



PYTHONKURS FÜR INGENIEUR:INNEN

PYTHON FOR ENGINEERS

Python Übersicht: Datentypen und Syntax

Python Overview data types and syntax

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Dresden (online), 2022-10-14



Numerical Data Types

- Integer

```
>>> type(1)
<type 'int'>
```

- floating point number

```
>>> type(1.0)
<type 'float'>
```

- complex number

```
>>> type(1 + 2j)
<type 'complex'>
```

- Operations

Addition	+
Subtraction	-
Division	/
Integer division	//
Multiplication	*
△ Taking powers	**
Modulo	%

- Built-in functions

- `round`, `pow`, etc.
- see `dir(__builtins__)`

- Module `math`

- see `help(math)`

NoneType and boolean values

- None
 - universal value for “undefined”

```
>>> type(None)
<type 'NoneType'>
```

- Boolean values
 - True and False

```
>>> type(True)
<type 'bool'>
```

Data Type	False-Value
NoneType	None
int	0
float	0.0
complex	0 + 0j
str	""
list	[]
tuple	()
dict	{}
set	set()

Operations

Operation	Shortcut
<code>x = x + y</code>	<code>x += y</code>
<code>x = x - y</code>	<code>x -= y</code>
<code>x = x * y</code>	<code>x *= y</code>
<code>x = x / y</code>	<code>x /= y</code>
<code>x = x % y</code>	<code>x %= y</code>
<code>x = x ** y</code>	<code>x **= y</code>
<code>x = x // y</code>	<code>x //= y</code>

Comparison operations
<code>x == y</code>
<code>x != y</code>
<code>x < y</code>
<code>x <= y</code>
<code>x > y</code>
<code>x >= y</code>

Strings (objects of type str)

```
str1 = "abc"  
str2 = 'xyzabcefg'hi'  
str3 = """  
    multi  
    line  
    string  
    """
```

```
>>> str2[0] # 0 is first index  
'x'  
>>> str2[1:4]  
'yza'  
>>> str2[-3:]  
'ghi'
```

Escape Sequence	Meaning
<code>\n</code>	newline
<code>\r</code>	carriage return
<code>\"</code>	escaping "
<code>\'</code>	escaping '
<code>\\</code>	escaping \\

String Formatting

- General Syntax

```
"value of x={} and y={}".format(x, y)
```

- Examples

```
>>> a = 'H'  
>>> b = 'ello World'  
>>> "{0}{1}{2} {0}".format(a, b, 5)  
'Hello World5 H'
```

- Extension (see also: [reference](#))

```
>>> "a={:06.2f} and b={:05.2f}".format(3.007, 42.1)  
'a=003.01 and b=42.10'
```

- important methods of class `str`:

```
index, replace, split, join,  
format, startswith, endswith, ...
```

String Formating (2)

- New Syntax (since Python3.8): "f-strings"
→ use Python expressions inside the string

```
a = "World"
f"Hello {a}" # use variables
f"value of x={x} and y={y}"

f"the sum is {x + y}" # make calculations
f"the result is {call_func(x, y, 'z')}" # call functions

f"Use {{double braces}} to render braces literals! {a}"
```

- More info: <https://docs.python.org/3/tutorial/inputoutput.html>

Lists

- Syntax
`[value_1, ..., value_n]`
 - Can contain values of any type
 - Can be changed
 - Can be sorted
 - Important methods
`append`, `count`, `index`, `insert`,
`pop`, `remove`, `reverse`, `sort`
- ⚠ `sort` and `reverse` work "in place"
(return-value: None)

- Examples

```
>>> m = [7, 8, 9]
>>> n = ['a', 'z', 1, False]
>>> m.append('x')
>>> m[0]
7
>>> m[-1]
'x'

>>> m[:] # start to end
[7, 8, 9, 'x']
>>> m.pop(0)
7
>>> m.reverse()
>>> print(m)
['x', 9, 8]
```

Tuple

- Syntax
(value_1, ..., value_n)
- Can **not** be changed
- → Access much faster than to list
- Can contain elements of any type
- important methods
index

