```
>>> discount = 0.5
>>> print(f'{discount:.0%}')
50%
```

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Displaying Formatted Output with F-strings (5 of 8)

- Other examples:

```
>> num = 123456789
>> print(f'{num:,d}')
123,456,789
```

```
>>> num = 12345.6789
>>> print(f'{num:.2e}')
1.23e+04
```

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Displaying Formatted Output with F-strings (6 of 8)

- Specifying a minimum field width:

```
>>> num = 12345.6789
>>> print(f'The number is {num:12,.2f}')
```

The number is 12,345.68

Field width = 12

The number is

			1	2	,	3	4	5	.	6	8
--	--	--	---	---	---	---	---	---	---	---	---

Field width = 12

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Displaying Formatted Output with F-strings (7 of 8)

- Aligning values within a field

- Use < for left alignment
- Use > for right alignment
- Use ^ for center alignment

- Examples:

- `print(f'{num:<20.2f}')`
- `print(f'{num:>20.2f}')`
- `print(f'{num:^20.2f}')`

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Displaying Formatted Output with F-strings (8 of 8)

- The order of designators in a format specifier
 - When using multiple designators in a format specifier, write them in this order:

`[alignment][width][,][.precision][type]`

- Example:

- `print(f'{number:^10,.2f}')`

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Magic Numbers

- A magic number is an unexplained numeric value that appears in a program's code. Example:

```
amount = balance * 0.069
```

- What is the value 0.069? An interest rate? A fee percentage? Only the person who wrote the code knows for sure.

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The Problem with Magic Numbers

- It can be difficult to determine the purpose of the number.
- If the magic number is used in multiple places in the program, it can take a lot of effort to change the number in each location, should the need arise.
- You take the risk of making a mistake each time you type the magic number in the program's code.
 - For example, suppose you intend to type 0.069, but you accidentally type .0069. This mistake will cause mathematical errors that can be difficult to find.

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Named Constants

- You should use named constants instead of magic numbers.
- A named constant is a name that represents a value that does not change during the program's execution.

- Example:

```
INTEREST_RATE = 0.069
```

- This creates a named constant named `INTEREST_RATE`, assigned the value 0.069. It can be used instead of the magic number:

```
amount = balance * INTEREST_RATE
```

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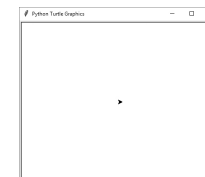
Advantages of Using Named Constants

- Named constants make code self-explanatory (self-documenting)
- Named constants make code easier to maintain (change the value assigned to the constant, and the new value takes effect everywhere the constant is used)
- Named constants help prevent typographical errors that are common when using magic numbers

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Introduction to Turtle Graphics (1 of 2)

- Python's turtle graphics system displays a small cursor known as a *turtle*.



- You can use Python statements to move the turtle around the screen, drawing lines and shapes.

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Introduction to Turtle Graphics (2 of 2)

- To use the turtle graphics system, you must import the turtle module with this statement:

```
import turtle
```

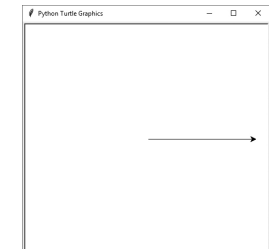
This loads the turtle module into memory

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Moving the Turtle Forward

- Use the `turtle.forward(n)` statement to move the turtle forward *n* pixels.

```
>>> import turtle
>>> turtle.forward(100)
>>>
```



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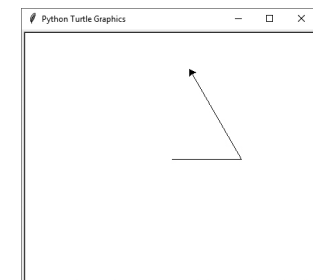
Turning the Turtle (1 of 3)

- The turtle's initial heading is 0 degrees (east)
- Use the `turtle.right(angle)` statement to turn the turtle right by *angle* degrees.
- Use the `turtle.left(angle)` statement to turn the turtle left by *angle* degrees.

