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Chapter 2

What is Python?

2.1 Introduction to Python

Python is an open source and cross-platform programming language, that has become increasingly popular over the last ten years. It was first released in 1991. Latest version is 3.7.0. **CPython** is the reference implementation of the Python programming language. Written in C, CPython is the default and most widely-used implementation of the language.

Python is a multi-purpose programming languages (due to its many extensions), examples are scientific computing and calculations, simulations, web development (using, e.g., the Django Web framework), etc.

Python Home Page [6]:
<https://www.python.org>

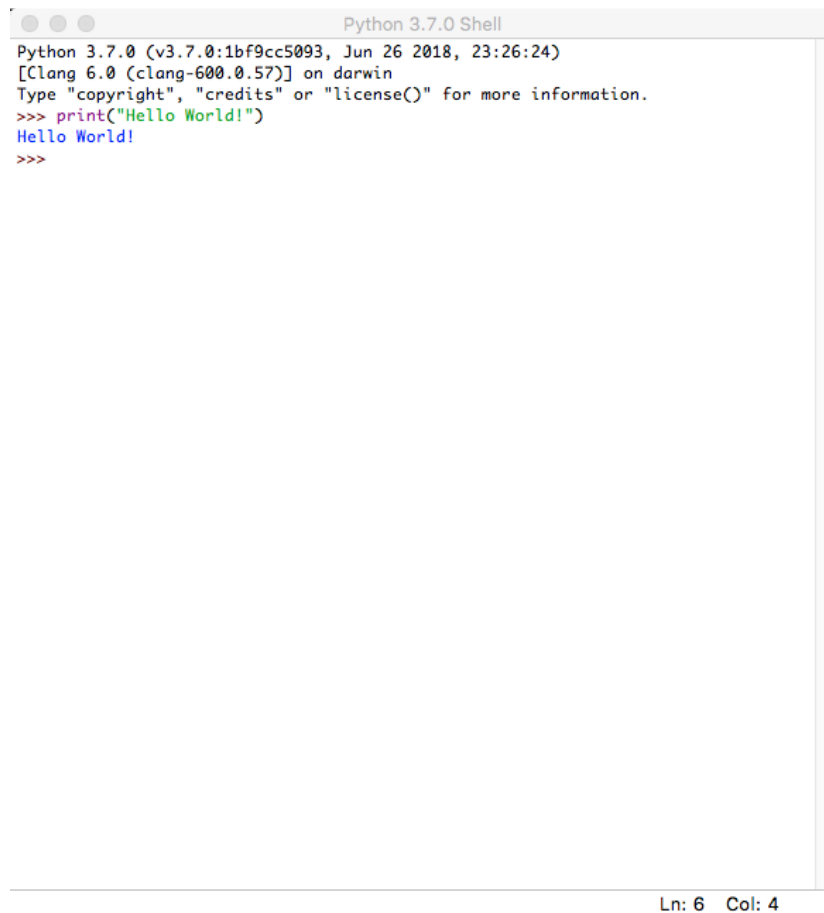
The programming language is maintained and available from (Python Software Foundation): <https://www.python.org> Here you can download the basic Python features in one package, which includes the Python programming language interpreter, and a basic code editor, or an integrated development environment, called IDLE. See Figure 2.1

But this is just the Python core, i.e. the interpreter a very basic editor, and the minimum needed to create basic Python programs.

Typically you will need more features for solving your tasks. Then you can install and use separate Python packages created by third parties. These packages need to be downloaded and installed separately (typically you use something called PIP), or you choose to use, e.g., a distribution package like Anaconda.

Python is an object-oriented programming language (OOP), but you can use Python in basic application without the need to know about or use the object-oriented features in Python.

Python is an interpreted programming language, this means that as a developer



```
Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 26 2018, 23:26:24)
[Clang 6.0 (clang-600.0.57)] on darwin
Type "copyright", "credits" or "license()" for more information.
>>> print("Hello World!")
Hello World!
>>>
```

Ln: 6 Col: 4

Figure 2.1: IDLE - Basic Python Editor

you write Python (.py) files in a text editor and then put those files into the python interpreter to be executed. Depending on the Editor you are using, this is either done automatically, or you need to do it manually.

Here are some important Python sources: [6], [7], [8].

2.1.1 Interpreted vs. Compiled

What are the differences between Interpreted programming languages and Compiled programming languages? What kind should you choose, and why should you bother?

Programming languages generally fall into one of two categories: Compiled or Interpreted. With a compiled language, code you enter is reduced to a set of machine-specific instructions before being saved as an executable file. Both approaches have their advantages and disadvantages.

With interpreted languages, the code is saved in the same format that you entered. Compiled programs generally run faster than interpreted ones because interpreted programs must be reduced to machine instructions at run-time. It is usually easier to develop applications in an interpreted environment because you don't have to recompile your application each time you want to test a small section.

Python is an interpreted programming language, while e.g., C/C++ are translated by running the source code through a compiler, i.e., C/C++ are compiled languages.

Interpreted languages, in contrast, must be parsed, interpreted, and executed each time the program is run.

Another example of an interpreted programming language is PHP, which is mainly used to create dynamic web pages and web applications.

Compiled languages are all translated by running the source code through a compiler. This results in very efficient code that can be executed any number of times. The overhead for the translation is incurred just once, when the source is compiled; thereafter, it need only be loaded and executed.

During the design of an application, you might need to decide whether to use a compiled language or an interpreted language for the application source code.

Interpreted languages, in contrast, must be parsed, interpreted, and executed each time the program is run

Thus, an interpreted language is generally more suited for doing "ad hoc" calculations or simulations, while compiled languages are better for permanent applications where speed is in focus.

2.2 Python Packages

With Python you don't get so much out of the box. Instead of having all of its functionality built into its core, you need to install different packages for different topics.

This approach has advantages and disadvantages. An disadvantage is that you need to install these packages separately and then later import these modules in your code.

This is also typical approach for open source software, because everybody can create their own Python packages and distribute them. In that way you also find Python packages for almost everything, from Scientific Computing to Web Development.

These packages need to be downloaded and installed separately, or you choose to use, e.g., a distribution package like Anaconda, where you typically get the packages you need for scientific computing. With Anaconda you typically get the same features as with MATLAB.

Lots of Python packages exists, depending on what you are going to solve. We have Python packages for Desktop GUI Development, Database Development, Web Development, Software Development, etc.

See an overview of Applications for Python:
<https://www.python.org/about/apps/>

See also the Python Package Index (PyPI) web site:
<https://pypi.org>

Here you can search for, download and install many hundreds Python Packages within different topics and applications. You can also make your own Python Packages and distribute them here.

2.2.1 Python Packages for Science and Numerical Computations

Some important Python Packages for Science and Numerical Computations are:

- **NumPy** - NumPy is the fundamental package for scientific computing with Python [9]
- **SciPy** - SciPy is a free and open-source Python library used for scientific computing and technical computing. SciPy contains modules for optimization, linear algebra, integration, interpolation, special functions, FFT, signal and image processing, ODE solvers and other tasks common in science and engineering. [9]
- **Matplotlib** - Matplotlib is a Python 2D plotting library. [10]
- **Pandas** - Pandas Python Data Analysis Library [11]

These packages need to be downloaded and installed separately, or you choose to use, e.g., a distribution package like Anaconda, where you typically get the packages you need for scientific computing. With Anaconda you typically get the same features as with MATLAB.

2.3 Anaconda

Anaconda is a distribution package, where you get Python compiler, Python packages and the Spyder editor, all in one package.

Anaconda includes Python, the Jupyter Notebook, and other commonly used packages for scientific computing and data science.

They offer a free version (Anaconda Distribution) and a paid version (Enterprise) Anaconda is available for Windows, macOS, and Linux

Web:
<https://www.anaconda.com>

Wikipedia:
[https://en.wikipedia.org/wiki/Anaconda\(*Python_distribution*\)](https://en.wikipedia.org/wiki/Anaconda(Python_distribution))

Spyder and the Python packages (NumPy, SciPy, Matplotlib, ...) mention above +++ are included in the Anaconda Distribution.

2.4 Python Editors

An Editor is a program where you create your code (and where you can run and test it). Most Editors have also features for Debugging. For simple Python programs you can use the IDLE Editor, but for more advanced programs a better editor is recommended.

Examples of Python Editors:

- Python IDLE
- Visual Studio Code
- Spyder
- Visual Studio
- PyCharm
- Wing Python IDE
- Jupyter Notebook

These editors are shortly described below and in more detail later in this textbook.

Which editor you should use depends on your background, what kind of code editors you have used previously, your programming skills, what your are going to develop in Python, etc.

2.4.1 Python IDLE

The programming language is maintained and available from (Python Software Foundation): <https://www.python.org> Here you can download the basic Python features in one package, which includes the Python programming language interpreter, and a basic code editor, or an integrated development environment, called IDLE. See Figure 2.1

Web:
<https://www.python.org>

2.4.2 Visual Studio Code

Visual Studio Code is a source code editor developed by Microsoft for Windows, Linux and macOS.

Web:

<https://code.visualstudio.com>

Resources: Getting Started with Python in Visual Studio Code

2.4.3 Spyder

Spyder is an open source cross-platform integrated development environment (IDE) for scientific programming in the Python language.

Web:

<https://www.spyder-ide.org>

Wikipedia:

[https://en.wikipedia.org/wiki/Spyder_{\(software\)}](https://en.wikipedia.org/wiki/Spyder_(software))

Spyder is included in the Anaconda Distribution.

2.4.4 Visual Studio

Microsoft Visual Studio is an integrated development environment (IDE) from Microsoft. It is used to develop computer programs, as well as websites, web apps, web services and mobile apps. The default (main) programming language in Visual studio is C, but many other programming languages are supported.

Visual studio is available for Windows and macOS.

Visual Studio (from 2017), has integrated support for Python, it is called "Python Support in Visual Studio".

Web:

<https://visualstudio.microsoft.com>

Wikipedia:

https://en.wikipedia.org/wiki/Microsoft_Visual_Studio

2.4.5 PyCharm

PyCharm is cross-platform, with Windows, macOS and Linux versions. The Community Edition is free to use, while the Professional Edition (paid version) has some extra features.

Web:
<https://www.jetbrains.com/pycharm/>

2.4.6 Wing Python IDE

The Wing Python IDE family of integrated development environments (IDEs) from Wingware were created specifically for the Python programming language.