- Examples

```
>>> t = (7,8,9)
>>> t[0]
7
>>> t[-1]
9
>>> t[:] # start to end
(7,8,9)
>>> z = ('a', 'z', 1, False)
>>> t.index(8)
1
>>> z.index('a')
0
```

Sequential data types

str, tuple, list, (numpy.array)

Operation	Meaning
<code>s in x</code>	tests, whether s is element of x
<code>s not in x</code>	tests, whether s is not element of x
<code>x + y</code>	concatenation of x and y
<code>x * n</code>	concatenation, such that n copies of x exist
<code>x[n]</code>	return the n-th element of x
<code>x[n:m]</code>	return the sub-sequence from index n til m (excluding m)
<code>x[n:m:k]</code>	same with step-size k
<code>len(x)</code>	number of elements
<code>min(x)</code>	minimum
<code>max(x)</code>	maximum

Dictionaries (Associative Arrays)

- Key-value-pairs
 - Keys must be immutable objects
 - Each key can occur only once
- Syntax

```
{ Key_1: Value_1,
  Key_2: Value_2,
  ... }
```
- Access via
 - `d.get(key, default)`
or
 - `d[key]`
- Important methods
 - `keys`, `values`, `items`

Examples

```
>>> d = { "Germany": "Berlin", "Peru": "Lima"}

>>> type(d)
<type 'dict'>

>>> e = {1: "a", 2: "b", 400: "c", 1.3: d}
>>> e[1]
'a'

>>> d.get("Germany")
'Berlin'

# no entry -> None (no output)
>>> d.get("Bavarya") # -> None

# with default value
>>> d.get("Bavarya", "unknown capital")
'unknown capital'

>>> d["Bavaria"]
KeyError: 'Bavaria'
```

Sets

- Syntax
`set([element_1, ..., element_n])`
- Every element is contained only once
- Has no specified order
- Can be changed
(`frozenset` is immutable)
- Important methods:
add, remove, union, difference, issubset, issuperset

Examples

```
>>> engineers = set(['Jane', 'John',  
... 'Jack', 'Janice'])  
>>> programmers = set(['Jack', 'Sam',  
... 'Susan', 'Janice'])  
>>> managers = set(['Jane', 'Jack',  
... 'Susan', 'Zack'])  
>>> s1 = engineers.union(programmers)  
>>> s2 = engineers.intersection(managers)  
>>> s3 = managers.difference(engineers)  
>>> engineers.add('Marvin')  
>>> print(engineers)  
set(['Jane', 'Marvin',  
'Janice', 'John', 'Jack'])
```

Data Types - Final Remarks

- Everything in Python is an object (even functions, classes, modules)
→ Everything has a type: `type(object)`
- Type checking (→ True or False):
 - Exact matching: `type("abc") == type("xyz")`
 - Better: respecting inheritance `isinstance(x, str)`
 - Allow multiple types: `isinstance(x, (int, float, complex))`
- Useful construction: `assert isinstance(x, int) and x > 0`

Distinction of Cases: if, elif, else

- Syntax

```
# note the indentation
if <condition1>:
    ...
elif <condition2>:
    ...
else:
    ...
```

- Examples

```
>>> x = 1
>>> if x == 1:
...     print("x is 1")
...
x is 1
>>> x = 4
>>> if x == 1:
...     print("x is 1")
... elif x == 3:
...     print("x is 3")
... else:
...
...
print("x is neither 1 nor 3")
x is neither 1 nor 3
```

Iterate over a Sequence: for-loop

- Syntax:

```
for <variable> in <sequence>:  
    ...
```

- easily construct sequences:
- `range`-function → iterator

```
range(stop)  
range(start, stop)  
range(start, stop, step)
```

```
>>> list(range(4))  
[0, 1, 2, 3]
```

```
>>> list(range(1, 10, 2))  
[1, 3, 5, 7, 9]
```

conversion to list only for printing

- Examples:

```
>>> seq = ['a', 'b', 42]  
>>> count = 0  
>>> for elt in seq:  
...     print(elt*2)  
aa  
bb  
84
```

```
>>> for i in range(3):  
...     print(2**i)  
1  
2  
4
```

Loop while condition is true

- Syntax

```
while <condition>:  
    ...
```

- **break**

terminates the loop

```
while <condition1>:  
    if <condition2>:  
        break
```