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Turning the Turtle (2 of 3)

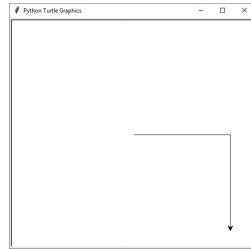
```
>>> import turtle
>>> turtle.forward(100)
>>> turtle.left(90)
>>> turtle.forward(100)
>>>
```



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Turning the Turtle (3 of 3)

```
>>> import turtle
>>> turtle.forward(100)
>>> turtle.right(45)
>>> turtle.forward(100)
>>>
```

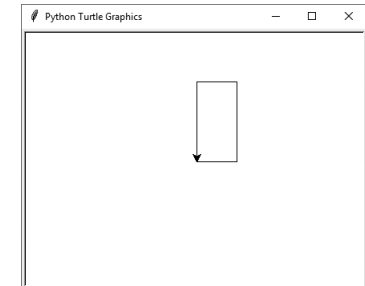


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Setting the Turtle's Heading

- Use the `turtle.setheading(angle)` statement to set the turtle's heading to a specific angle.

```
>>> import turtle
>>> turtle.forward(50)
>>> turtle.setheading(90)
>>> turtle.forward(100)
>>> turtle.setheading(180)
>>> turtle.forward(50)
>>> turtle.setheading(270)
>>> turtle.forward(100)
>>>
```



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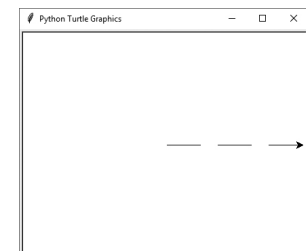
Setting the Pen Up or Down (1 of 2)

- When the turtle's pen is down, the turtle draws a line as it moves. By default, the pen is down.
- When the turtle's pen is up, the turtle does not draw as it moves.
- Use the `turtle.penup()` statement to raise the pen.
- Use the `turtle.pendown()` statement to lower the pen.

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Setting the Pen Up or Down (2 of 2)

```
>>> import turtle
>>> turtle.forward(50)
>>> turtle.penup()
>>> turtle.forward(25)
>>> turtle.pendown()
>>> turtle.forward(50)
>>> turtle.penup()
>>> turtle.forward(25)
>>> turtle.pendown()
>>> turtle.forward(50)
>>>
```

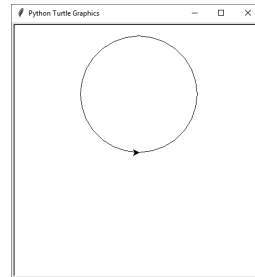


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Drawing Circles

- Use the `turtle.circle(radius)` statement to draw a circle with a specified radius.

```
>>> import turtle
>>> turtle.circle(100)
>>>
```

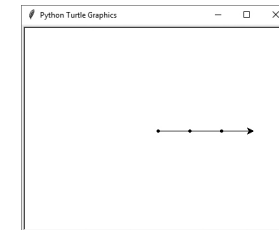


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Drawing Dots

- Use the `turtle.dot()` statement to draw a simple dot at the turtle's current location.

```
>>> import turtle
>>> turtle.dot()
>>> turtle.forward(50)
>>> turtle.dot()
>>> turtle.forward(50)
>>> turtle.dot()
>>> turtle.forward(50)
>>>
```

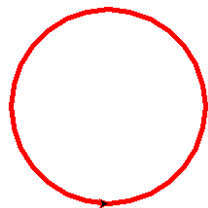


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Changing the Pen Size and Drawing Color

- Use the `turtle.pensize(width)` statement to change the width of the turtle's pen, in pixels.
- Use the `turtle.pencolor(color)` statement to change the turtle's drawing color.
 - See Appendix D in your textbook for a complete list of colors.

```
>>> import turtle
>>> turtle.pensize(5)
>>> turtle.pencolor('red')
>>> turtle.circle(100)
>>>
```



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Working with the Turtle's Window

- Use the `turtle.bgcolor(color)` statement to set the window's background color.
 - See Appendix D in your textbook for a complete list of colors.
- Use the `turtle.setup(width, height)` statement to set the size of the turtle's window, in pixels.
 - The `width` and `height` arguments are the width and height, in pixels.
 - For example, the following interactive session creates a graphics window that is 640 pixels wide and 480 pixels high:

```
>>> import turtle
>>> turtle.setup(640, 480)
>>>
```

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Resetting the Turtle's Window (1 of 3)

- The `turtle.reset()` statement:
 - Erases all drawings that currently appear in the graphics window.
 - Resets the drawing color to black.
 - Resets the turtle to its original position in the center of the screen.
 - Does *not* reset the graphics window's background color.

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Resetting the Turtle's Window (2 of 3)

- The `turtle.clear()` statement:
 - Erases all drawings that currently appear in the graphics window.
 - Does *not* change the turtle's position.
 - Does *not* change the drawing color.
 - Does *not* change the graphics window's background color.