3 different version of Wing exists [12]:

- **Wing 101** – a very simplified free version, for teaching beginning programmers
- **Wing Personal** – free version that omits some features, for students and hobbyists
- **Wing Pro** – a full-featured commercial (paid) version, for professional programmers

2.4.7 Jupyter Notebook

The Jupyter Notebook is an open-source web application that allows you to create and share documents that contain live code, equations, visualizations and text.

Web:
<http://jupyter.org>

Wikipedia:
https://en.wikipedia.org/wiki/Project_Jupyter

2.5 Resources

Here are some useful Python resources:

- The official Python Tutorial
- <https://docs.python.org/3.7/tutorial/index.html>
- The official Python Documentation
- <https://docs.python.org/3.7/index.html>
- Python Tutorial (w3schools.com) [13]
- <https://www.w3schools.com/python/>

2.6 Installing Python

The Python programming language is maintained and available from (Python Software Foundation):

<https://www.python.org>

Here you can download the basic Python features in one package, which includes the Python programming language interpreter, and a basic code editor, or an integrated development environment, called IDLE. See Figure 2.1

For basic Python programming this is good enough.

For more advanced Python Programming you typically need a better Code Editor and additional Packages.

For the basic Python examples in the beginning, the basic Python software from:

<https://www.python.org> is good enough.

I suggest you start with the basic Python software in order to learn the basics, then you can upgrade to a better Editor, install addition Python packages (either manually or or install Anaconda where "everything" is included).

2.6.1 Python Windows 10 Store App

Python 3.7 is also available in the Microsoft Store for Windows 10.

The Microsoft Store version of Python 3.7 is a simplified installer for running scripts and packages.

Microsoft Store version of Python 3.7 is very basic but it's good enough to run the simple scripts.

Python 3.7 Microsoft Store edition will receive all updates automatically when they are released and no manual action is required from your end.

In order to install the Microsoft Store version of Python just open Microsoft Store in Windows 10 and search for Python.

2.6.2 Installing Anaconda

The Spyder Code Editor and the Python packages (such as NumPy, SciPy, matplotlib, etc) are included in the Anaconda Distribution.

Download and install from:

<https://www.anaconda.com>

2.6.3 Installing Visual Studio Code

Visual Studio Code code is a simple and easy to use editor that can be used for many different programming languages.

Download and install from:
<https://code.visualstudio.com>

Getting Started with Python in Visual Studio Code:
<https://code.visualstudio.com/docs/python/python-tutorial>

Chapter 3

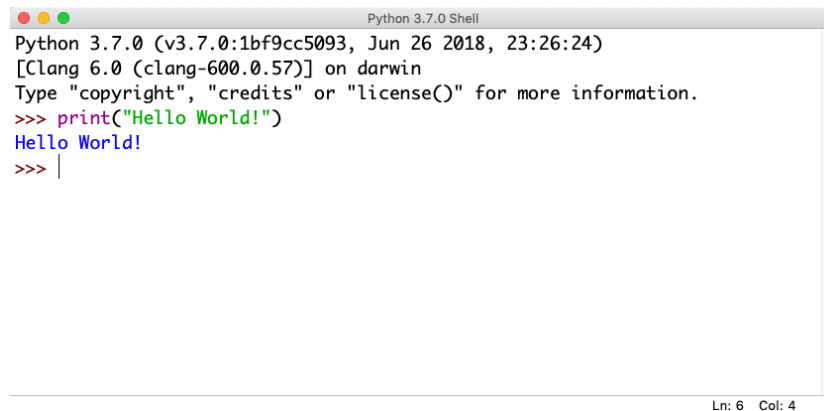
Start using Python

In this chapter we will start to use Python in some simple examples.

3.1 Python IDE

The basic code editor, or an integrated development environment, called IDLE. See Figure 3.1.

Other Python Editors will be discussed more in detail later. For now you can use the basic Python IDE (IDLE) or Spyder if you have installed the Anaconda distribution package.

A screenshot of a macOS-style window titled "Python 3.7.0 Shell". The window contains the following text: "Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 26 2018, 23:26:24)", "[Clang 6.0 (clang-600.0.57)] on darwin", "Type 'copyright', 'credits' or 'license()' for more information.", and a prompt ">>>" followed by the command "print('Hello World!')". The output "Hello World!" is displayed below the command. The prompt ">>>" is followed by a vertical cursor. At the bottom right of the window, the status bar shows "Ln: 6 Col: 4".

```
Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 26 2018, 23:26:24)
[Clang 6.0 (clang-600.0.57)] on darwin
Type "copyright", "credits" or "license()" for more information.
>>> print('Hello World!')
Hello World!
>>> |
```

Figure 3.1: Python Shell / Python IDLE Editor

3.2 My first Python program

We will start using Python and create some code examples.

Example 3.2.1. Plotting in Python

Lets open your Python Editor and type the following:

```
1 print("Hello World!")
```

Listing 3.1: Hello World Python Example

[End of Example]

An extremely useful command is **help()**, which enters a help functionality to explore all the stuff python lets you do, right from the interpreter. Press q to close the help window and return to the Python prompt.

You can use Python in different ways, either in "interactive" mode or in "Scripting" mode.

The python program that you have installed will by default act as something called an interpreter. An interpreter takes text commands and runs them as you enter them - very handy for trying things out.

Yo can run Python interactively in different ways either using the Console which is part of the operating system or the Python IDLE and the Python Shell which is part of the basic Python installation from <https://www.python.org>.

3.3 Python Shell

In interactive Mode you use the Python Shell as seen in Figure 3.1.

Here you type one and one command at a time after the ">>>" sign in the Python Shell.

```
1 >>> print("Hello World!")
```

3.4 Running Python from the Console

A console (or "terminal", or 'command prompt') is a textual way to interact with your OS (Operating System).

The python program that you have installed will by default act as something called an interpreter. An interpreter takes text commands and runs them as you enter them - very handy for trying things out.

Below we see how we can run Python from the Console which is part of the OS.

3.4.1 Opening the Console on macOS

The standard console on macOS is a program called Terminal. Open Terminal by navigating to Applications, then Utilities, then double-click the Terminal program. You can also easily search for it in the system search tool in the top right.

The command line Terminal is a tool for interacting with your computer. A window will open with a command line prompt message, something like this:

```
Last login: Tue Dec 11 08:33:51 on console
computername:~ username
```

Just type python at your console, hit Enter, and you should enter Python's Interpreter.

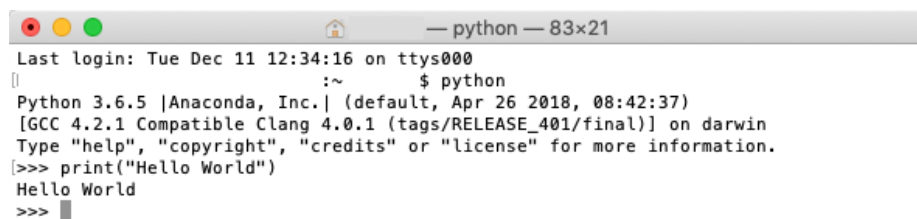
```
1 Last login: Tue Dec 11 12:34:16 on ttys000
2 Hans-Petter-Work-MacBook-Air:~ hansha$ python
3 Python 3.6.5 |Anaconda, Inc.| (default, Apr 26 2018, 08:42:37)
4 [GCC 4.2.1 Compatible Clang 4.0.1 (tags/RELEASE_401/final)] on
  darwin
5 Type "help", "copyright", "credits" or "license" for more
  information.
6 >>>
```

The prompt >>> on the last line indicates that you are now in an interactive Python interpreter session, also called the “Python shell”. This is different from the normal terminal command prompt!

You can now enter some code for python to run. Try:

```
>>> print("Hello World")
```

See also Figure 3.2.



```
python — 83x21
Last login: Tue Dec 11 12:34:16 on ttys000
[~] $ python
Python 3.6.5 |Anaconda, Inc.| (default, Apr 26 2018, 08:42:37)
[GCC 4.2.1 Compatible Clang 4.0.1 (tags/RELEASE_401/final)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
[>>> print("Hello World")]
Hello World
[>>> ]
```

Figure 3.2: Console macOS

Try other Python commands, e.g.:

```
1 >>> a = 5
2 >>> b = 2
3 >>> x = 5
4 >>> y = 3*a + b
5 >>> y
```

3.4.2 Opening the Console on Windows

Windows's console is called the Command Prompt, named cmd. An easy way to get to it is by using the key combination Windows+R (Windows meaning the windows logo button), which should open a Run dialog. Then type cmd and hit Enter or click Ok.

You can also search for it from the start menu.

It should look like:

```
C:\Users\myusername>
```

Just type python in the Command Prompt, hit Enter, and you should enter Python's Interpreter. See Figure 3.3.

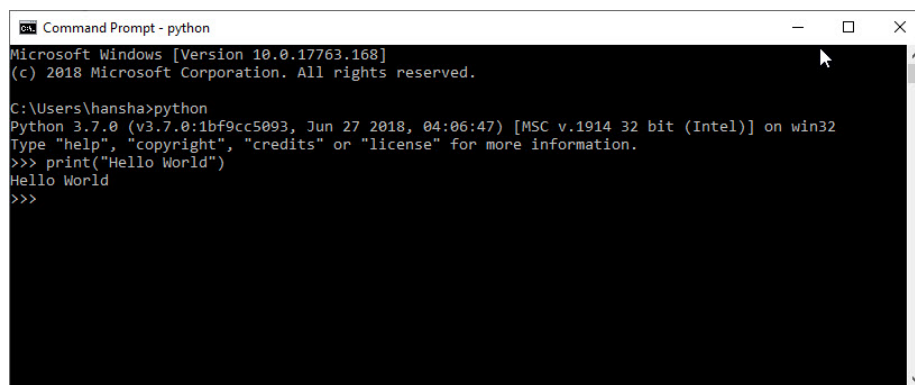


Figure 3.3: Command Prompt Windows

If you get an error message like this:

'python' is not recognized as an internal or external command, operable program or batch file.

Then you need to add Python to your path. See instructions below.

Note! This is also an option during the setup. While installing you can select "Add Python.exe to path". This option is by default set to "Off". To get that option you need to select "Customize", not using the "Default" installation.

3.4.3 Add Python to Path

In the Windows menu, search for "advanced system settings" and select View advanced system settings.

In the window that appears, click Environment Variables... near the bottom right. See Figure 3.4.