- **continue**

immediately starts next cycle

```
while <condition1>:  
    if <condition2>:  
        continue
```

- Examples

```
>>> x = 4  
>>> while x > 1:  
...     print(x)  
...     x -= 1  
...     print("finished")  
4  
3  
2  
finished
```

Functions

- Syntax

```
def func_name(Param_1, ..., Param_n):  
    ...  
    return <result>
```

- No explicit return-value → None
- Empty function with keyword pass:

```
def empty():  
    pass
```

- default values for optional parameters

```
def test(x=23):  
    print(x)
```

- Arbitrary number of arguments

```
def func(*args, **kwargs):  
    print(type(args)) # -> tuple  
    print(type(kwargs)) # -> dict
```

- Examples

```
>>> def print_sum(a, b):  
...     print(a + b)  
>>> print_sum(1, 2)  
3  
>>> def print_prod(a, b, c=0):  
...     print(a*b + c)  
>>> print_prod(2, 4)  
8  
  
# better readable  
>>> print_prod(a=2, b=4)  
8  
>>> print_prod(2, 4, 1)  
9  
>>> print_prod(c=2, a=4, b=1)  
6
```

Local Variables (Scopes)

Listing: local-variables.py

```
def square(z):
    x = z**2 # x: local variable
    print(x)
    return x

x, a = 5, 3 # "unpacking" a tuple

square(a) # -> 9
square(x) # -> 25
print(x) # -> 5 (not changed)

def square2(z):
    print(x) # here: x is taken from global scope
    return z**2

def square3(z):
    print(x) # Error (local variable not yet known)
    x = z**2 # x is local variable due to write access
    return x
```

General Syntax

- Semantic blocks are defined by indentation level (in place of, e.g., { ... })
 - defacto-standard: 4 spaces per level (do not use TABs)
 - every good text editor can be configured adequately (spyder: TAB indentation, SHIFT+TAB dedention of highlighted lines)

- Comments and docstrings:

```
# single line comments begin with a hash
```

```
def my_function(x, y):  
    """This is a docstring.  
    It can span multiple lines  
    """  
  
    """unassigned multi-line strings can  
    be abused as multi-line comment  
    """
```

- Recommended maximum line length 80 (or 100) characters (readability)
- If you need more:
 - Check possibility to split up into two commands (readability)
 - Within braces newlines are ignored
 - Backslash (\) allows line continuation in expression

Keywords (Reserved words)

False	class	finally	is	return
None	continue	for	lambda	try
True	def	from	nonlocal	while
and	del	global	not	with
as	elif	if	or	yield
assert	else	import	pass	
break	except	in	raise	

They cannot be used as variable name or similar.

File Access

Listing: file-access.py

```
# write in text mode
content_lines = ['some\n', 'more', 'content']
with open('text.txt', 'w') as myfile:
    myfile.write('Hello World.')
    myfile.writelines(content_lines)
    # myfile.close() is called automatically
    # when leaving this block

# read in text mode
with open('text.txt', 'r') as myfile:
    header = myfile.read(10) # first 10 byte
    lines = myfile.readlines() # list of lines
    # (starting from file cursor)
```

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    # (starting from file cursor)
```

Read/write binary data: use 'rb' and 'wb'

Appending text or binary data: use 'a' or 'ab'

Some “specialities” of Python

- Indexing starts with 0
- Unpacking of sequential data types:

```
>>> x, y, z = range(3)
>>> y
1
```

```
>>> mapping = [('green', 560), ('red', 700)]
>>> for color, wavelength in mapping:
...     pass
...     # do stuff
```

- ∃ extensive standard library (“batteries included”)
 - <http://docs.python.org/3/library/>
 - “Don’t reinvent the wheel!”

 - Important modules: `pickle`, `sys`, `os`, `itertools`, `unittest`, ...

Links

- Official tutorial: <http://docs.python.org/3/tutorial/>
- Interactive tutorial: <http://www.learnpython.org/>
- Compact Overview: <https://learnxinyminutes.com/docs/python/>

- Extensive well structured course: <http://www.diveintopython3.net/>