

Introduction to Python

Python & Statistics Bootcamp

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Set up

- Install Python 3.6 (Anaconda) from <https://www.anaconda.com/download>
- Access materials at <https://nmbrodnax.github.io/python-stats>

My goals

- Demystify programming
- Introduce useful features
- Provide opportunities to practice

What is Python?

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Applications

- Data collection
- Data wrangling
- Analysis
- Visualization
- Automation

Introduction

Getting set up

Programming Basics

Command line interface

MacOS X or Linux → **Terminal, Bash**

Windows → **Putty, Powershell**

Features

- Interact with computer's operating system
- Manage Python installation
- Access Python interpreter
- Execute commands

Gathering the tools

Interpreter → Output

Text Editor + Interpreter → Output

Command Line + Text Editor + Interpreter → Output



Integrated Development Environment (IDE) → Output

Launch the Spyder IDE!

Jupyter notebooks

Web application that mixes prose with chunks of executable code

- Useful for exploration and documentation
- Can be configured for multiple programming languages

Try Python

Use the Python interpreter:

```
print("Hello, world.")
```

Use the text editor:

```
print("Hello, world.")
```

Save this as a new script called `hello.py`

Introduction

Getting set up

Programming Basics

Programming language features

1. Data types
2. Conditionals
3. Loops
4. Functions and methods
5. Modules and packages

Data types

Categories for storing different kinds of information in memory

- Examples include integers, floats, and strings
- Form the basis of language syntax and grammar
- Help to allocate computing resources efficiently

Operating on data types

Assignment

assignment	=	<code>movie = 'Rogue One'</code> <code>print(movie)</code>
------------	---	---

add and assign	+=	<code>i = 1</code> <code>i += 1</code> <code>print(i)</code>
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Operating on data types

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String

concatenate	+	<code>print('A' + 'B')</code>
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Comparison

equal/not equal	== !=	<pre>print('a' == 'a') print('a' == 1) print(5 != 25/5)</pre>
-----------------	-------	---

greater/less	> <	
--------------	-----	--

greater/less/equal	>= <=	
--------------------	-------	--

Data types: sequences

string – ordered sequence of characters

```
mystring = 'happy'
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list – ordered sequence of items

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```
mylist = ['Leia', 'Rey', 'Maz']
```

dictionary – unordered sequence of key-value pairs

```
mydict = {'name': 'Kylo', 'side': 'dark'}
```

Referencing sequences

With an **ordered sequences**, such as a string or list, reference by **index number, starting with zero**

```
mystring = 'happy'  
print(mystring[0])  
print(mystring[2:4])
```

```
mylist = ['Leia', 'Rey', 'Maz']  
print(mylist[-1])
```

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print(mylist[-1])
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With a dictionary, reference by **key**

```
mydict = {'name': 'Kylo', 'side': 'dark'}  
print(mydict['name'])
```

Conditionals

Control structures that allow decision making

```
name = 'Grace Hopper'  
  
if len(name) < 20:  
    print('Yes')  
else:  
    print('No')
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Four-space **indentation** tells Python what to execute if the condition is true

Loops

Control structures that allow repeated behavior

- **for** – repeats commands for a finite number of iterations
- **while** – evaluates a conditional statement and repeats commands while the condition is true

Loops

for loop

```
i = 0
for letter in name:
    if letter in ['a', 'e', 'i', 'o', 'u']:
        i = i + 1
print(name + ' has ' + str(i) + ' vowels.')
```

Loops

for loop

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i = 0
for letter in name:
    if letter in ['a', 'e', 'i', 'o', 'u']:
        i = i + 1
print(name + ' has ' + str(i) + ' vowels.')
```

while loop

```
i = 0
vowel_count = 0
while i < len(name):
    if name[i] in ['a', 'e', 'i', 'o', 'u']:
        vowel_count = vowel_count + 1
    i = i + 1
print(name + ' has ' + str(vowel_count) + ' vowels.')
```

Loops

for loop

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    if letter in ['a', 'e', 'i', 'o', 'u']:
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    i = i + 1
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```

Q: Why do we use the `str()` function in each loop?

Functions and methods

function – named block of code that can accept any number of arguments

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my_string = 'aBcDe'  
print(my_string)
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```
print(my_string.lower())
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user-defined functions

```
def say_hello(name_string):  
    print('Hello, ' + str(name_string) + '!')  
    return None  
  
say_hello('NaLette')
```

Modules

File containing Python definitions and statements and ending in `.py`

Module	Description
<code>datetime</code>	basic date and time types
<code>csv</code>	reading from and writing to CSV files
<code>re</code>	regular expression operations
<code>os</code>	miscellaneous operating system tools
<code>random</code>	pseudo-random number generation

Packages

Type of module that has a folder of submodules and tools to manage them

Package	Description
<code>numpy</code>	array processing and advanced math
<code>pandas</code>	high-performance data structures
<code>scipy</code>	algorithms and mathematical tools
<code>scikit-learn</code>	data mining and analysis
<code>matplotlib</code>	publication-quality figures

Questions?