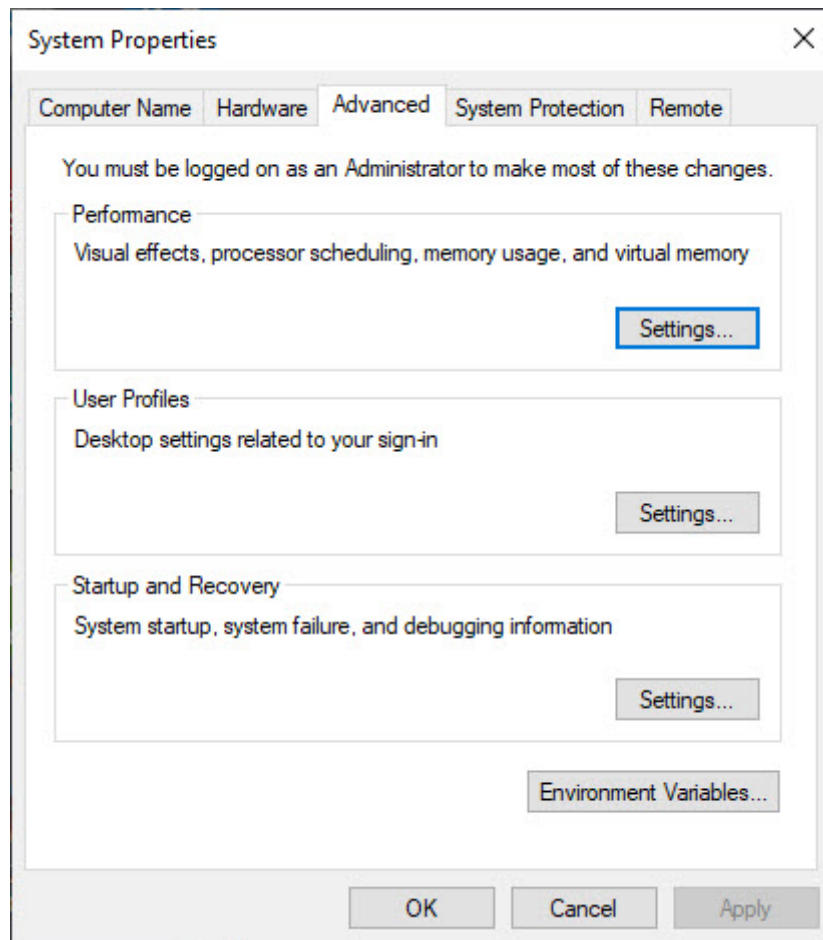


Figure 3.4: Windows System Properties

In the next window, find and select the user variable named Path and click Edit... to change its value. See Figure 3.5.

Select "New" and add the path where "python.exe" is located. See Figure 3.6.

The Default Location is:

```
C:\Users\user\AppData\Local\Programs\Python\Python37-32\
```

Click Save and open the Command Prompt once more and enter "python" to verify it works. See Figure 3.3.

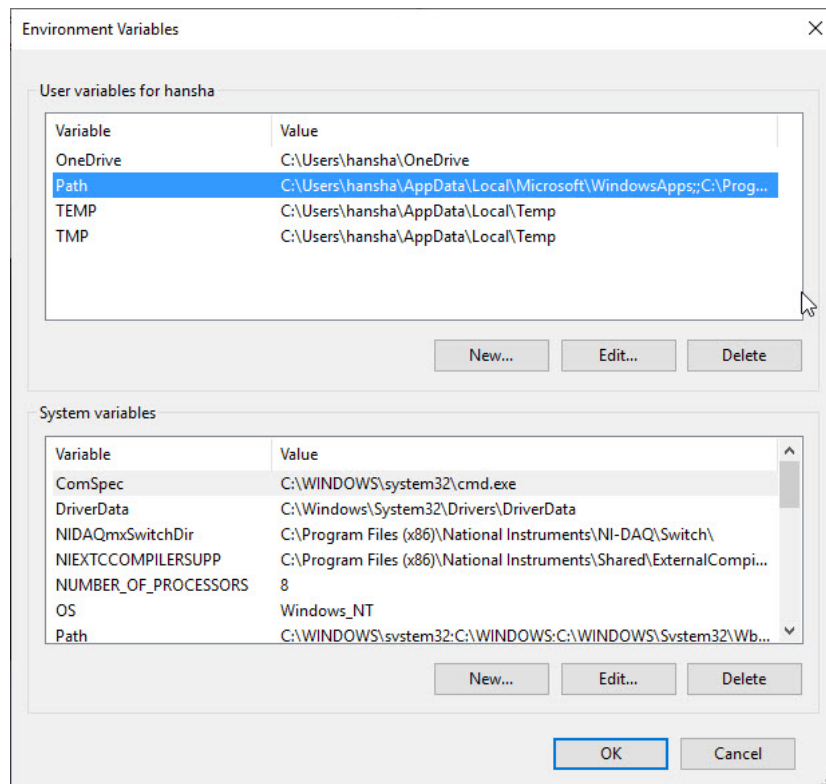


Figure 3.5: Windows System Properties

3.5 Scripting Mode

In "Scripting" mode you can write a Python Program with multiple Python commands and then save it as a file (.py).

3.5.1 Run Python Scripts from the Python IDLE

From the Python Shell you select File → New File, or you can open an existing Python program or Python Script by selecting File → Open...

Lets create a new Script and type in the following:

```
1 print("Hello")
2 print("World")
3 print("How are you?")
```

In Figure 3.7 we see how this is done. As you see we can enter many Python commands that together makes a Python program or Python script. From the Python Shell you select Run → Run Module or hit F5 in order to run or execute the Python Script. See Figure 3.8.

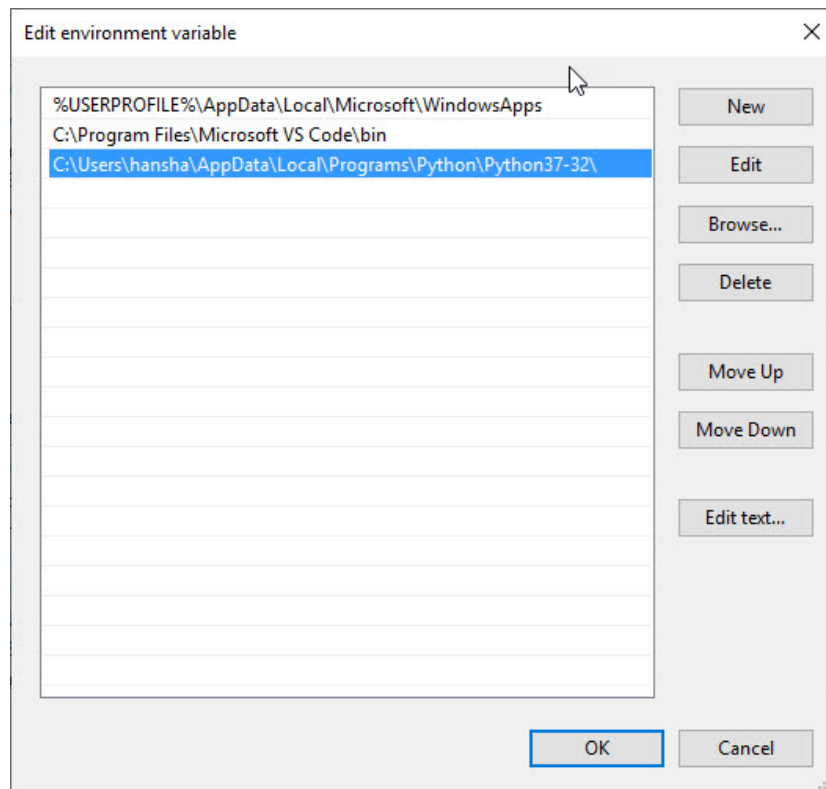


Figure 3.6: Windows System Properties

The IDLE editor is very basic, for more complicated tasks you typically may prefer to use another editor like Spyder, Visual Studio Code, etc.

3.5.2 Run Python Scripts from the Console (Terminal) macOS

From the Console (Terminal) on macOS:

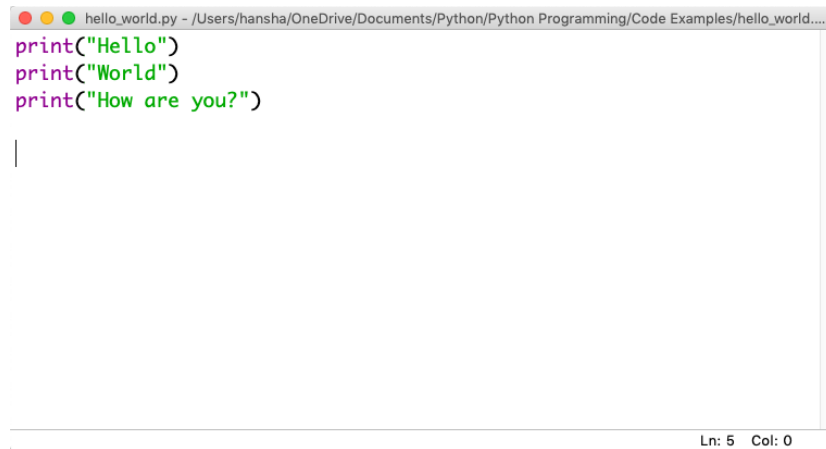
```
1 $ cd /Users/username/Downloads
2 $ python helloworld.py
```

Note! Make sure you are at your system command prompt, which will have \$ or > at the end, not in Python mode (which has >>> instead)!

See also Figure 3.9.

Then it responds with:

```
1 Hello
2 World
3 How are you?
```



```
hello_world.py - /Users/hansha/OneDrive/Documents/Python/Python Programming/Code Examples/hello_world....
print("Hello")
print("World")
print("How are you?")
|

Ln: 5 Col: 0
```

Figure 3.7: Python Script

3.5.3 Run Python Scripts from the Command Prompt in Windows

From Command Prompt in Window:

```
1 > cd /
2 > cd Temp
3 > python helloworld.py
```

Note! Make sure you are at your system command prompt, which will have `>` at the end, not in Python mode (which has `>>>` instead)!