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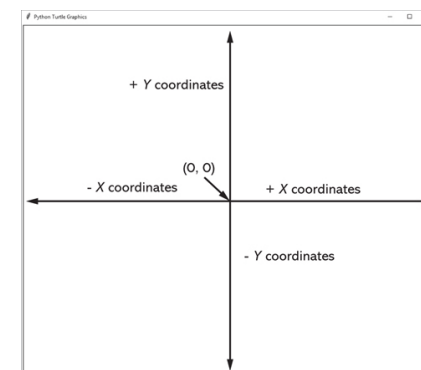
Resetting the Turtle's Window (3 of 3)

- The `turtle.clearscreen()` statement:
 - Erases all drawings that currently appear in the graphics window.
 - Resets the drawing color to black.
 - Resets the turtle to its original position in the center of the screen.
 - Resets the graphics window's background color to white.

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Working with Coordinates

- The turtle uses Cartesian Coordinates

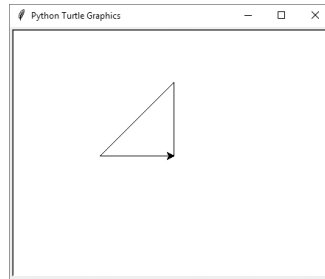


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Moving the Turtle to a Specific Location

- Use the `turtle.goto(x, y)` statement to move the turtle to a specific location.

```
>>> import turtle
>>> turtle.goto(0, 100)
>>> turtle.goto(-100, 0)
>>> turtle.goto(0, 0)
>>>
```



- The `turtle.pos()` statement displays the turtle's current X,Y coordinates.
- The `turtle.xcor()` statement displays the turtle's current X coordinate and the `turtle.ycor()` statement displays the turtle's current Y coordinate.

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Animation Speed

- Use the `turtle.speed(speed)` command to change the speed at which the turtle moves.
 - The *speed* argument is a number in the range of 0 through 10.
 - If you specify 0, then the turtle will make all of its moves instantly (animation is disabled).

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Hiding and Displaying the Turtle

- Use the `turtle.hideturtle()` command to hide the turtle.
 - This command does not change the way graphics are drawn, it simply hides the turtle icon.
- Use the `turtle.showturtle()` command to display the turtle.

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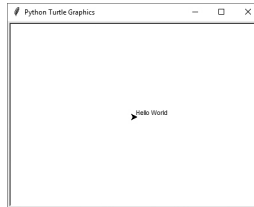
Displaying Text (1 of 2)

- Use the `turtle.write(text)` statement to display text in the turtle's graphics window.
 - The *text* argument is a string that you want to display.
 - The lower-left corner of the first character will be positioned at the turtle's X and Y coordinates.

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Displaying Text (2 of 2)

```
>>> import turtle
>>> turtle.write('Hello World')
>>>
```



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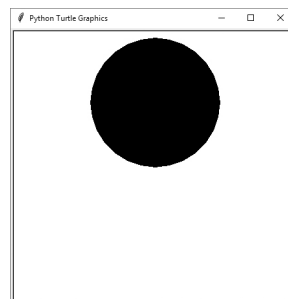
Filling Shapes (1 of 2)

- To fill a shape with a color:
 - Use the `turtle.begin_fill()` command before drawing the shape
 - Then use the `turtle.end_fill()` command after the shape is drawn.
 - When the `turtle.end_fill()` command executes, the shape will be filled with the current fill color

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Filling Shapes (2 of 2)

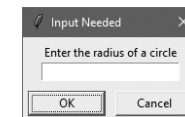
```
>>> import turtle
>>> turtle.hideturtle()
>>> turtle.fillcolor('red')
>>> turtle.begin_fill()
>>> turtle.circle(100)
>>> turtle.end_fill()
>>>
```



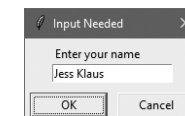
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Getting Input With a Dialog Box (1 of 2)

```
>>> import turtle
>>> age = turtle.numinput('Input', 'Enter your age')
```



```
>>> import turtle
>>> name = turtle.textinput('Input', 'Enter your name')
```

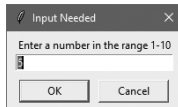


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Getting Input With a Dialog Box (2 of 2)

- Specifying a default value, minimum value, and maximum value with `turtle.numinput()`:

```
>>> import turtle
>>> num = turtle.numinput('Input', 'Enter a number',
                          default=10, minval=0, maxval=100)
```



- An error message will be displayed if the input is less than `minval` or greater than `maxval`

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Keeping the Graphics Window Open

- When running a turtle graphics program outside IDLE, the graphics window closes immediately when the program is done.
- To prevent this, add the `turtle.done()` statement to the very end of your turtle graphics programs.
 - This will cause the graphics window to remain open, so you can see its contents after the program finishes executing.

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Summary

- This chapter covered:
 - The program development cycle, tools for program design, and the design process
 - Ways in which programs can receive input, particularly from the keyboard
 - Ways in which programs can present and format output
 - Use of comments in programs
 - Uses of variables and named constants
 - Tools for performing calculations in programs
 - The turtle graphics system

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