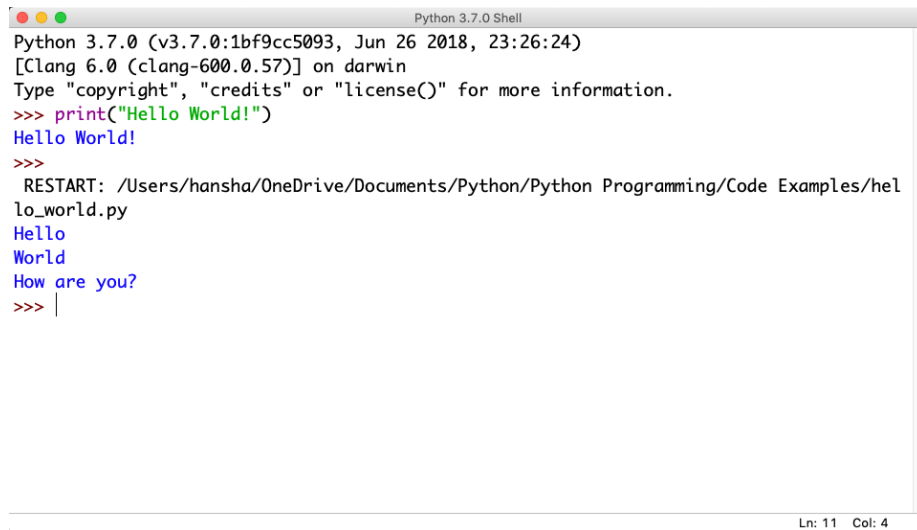
See also Figure 3.10.
Then it responds with:

```
1 Hello
2 World
3 How are you?
```

3.5.4 Run Python Scripts from Spyder

If you have installed the Anaconda distribution package you can use the Spyder editor. See 3.11.

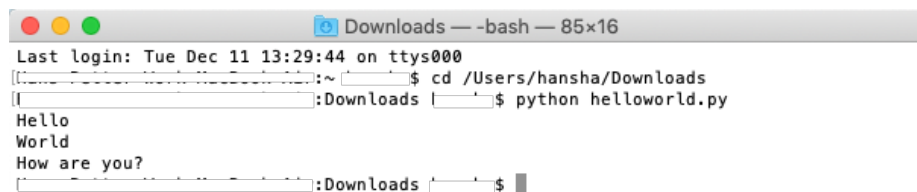
In the Spyder editor we have the Script Editor to the left and the interactive Python Shell or the Console window to the right. See See 3.11.

A screenshot of a macOS terminal window titled "Python 3.7.0 Shell". The window shows the output of running a Python script. The text inside the terminal is: Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 26 2018, 23:26:24) [Clang 6.0 (clang-600.0.57)] on darwin Type "copyright", "credits" or "license()" for more information. >>> print("Hello World!") Hello World! >>> RESTART: /Users/hansha/OneDrive/Documents/Python/Python Programming/Code Examples/hello_world.py Hello World How are you? >>> | The status bar at the bottom right indicates "Ln: 11 Col: 4".

```
Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 26 2018, 23:26:24)
[Clang 6.0 (clang-600.0.57)] on darwin
Type "copyright", "credits" or "license()" for more information.
>>> print("Hello World!")
Hello World!
>>>
RESTART: /Users/hansha/OneDrive/Documents/Python/Python Programming/Code Examples/hello_world.py
Hello
World
How are you?
>>> |
```

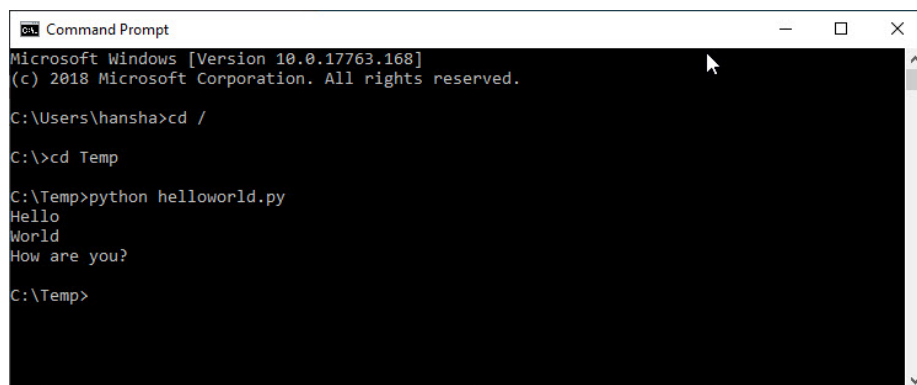
Ln: 11 Col: 4

Figure 3.8: Running a Python Script

A screenshot of a macOS terminal window titled "Downloads — -bash — 85x16". The window shows the output of running a Python script. The text inside the terminal is: Last login: Tue Dec 11 13:29:44 on ttys000 [~]\$ cd /Users/hansha/Downloads [Downloads]\$ python helloworld.py Hello World How are you? [Downloads]\$ The status bar at the bottom right indicates "Ln: 11 Col: 4".

```
Downloads — -bash — 85x16
Last login: Tue Dec 11 13:29:44 on ttys000
[~]$ cd /Users/hansha/Downloads
[Downloads]$ python helloworld.py
Hello
World
How are you?
[Downloads]$
```

Figure 3.9: Running Python Scripts from Console window on macOS

A screenshot of a Windows Command Prompt window titled "Command Prompt". The window shows the output of running a Python script. The text inside the terminal is: Microsoft Windows [Version 10.0.17763.168] (c) 2018 Microsoft Corporation. All rights reserved. C:\Users\hansha>cd / C:\>cd Temp C:\Temp>python helloworld.py Hello World How are you? C:\Temp> The status bar at the bottom right indicates "Ln: 11 Col: 4".

```
Command Prompt
Microsoft Windows [Version 10.0.17763.168]
(c) 2018 Microsoft Corporation. All rights reserved.
C:\Users\hansha>cd /
C:\>cd Temp
C:\Temp>python helloworld.py
Hello
World
How are you?
C:\Temp>
```

Figure 3.10: Running Python Scripts from Console window on macOS

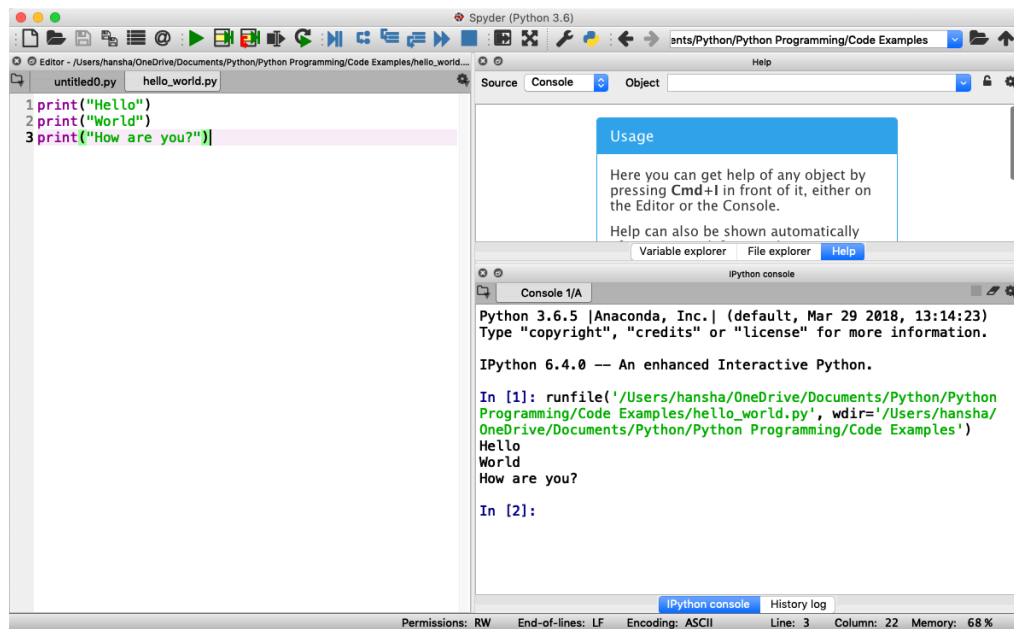


Figure 3.11: Running a Python Script in Spyder

Chapter 4

Basic Python Programming

4.1 Basic Python Program

We will start using Python and create some code examples.

We use the basic IDLE editor (or another Python Editor)

Example 4.1.1. Hello World Example

Lets open your Python Editor and type the following:

```
1 print("Hello World!")
```

Listing 4.1: Hello World Python Example

[End of Example]

4.1.1 Get Help

An extremely useful command is **help()**, which enters a help functionality to explore all the stuff python lets you do, right from the interpreter.

Press q to close the help window and return to the Python prompt.

4.2 Variables

Variables are defined with the assignment operator, “=”. Python is dynamically typed, meaning that variables can be assigned without declaring their type, and that their type can change. Values can come from constants, from computation involving values of other variables, or from the output of a function.

Python

Example 4.2.1. Creating and using Variables in Python

We use the basic IDLE (or another Python Editor) and type the following:

```
1 >>> x = 3
2 >>> x
3 3
```

Listing 4.2: Using Variables in Python

Here we define a variable and sets the value equal to 3 and then print the result to the screen.

[End of Example]

You can write one command by time in the IDLE. If you quit IDLE the variables and data are lost. Therefore, if you want to write a somewhat longer program, you are better off using a text editor to prepare the input for the interpreter and running it with that file as input instead. This is known as creating a script.

Python scripts or programs are save as a text file with the extension **.py**

Example 4.2.2. Calculations in Python

We can use variables in a calculation like this:

```
1 x = 3
2 y = 3*x
3 print(y)
```

Listing 4.3: Using and Printing Variables in Python

We can implementing the formula $y = ax + b$ like this:

```
1 a = 2
2 b = 5
3 x = 3
4
5 y = a*x + b
6
7 print(y)
```

Listing 4.4: Calculations in Python

As seen in the examples, you can use the *print()* command in order to show the values on the screen.

[End of Example]

A variable can have a short name (like `x` and `y`) or a more descriptive name (`sum`, `amount`, etc).

You don't need to define the variables before you use them (like you need to in, e.g., C/C++/C).

Figure 4.1 shows these examples using the basic IDLE editor.

A screenshot of a Python 3.7.0 Shell window. The window title is "Python 3.7.0 Shell". The text inside shows the Python version and build information: "Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 26 2018, 23:26:24) [Clang 6.0 (clang-600.0.57)] on darwin". It then prompts the user to type "copyright", "credits" or "license()" for more information. The user has entered a period ".". The prompt is ">>>". The user has entered "print('Hello World!')". The output is "Hello World!". The prompt is ">>>". The user has entered "x=3". The prompt is ">>>". The user has entered "x". The output is "3". The prompt is ">>>". The user has entered "y=3*x". The prompt is ">>>". The user has entered "y". The output is "9". The prompt is ">>>". The user has entered "a=2". The prompt is ">>>". The user has entered "b=5". The prompt is ">>>". The user has entered "y=a*x+b". The prompt is ">>>". The user has entered "print(y)". The output is "11". The prompt is ">>>". The cursor is at the end of the line. The status bar at the bottom right shows "Ln: 17 Col: 4".

```
Python 3.7.0 (v3.7.0:1bf9cc5093, Jun 26 2018, 23:26:24)
[Clang 6.0 (clang-600.0.57)] on darwin
Type "copyright", "credits" or "license()" for more information
.
>>> print('Hello World!')
Hello World!
>>> x=3
>>> x
3
>>> y=3*x
>>> y
9
>>> a=2
>>> b=5
>>> y=a*x+b
>>> print(y)
11
>>> |
```

Figure 4.1: Basic Python

Here are some basic rules for Python variables:

- A variable name must start with a letter or the underscore character
- A variable name cannot start with a number
- A variable name can only contain alpha-numeric characters (A-z, 0-9) and underscores
- Variable names are case-sensitive, e.g., `amount`, `Amount` and `AMOUNT` are three different variables.

4.2.1 Numbers

There are three numeric types in Python:

- `int`
- `float`
- `complex`

Variables of numeric types are created when you assign a value to them, so in normal coding you don't need to bother.

Example 4.2.3. Numeric Types in Python

```
1 x = 1      # int
2 y = 2.8    # float
3 z = 3 + 2j  # complex
```

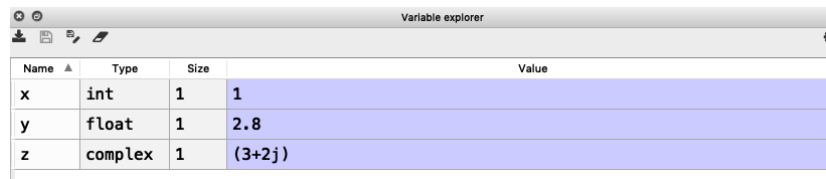
Listing 4.5: Numeric Types in Python

This means you just assign values to a variable without worrying about what kind of data type it is.

```
1 print(type(x))
2 print(type(y))
3 print(type(z))
```

Listing 4.6: Check Data Types in Python

If you use the Spyder Editor, you can see the data types that a variable has using the Variable Explorer (Figure 4.2):



Name	Type	Size	Value
x	int	1	1
y	float	1	2.8
z	complex	1	(3+2j)

Figure 4.2: Variable Editor in Spyder

[End of Example]

4.2.2 Strings

Strings in Python are surrounded by either single quotation marks, or double quotation marks. 'Hello' is the same as "Hello".

Strings can be output to screen using the print function. For example: print("Hello").

Example 4.2.4. Plotting in Python

Below we see examples of using strings in Python:

```
1 a = "Hello World!"
2
3 print(a)
4
5 print(a[1])
6 print(a[2:5])
7 print(len(a))
8 print(a.lower())
```

```

9 print(a.upper())
10 print(a.replace("H", "J"))
11 print(a.split(" "))

```

Listing 4.7: Strings in Python

As you see in the example, there are many built-in functions for manipulating strings in Python. The Example shows only a few of them.

Strings in Python are arrays of bytes, and we can use index to get a specific character within the string as shown in the example code.

[End of Example]

4.2.3 String Input

Python allows for command line input.

That means we are able to ask the user for input.

Example 4.2.5. Plotting in Python

The following example asks for the user's name, then, by using the `input()` method, the program prints the name to the screen:

```

1 print("Enter your name:")
2 x = input()
3 print("Hello , " + x)

```

Listing 4.8: String Input

[End of Example]

4.3 Built-in Functions

Python consists of lots of built-in functions. Some examples are the `print()` function that we already have used (perhaps without noticing it is actually a Built-in function).

Python also consists of different Modules, Libraries or Packages. These Modules, Libraries or Packages consists of lots of predefined functions for different topics or areas, such as mathematics, plotting, handling database systems, etc. See Section 4.4 for more information and details regarding this.

In another chapter we will learn to create our own functions from scratch.

4.4 Python Standard Library

Python allows you to split your program into modules that can be reused in other Python programs. It comes with a large collection of standard modules that you can use as the basis of your programs.

The **Python Standard Library** consists of different modules for handling file I/O, basic mathematics, etc. You don't need to install these separately, but you need to import them when you want to use some of these modules or some of the functions within these modules.

The math module has all the basic math functions you need, such as: Trigonometric functions: $\sin(x)$, $\cos(x)$, etc. Logarithmic functions: $\log()$, $\log10()$, etc. Constants like π , e , $\inf$, nan , etc. etc.

Example 4.4.1. Using the math module

We create some basic examples how to use a Library, a Package or a Module:

If we need only the $\sin()$ function we can do like this:

```
1 from math import sin
2
3 x = 3.14
4 y = sin(x)
5
6 print(y)
```

If we need a few functions we can do like this

```
1 from math import sin, cos
2
3 x = 3.14
4 y = sin(x)
5 print(y)
6
7 y = cos(x)
8 print(y)
```

If we need many functions we can do like this:

```
1 from math import *
2
3 x = 3.14
4 y = sin(x)
5 print(y)
6
7 y = cos(x)
8 print(y)
```

We can also use this alternative:

```
1 import math
2
3 x = 3.14
4 y = math.sin(x)
5
6 print(y)
```

We can also write it like this:

```
1 import math as mt
2
3 x = 3.14
4 y = mt.sin(x)
5
6 print(y)
```

[End of Example]

There are advantages and disadvantages with the different approaches. In your program you may need to use functions from many different modules or packages. If you import the whole module instead of just the function(s) you need you use more of the computer memory.

Very often we also need to import and use multiple libraries where the different libraries have some functions with the same name but different use.

Other useful modules in the **Python Standard Library** are **statistics** (where you have functions like *mean()*, *stdev()*, etc.)

For more information about the functions in the **Python Standard Library**, see:

<https://docs.python.org/3/library/index.html>

4.5 Using Python Libraries, Packages and Modules

Rather than having all of its functionality built into its core, Python was designed to be highly extensible. This approach has advantages and disadvantages. An disadvantage is that you need to install these packages separately and then later import these modules in your code.

Some important packages are:

- **NumPy** - NumPy is the fundamental package for scientific computing with Python
- **SciPy** - SciPy is a free and open-source Python library used for scientific computing and technical computing. SciPy contains modules for optimization, linear algebra, integration, interpolation, special functions, FFT, signal and image processing, ODE solvers and other tasks common in science and engineering.
- **Matplotlib** - Matplotlib is a Python 2D plotting library

Lots of other packages exists, depending on what you are going to solve.

These packages need to be downloaded and installed separately, or you choose to use, e.g., a distribution package like Anaconda.

Here you find an overview of the **NumPy** library:
<http://www.numpy.org>

Here you find an overview of the **SciPy** library:
<https://www.scipy.org>

Here you find an overview of the **Matplotlib** library:
<https://matplotlib.org>

You will learn the basics features in all these libraries. We will use all of the in different examples and exercises throughout this textbook.

Example 4.5.1. Using libraries

In this example we use the NumPy library:

```
1 import numpy as np
2
3 x = 3
4
5 y = np.sin(x)
6
7 print(y)
```

In this example we use both the math module in the Python Standard Library and the NumPy library:

```
1 import math as mt
2 import numpy as np
3
4 x = 3
5
6 y = mt.sin(x)
7
8 print(y)
9
10
11 y = np.sin(x)
12
13 print(y)
```

Note! As seen in this example we use a function called `sin()` which exists both in the math module in the Python Standard Library and the NumPy library. In this case they give the same results. In this case the following code is not recommended:

```
1 from math import *
2 from numpy import *
3
4 x = 3
5
```

```

6 y = sin(x)
7
8 print(y)
9
10
11 y = sin(x)
12
13 print(y)

```

In this case it works, but assume you have 2 different functions with the same name that have different meaning in 2 different libraries.

[End of Example]

4.5.1 Python Packages

In addition to the Python Standard Library, there is a growing collection of several thousand components (from individual programs and modules to packages and entire application development frameworks), available from the **Python Package Index**.

Python Package Index (PYPI):

<https://pypi.org>

Here you can download and install individual Python packages.

An easy alternative is the Anaconda Distribution, where many of the most used Python packages are included.

Anaconda:

<https://www.anaconda.com/distribution/>

4.6 Plotting in Python

Typically you need to create some plots or charts. In order to make plots or charts in Python you will need an external library. The most used library is **Matplotlib**.

Matplotlib is a Python 2D plotting library

Here you find an overview of the Matplotlib library:

<https://matplotlib.org>

If you are familiar with MATLAB and basic plotting in MATLAB, using the Matplotlib is very similar.

The main difference from MATLAB is that you need to import the library, either the whole library or one or more functions.

For simplicity we import the whole library like this:

```

1 import matplotlib.pyplot as plt

```

Plotting functions that you will use a lot:

- `plot()`
- `title()`
- `xlabel()`
- `ylabel()`
- `axis()`
- `grid()`
- `subplot()`
- `legend()`
- `show()`

Lets create some basic plotting examples using the Matplotlib library:

Example 4.6.1. Plotting in Python

In this example we have to arrays with data. We want to plot x vs. y. We can assume x is a time series and y is the corresponding temperature i degrees Celsius.

```
1 import matplotlib.pyplot as plt
2
3 x = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
4
5 y = [5, 2, 4, 4, 8, 7, 4, 8, 10, 9]
6
7 plt.plot(x,y)
8 plt.xlabel('Time (s)')
9 plt.ylabel('Temperature (degC)')
10 plt.show()
```

We get the following plot:

We can also write like this:

```
1 from matplotlib.pyplot import *
2
3 x = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
4 y = [5, 2, 4, 4, 8, 7, 4, 8, 10, 9]
5
6 plot(x,y)
7 xlabel('Time (s)')
8 ylabel('Temperature (degC)')
9 show()
```

This makes the code simpler to read. one problem with this approach appears assuming we import and use multiple libraries and the different libraries have some functions with the same name but different use.

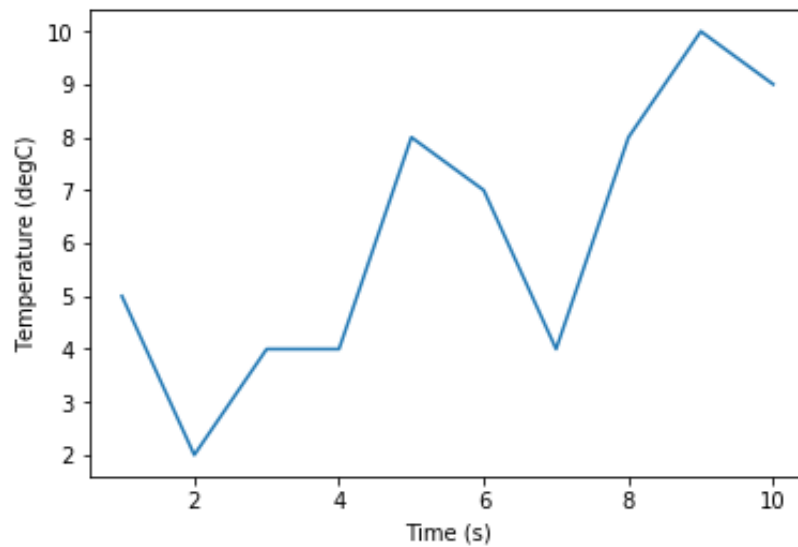


Figure 4.3: Plotting in Python

[End of Example]

We have used 4 basic plotting function in the Matplotlib library:

- `plot()`
- `xlabel()`
- `ylabel()`
- `show()`

Example 4.6.2. Plotting a Sine Curve

```

1 import numpy as np
2 import matplotlib.pyplot as plt
3
4 x = [0, 1, 2, 3, 4, 5, 6, 7]
5
6 y = np.sin(x)
7
8 plt.plot(x, y)
9 plt.xlabel('x')
10 plt.ylabel('y')
11 plt.show()

```

This gives the following plot (see Figure 4.4):
A better solution will then be:

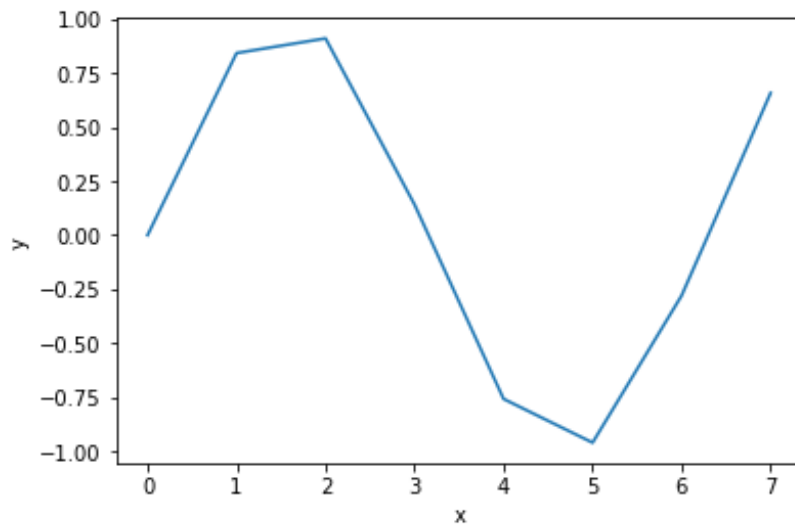


Figure 4.4: Plotting a Sine function in Python

```

1 import matplotlib.pyplot as plt
2 import numpy as np
3
4 xstart = 0
5 xstop = 2*np.pi
6 increment = 0.1
7
8 x = np.arange(xstart, xstop, increment)
9
10 y = np.sin(x)
11
12 plt.plot(x, y)
13 plt.xlabel('x')
14 plt.ylabel('y')
15 plt.show()

```

This gives the following plot (see Figure 4.5):
If you want grids you can use the `grid()` function.

[End of Example]

4.6.1 Subplots

The subplot command enables you to display multiple plots in the same window. Typing "subplot(m,n,p)" partitions the figure window into an m-by-n matrix of small subplots and selects the subplot for the current plot. The plots are numbered along the first row of the figure window, then the second row, and so on. See Figure 4.6.

Example 4.6.3. Creating Subplots

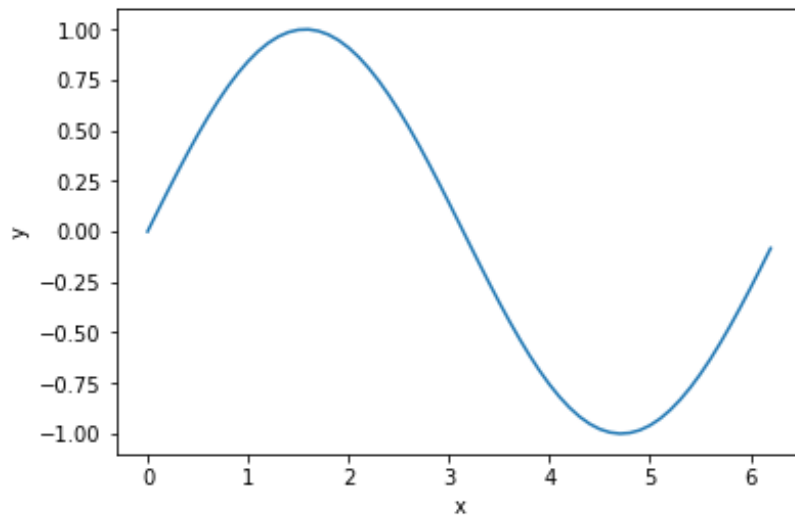


Figure 4.5: Plotting a Sine function in Python - Better Implementation

We will create and plot $\sin()$ and $\cos()$ in 2 different subplots.

```

1 import matplotlib.pyplot as plt
2 import numpy as np
3
4 xstart = 0
5 xstop = 2*np.pi
6 increment = 0.1
7
8 x = np.arange(xstart, xstop, increment)
9
10 y = np.sin(x)
11
12 z = np.cos(x)
13
14
15 plt.subplot(2,1,1)
16 plt.plot(x, y, 'g')
17 plt.title('sin')
18 plt.xlabel('x')
19 plt.ylabel('sin(x)')
20 plt.grid()
21 plt.show()
22
23
24 plt.subplot(2,1,2)
25 plt.plot(x, z, 'r')
26 plt.title('cos')
27 plt.xlabel('x')
28 plt.ylabel('cos(x)')
29 plt.grid()
30 plt.show()

```

[End of Example]

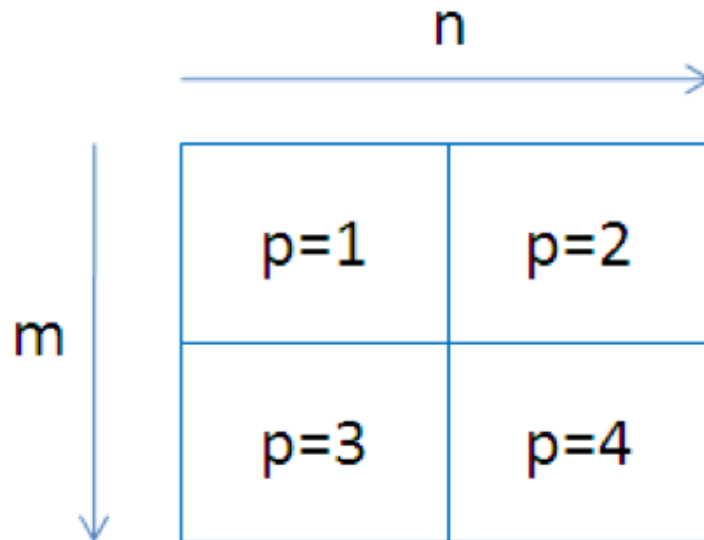


Figure 4.6: Creating Subplots in Python

4.6.2 Exercises

Below you find different self-paced Exercises that you should go through and solve on your own. The only way to learn Python is to do lots of Exercises!

Exercise 4.6.1. Create $\sin(x)$ and $\cos(x)$ in 2 different plots

Create $\sin(x)$ and $\cos(x)$ in 2 different plots.

You should use all the Plotting functions listed below in your code:

- `plot()`
- `title()`
- `xlabel()`
- `ylabel()`
- `axis()`
- `grid()`
- `legend()`
- `show()`

[End of Exercise]

Part II

Python Programming

Chapter 5

Python Programming

We have been through the basics in Python, such as variables, using some basic built-in functions, basic plotting, etc.

You may come far only using these things, but to create real applications, you need to know about and use features like:

- If ... Else
- For Loops
- While Loops
- Arrays ...

If you are familiar with one or more other programming language, these features should be familiar and known to you. All programming languages has these features built-in, but the syntax is slightly different from one language to another.

5.1 If ... Else

An "if statement" is written by using the **if** keyword.

Here are some Examples how you use a If sentences in Python:

Example 5.1.1. Using For Loops in Python

```
1 a = 5
2 b = 8
3
4 if a > b:
5     print("a is greater than b")
6
7 if b > a:
8     print("b is greater than a")
9
10 if a == b:
11     print("a is equal to b")
```

Listing 5.1: Using Arrays in Python

Try to change the values for a and b.

Using **If - Else**:

```
1 a = 5
2 b = 8
3
4 if a > b:
5     print("a is greater than b")
6 else:
7     print("b is greater than a or a and b are equal")
```

Listing 5.2: Using Arrays in Python

Using **Elif**:

```
1 a = 5
2 b = 8
3
4 if a > b:
5     print("a is greater than b")
6 elif b > a:
7     print("b is greater than a")
8 elif a == b:
9     print("a is equal to b")
```

Listing 5.3: Using Arrays in Python

Note! Python uses "elif" not "elseif" like many other programming languages do.

[End of Example]

5.2 Arrays

An array is a special variable, which can hold more than one value at a time.

Here are some Examples how you can create and use Arrays in Python:

Example 5.2.1. Using For Loops in Python

```
1 data = [1.6, 3.4, 5.5, 9.4]
2
3 N = len(data)
4
5 print(N)
6
7 print(data[2])
8
9 data[2] = 7.3
10
11 print(data[2])
12
13
14 for x in data:
15     print(x)
```

```

16
17
18 data.append(11.4)
19
20
21 N = len(data)
22
23 print(N)
24
25
26 for x in data:
27     print(x)

```

Listing 5.4: Using Arrays in Python

You define an array like this:

```

1 data = [1.6, 3.4, 5.5, 9.4]

```

You can also use text like this:

```

1 carlist = ["Volvo", "Tesla", "Ford"]

```

You can use Arrays in Loops like this:

```

1 for x in data:
2     print(x)

```

You can return the number of elements in the array like this:

```

1 N = len(data)

```

You can get a specific value inside the array like this:

```

1 index = 2
2 x = cars[index]

```

You can use the append() method to add an element to an array:

```

1 data.append(11.4)

```

[End of Example]

You have many built in methods you can use in combination with arrays, like sort(), clear(), copy(), count(), insert(), remove(), etc.

You should look test all these methods.

5.3 For Loops

A For loop is used for iterating over a sequence. I guess all your programs will use one or more For loops. So if you have not used For loops before, make sure to learn it now.

Below you see a basic example how you can use a For loop in Python:

```
1 for i in range(1, 10):  
2     print(i)
```

The For loop is probably one of the most useful feature in Python (or in any kind of programming language). Below you will see different examples how you can use a For loop in Python.

Example 5.3.1. Using For Loops in Python

```
1 data = [1.6, 3.4, 5.5, 9.4]  
2  
3 for x in data:  
4     print(x)  
5  
6  
7 carlist = ["Volvo", "Tesla", "Ford"]  
8  
9 for car in carlist:  
10     print(car)
```

Listing 5.5: Using For Loops in Python

The range() function is handy to use in For Loops:

```
1 N = 10  
2  
3 for x in range(N):  
4     print(x)
```

The **range()** function returns a sequence of numbers, starting from 0 by default, and increments by 1 (by default), and ends at a specified number.

You can also use the range() function like this:

```
1 start = 4  
2 stop= 12 #but not including  
3  
4 for x in range(start, stop):  
5     print(x)
```

Finally, you can also use the range() function like this:

```
1 start = 4  
2 stop = 12 #but not including  
3 step = 2  
4  
5 for x in range(start, stop, step):  
6     print(x)
```

You should try all these examples in order to learn the basic structure of a For loop.

[End of Example]

Example 5.3.2. Using For Loops for Summation of Data

You typically want to use a For loop for find the sum of a given data set.

```
1 data = [1, 5, 6, 3, 12, 3]
2
3 sum = 0
4
5 #Find the Sum of all the numbers
6 for x in data:
7     sum = sum + x
8
9 print(sum)
10
11 #Find the Mean or Average of all the numbers
12
13 N = len(data)
14
15 mean = sum/N
16
17 print(mean)
```

This gives the following results:

```
1 30
2 5.0
```

[End of Example]

Example 5.3.3. Implementing Fibonacci Numbers Using a For Loop in Python

Fibonacci numbers are used in the analysis of financial markets, in strategies such as Fibonacci retracement, and are used in computer algorithms such as the Fibonacci search technique and the Fibonacci heap data structure.

They also appear in biological settings, such as branching in trees, arrangement of leaves on a stem, the fruitlets of a pineapple, the flowering of artichoke, an uncurling fern and the arrangement of a pine cone.

In mathematics, Fibonacci numbers are the numbers in the following sequence: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, ...

By definition, the first two Fibonacci numbers are 0 and 1, and each subsequent number is the sum of the previous two.

Some sources omit the initial 0, instead beginning the sequence with two 1s.

In mathematical terms, the sequence F_n of Fibonacci numbers is defined by the recurrence relation

$$f_n = f_{n-1} + f_{n-2} \quad (5.1)$$

with seed values:

$$f_0 = 0, f_1 = 1$$

We will write a Python script that calculates the N first Fibonacci numbers. The Python Script becomes like this:

```
1 N = 10
2
3 fib1 = 0
4 fib2 = 1
5
6 print(fib1)
7 print(fib2)
8
9 for k in range(N-2):
10     fib_next = fib2 + fib1
11     fib1 = fib2
12     fib2 = fib_next
13     print(fib_next)
```

Listing 5.6: Fibonacci Numbers Using a For Loop in Python

Alternative solution:

```
1 N = 10
2
3 fib = [0, 1]
4
5
6 for k in range(N-2):
7     fib_next = fib[k+1] + fib[k]
8     fib.append(fib_next)
9
10 print(fib)
```

Listing 5.7: Fibonacci Numbers Using a For Loop in Python - Alt2

Another alternative solution:

```
1 N = 10
2
3 fib = []
4
5 for k in range(N):
6     fib.append(0)
7
8 fib[0] = 0
9 fib[1] = 1
10
```

```

11 for k in range(N-2):
12     fib[k+2] = fib[k+1] + fib[k]
13
14
15 print(fib)

```

Listing 5.8: Fibonacci Numbers Using a For Loop in Python - Alt3

Another alternative solution:

```

1 import numpy as np
2
3
4 N = 10
5
6 fib = np.zeros(N)
7
8 fib[0] = 0
9 fib[1] = 1
10
11 for k in range(N-2):
12     fib[k+2] = fib[k+1] + fib[k]
13
14
15 print(fib)

```

Listing 5.9: Fibonacci Numbers Using a For Loop in Python - Alt4

[End of Example]

5.3.1 Nested For Loops

In Python and other programming languages you can use one loop inside another loop.

Syntax for nested For loops in Python:

```

1 for iterating_var in sequence:
2     for iterating_var in sequence:
3         statements(s)
4     statements(s)

```

Simple example:

```

1 for i in range(1, 10):
2     for k in range(1, 10):
3         print(i, k)

```

Exercise 5.3.1. Prime Numbers

The first 25 prime numbers (all the prime numbers less than 100) are:

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97

By definition a prime number has both 1 and itself as a divisor. If it has any other divisor, it cannot be prime.

A natural number (1, 2, 3, 4, 5, 6, etc.) is called a prime number (or a prime) if it is greater than 1 and cannot be written as a product of two natural numbers that are both smaller than it.

Create a Python Script where you find all prime numbers between 1 and 200.

Tip! I guess this can be done in many different ways, but one way is to use 2 nested For Loops.

[End of Exercise]

5.4 While Loops

The while loop repeats a group of statements an indefinite number of times under control of a logical condition.

Example 5.4.1. Using While Loops in Python

```
1 m = 8
2
3 while m > 2:
4     print (m)
5     m = m - 1
```

Listing 5.10: Using While Loops in Python

[End of Example]

5.5 Exercises

Below you find different self-paced Exercises that you should go through and solve on your own. The only way to learn Python is to do lots of Exercises!

Exercise 5.5.1. Plot of Dynamic System

Given the autonomous system:

$$\dot{x} = ax \tag{5.2}$$

Where:

$$a = -\frac{1}{T}$$

where T is the time constant.

The solution for the differential equation is:

$$x(t) = e^{at}x_0 \quad (5.3)$$

Set $T=5$ and the initial condition $x(0)=1$.

Create a Script in Python (.py file) where you plot the solution $x(t)$ in the time interval:

$$0 \leq t \leq 25$$

Add Grid, and proper Title and Axis Labels to the plot.

[End of Exercise]

Chapter 7

Creating Classes in Python

7.1 Introduction

Python is an object oriented programming (OOP) language. Almost everything in Python is an object, with its properties and methods.

The foundation for all object oriented programming (OOP) languages are Classes.

To create a class, use the keyword **class**:

```
1 class ClassName:
2     <statement-1>
3     .
4     .
5     .
6     <statement-N>
```

Example 7.1.1. Simple Class Example

We will create a simple Class in Python.

```
1 class Car:
2     model = "Volvo"
3     color = "Blue"
4
5
6 car = Car()
7
8
9 print(car.model)
10 print(car.color)
```

Listing 7.1: Simple Python Class

The results will be in this case:

```
1 Volvo
2 Blue
```

This example don't illustrate the good things with classes so we will create some more examples.

[End of Example]

Example 7.1.2. Python Class

Lets create the following Python Code:

```
1 class Car:
2     model = ""
3     color = ""
4
5 car = Car()
6
7 car.model = "Volvo"
8 car.color = "Blue"
9
10 print(car.color + " " + car.model)
11
12 car.model = "Ford"
13 car.color = "Green"
14
15 print(car.color + " " + car.model)
```

Listing 7.2: Python Class example

You should try these examples.

[End of Example]

7.2 The `__init__()` Function

In Python all classes have a built-in function called `__init__()`, which is always executed when the class is being initiated.

In many other OOP languages we call this the Constructor.

Exercise 7.2.1. The `__init__()` Function

We will create a simple example where we use the `__init__()` function to illustrate the principle.

We change our previous Car example like this:

```
1 class Car:
2     def __init__(self, model, color):
3         self.model = model
4         self.color = color
5
6 car1 = Car("Ford", "Green")
7
8 print(car1.model)
9 print(car1.color)
10
11
```

Chapter 9

File Handling in Python

9.1 Introduction

Python has several functions for creating, reading, updating, and deleting files. The key function for working with files in Python is the **open()** function.

The `open()` function takes two parameters; Filename, and Mode.

There are four different methods (modes) for opening a file:

- "x" - Create - Creates the specified file, returns an error if the file exists
- "w" - Write - Opens a file for writing, creates the file if it does not exist
- "r" - Read - Default value. Opens a file for reading, error if the file does not exist
- "a" - Append - Opens a file for appending, creates the file if it does not exist

In addition you can specify if the file should be handled as binary or text mode

- "t" - Text - Default value. Text mode
- "b" - Binary - Binary mode (e.g. images)

9.2 Write Data to a File

To create a **New** file in Python, use the `open()` method, with one of the following parameters:

- "x" - Create - Creates the specified file, returns an error if the file exists
- "w" - Write - Opens a file for writing, creates the file if it does not exist
- "a" - Append - Opens a file for appending, creates the file if it does not exist

To write to an **Existing** file, you must add a parameter to the `open()` function:

- "w" - Write - Opens a file for writing, creates the file if it does not exist
- "a" - Append - Opens a file for appending, creates the file if it does not exist

Example 9.2.1. Write Data to a File

```
1 f = open("myfile.txt", "w")
2
3 data = "Helo World"
4
5 f.write(data)
6
7 f.close()
```

Listing 9.1: Write Data to a File

[End of Example]

9.3 Read Data from a File

To read to an existing file, you must add the following parameter to the `open()` function:

- "r" - Read - Default value. Opens a file for reading, error if the file does not exist

Example 9.3.1. Read Data from a File

```
1 f = open("myfile.txt", "r")
2
3 data = f.read()
4
5 print(data)
6
7 f.close()
```

Listing 9.2: Read Data from a File

[End of Example]

9.4 Logging Data to File

Typically you want to write multiple data to the, e.g., assume you read some temperature data at regular intervals and then you want to save the temperature values to a File.

Example 9.4.1. Logging Data to File

```

1 data = [1.6, 3.4, 5.5, 9.4]
2
3 f = open("myfile.txt", "x")
4
5 for value in data:
6     record = str(value)
7     f.write(record)
8     f.write("\n")
9
10 f.close()

```

Listing 9.3: Logging Data to File

[End of Example]

Example 9.4.2. Read Logged Data from File

```

1 f = open("myfile.txt", "r")
2
3 for record in f:
4     record = record.replace("\n", " ")
5     print(record)
6
7 f.close()

```

Listing 9.4: Read Logged Data from File

[End of Example]

9.5 Web Resources

Below you find different useful resources for File Handling.

Python File Handling - w3school:

https://www.w3schools.com/python/python_file_handling.asp

Reading and Writing Files - python.org:

<https://docs.python.org/3/tutorial/inputoutput.html#reading-and-writing-files>

9.6 Exercises

Below you find different self-paced Exercises that you should go through and solve on your own. The only way to learn Python is to do lots of Exercises!

Exercise 9.6.1. Data Logging

Assume you have the following data you want to log to a File as shown in Table 9.1.

Log these data to a File.

Create another Python Script that reads the same data.

[End of Exercise]

Exercise 9.6.2. Data Logging 2

Assume you read data from a Temperature sensor every 10 seconds for a period of let say 5 minutes.

Log the data to a File.

You can use the Random Generator in Python. An example of how to use the Random Generator is shown below:

```
1 import random
2 for x in range(10):
3     data = random.randint(1,31)
4     print(data)
```

Listing 9.5: Read Data from a File

Make sure to log both the time and the temperature value

Create another Python Script that reads the same data.

You should also plot the data you read from the File.

[End of Exercise]

Chapter 10

Error Handling in Python

10.1 Introduction to Error Handling

So far error messages haven't been discussed. You could say that we have 2 kinds of errors: syntax errors and exceptions.

10.1.1 Syntax Errors

Below we see an example of syntax errors:

```
1 >>> print(Hello World)
2   File "<ipython-input-1-10cb182148e3>", line 1
3     print(Hello World)
4           ^
5 SyntaxError: invalid syntax
```

In the example we have written `print(Hello World)` instead of `print("Hello World")` and then the Python Interpreter gives us an error message.

10.1.2 Exceptions

Even if a statement or expression is syntactically correct, it may cause an error when an attempt is made to execute it. Errors detected during execution are called exceptions and are not unconditionally fatal: you will soon learn how to handle them in Python programs. Most exceptions are not handled by programs, however, and result in error messages as shown here:

```
1 >>> 10 * (1/0)
2 Traceback (most recent call last):
3
4   File "<ipython-input-2-0b280f36835c>", line 1, in <module>
5     10 * (1/0)
6
7 ZeroDivisionError: division by zero
```

or:

```
1 >>> '2' + 2
2 Traceback (most recent call last):
3
```

```

4 File "<ipython-input-3-d2b23a1db757>", line 1, in <module>
5     '2' + 2
6
7 TypeError: must be str, not int

```

10.2 Exceptions Handling

It is possible to write programs that handle selected exceptions.

In Python we can use the following built-in Exceptions Handling features:

- The **try** block lets you test a block of code for errors.
- The **except** block lets you handle the error.
- The **finally** block lets you execute code, regardless of the result of the try- and except blocks.

When an error occurs, or exception as we call it, Python will normally stop and generate an error message.

These exceptions can be handled using the **try - except** statements.

Some basic example:

```

1 try:
2     10 * (1/0)
3 except:
4     print("The calculation failed")

```

or:

```

1 try:
2     print(x)
3 except:
4     print("x is not defined")

```

You can also use multiple exceptions:

```

1 try:
2     print(x)
3 except NameError:
4     print("x is not defined")
5 except:
6     print("Something is wrong")

```

The finally block, if specified, will be executed regardless if the try block raises an error or not.

Example:

```

1 x=2
2
3 try:
4     print(x)
5 except NameError:
6     print("x is not defined")
7 except:
8     print("Something is wrong")
9 finally:
10    print("The Program is finished")

```

In general you should use try - except - finally when you try to open a File, read or write to Files, connect to a Database, etc.

Example:

```

1 try:
2     f = open("myfile.txt")
3     f.write("Lorum Ipsum")
4 except:
5     print("Something went wrong when writing to the file")
6 finally:
7     f.close()

```

Chapter 11

Debugging in Python

Debugging is the process of finding and resolving defects or problems within a computer program that prevent correct operation of computer software or a system [14].

Debuggers are software tools which enable the programmer to monitor the execution of a program, stop it, restart it, set breakpoints, and change values in memory. The term debugger can also refer to the person who is doing the debugging.

As a programmer, one of the first things that you need for serious program development is a debugger.

Python has a built-in debugger that can be used if you are coding Python with a basic text editor and running your Python programs from the command line.

A better option is to use the Debugging features integrated in your Python Editor. Debugging is typically integrated with the Python Editor you are using.

See the specific chapter for the different Python Editors.

Chapter 12

Installing and using Python Packages

A package contains all the files you need for a module. Modules are Python code libraries you can include in your project.

Since Python is open source you can find thousands of Python Packages that you can install and use in your Python programs.

You can use a Python Distribution like Anaconda Distribution (or similar Python Distributions) to download and install many common Python Packages as mentioned previously.

12.1 What is PIP?

PIP is a package manager for Python packages, or modules if you like. PIP is a tool for installing Python packages.

If you do not have PIP installed, you can download and install it from this page: <https://pypi.org/project/pip/>

PIP is typically used from the Command Prompt (Windows) or Terminal window (macOS).

Installing Python Packages:

```
1 pip install packagename
```

Uninstalling Python Packages:

```
1 pip uninstall packagename
```

Some Python Editors also have a graphical way of installing Python Packages, like, e.g., Visual Studio.

Part III

Python Environments and Distributions

Chapter 13

Introduction to Python Environments and Distributions

Python comes with many flavours and version.

Python is open source and everybody can bundle and distribute Python and different Python Packages.

A Python environment is a context in which you run Python code and includes Python Packages.

An environment consists of an interpreter, a library (typically the Python Standard Library), and a set of installed packages.

These components together determine which language constructs and syntax are valid, what operating-system functionality you can access, and which packages you can use.

You can have multiple Python Environments on your Computer.

Some of them are:

- CPython distribution available from python.org
- Anaconda
- Enthought Canopy
- WinPython
- etc.

It is easy to start using Python by installing one of these Python Distributions.

But you can also install the core Python from:

<https://www.python.org>

Then install the additional Python Packages you need by using PIP.

<https://pypi.org/project/pip/>

13.1 Package and Environment Managers

The two most popular tools for installing Python Packages and setting up Python environments are:

- PIP - a Python Package Manager
- Conda - a Package and Environment Manager (for Python and other languages)

13.1.1 PIP

Web:

<https://pypi.org>

PIP is typically used from the Command Prompt (Windows) or Terminal window (macOS).

Installing Python Packages:

```
1 pip install packagename
```

Uninstalling Python Packages:

```
1 pip uninstall packagename
```

13.1.2 Conda

Conda is an open source package management system and environment management system that runs on Windows, macOS and Linux. Conda installs, runs and updates packages and their dependencies.

The Conda package and environment manager is included in all versions of Anaconda.

Conda was created for Python programs, but it can package and distribute software for any language.

Conda allows you to also create separate environments containing files, packages and their dependencies that will not interact with other environments.

Web:
<https://conda.io/>

Conda is part of or integrated with the Anaconda Python Distribution.

Web:
<https://www.anaconda.com>

13.2 Python Virtual Environments

Python "Virtual Environments" allow Python packages to be installed in an isolated location for a particular application, rather than being installed globally.

You can have multiple Python Environments on your computer.

Python Virtual Environments have their own installation directories and they don't share libraries with other virtual environments.

Python "Virtual Environments" is handy when you have different Python applications that need different versions of Python or different versions of the Python Packages you are using.

Chapter 14

Anaconda

Anaconda is not an Editor, but a Python Distribution package. Spyder is included in the Python Distribution package. You can also use Anaconda to install other Editors or Python packages.

It is available for Windows, macOS and Linux.

Web:

<https://www.anaconda.com>

Wikipedia:

[https://en.wikipedia.org/wiki/Anaconda\(*Python_distribution*\)](https://en.wikipedia.org/wiki/Anaconda(Python_distribution))

14.1 Anaconda Navigator

Anaconda Navigator is a desktop graphical user interface (GUI) included in Anaconda distribution that allows users to launch applications and manage Python packages. The Anaconda Navigator can search for packages and install them on your computer, run the packages and update them.

Figure 14.1 shows the Anaconda Navigator.

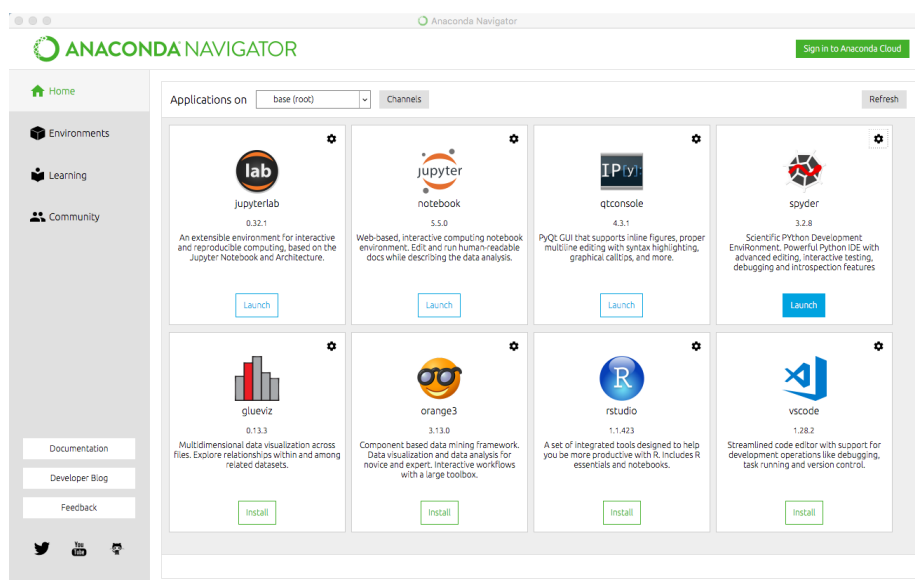


Figure 14.1: Anaconda Navigator