

Algorithm

A precise sequence of simple steps to solve a problem

Python

translating an algorithm into a computer program

```
In [3]: # My first Python program
print("Hello World")
```

Hello World

```
# The Python interpreter:
# 1. reads a line code
# 2. interprets the instruction
# 3. executes the instruction
# 4. increments the "program counter" and repeats until done
print("Hello")
print("my")
print("name")
print("is")
print("Inigo")
print("Montoya")
```

Hello
my
name
is
Inigo
Montoya

```

# This is a function consisting of:
# 1. a header (def ...): "def" is a keyword
# 2. a body (print ...): the body is indented using <tab>
def say_introduction():
    print("My name is Inigo Montoya.")

def threaten_vengeance():
    print("You killed my father.")
    print("Prepare to die.")

print("Hello.")

```

Hello.

```

# This is a function consisting of:
# 1. a header (def ...): "def" is a keyword
# 2. a body (print ...): the body is indented using <tab>
def say_introduction():
    print("My name is Inigo Montoya.")

def threaten_vengeance():
    print("You killed my father.")
    print("Prepare to die.")
    # Do something...

print("Hello.")
say_introduction() # this is a function call
threaten_vengeance() # this is another function call
print("Hello.")
threaten_vengeance() # and another

```

Hello.
My name is Inigo Montoya.
You killed my father.
Prepare to die.
Hello.
You killed my father.
Prepare to die.

```

# Abstraction hides the details of how things work and
# makes it easier to make changes
def threaten_vengeance():
    print("You killed my father.")
    print("Prepare to die.")

def greet():
    print("Hello.")
    print("My name is Inigo Montoya.")

greet()
threaten_vengeance()
greet()
threaten_vengeance()

```

Hello.
My name is Inigo Montoya.
You killed my father.
Prepare to die.
Hello.
My name is Inigo Montoya.
You killed my father.
Prepare to die.

```

# We can use functions that someone else wrote
#
# In these examples, we *pass* parameters to a function
from simplefunctions import print_sqrt # make a function available to you

print_sqrt(4) # call the function
print_sqrt(9)

```

2.0
3.0

```
# We can use functions that someone else wrote  
from simplefunctions import print_date_and_time # make a function available to you  
  
print_date_and_time() # call the function
```

2019-06-08 10:06:47.104904

```
# Write two functions hello and goodbye  
# The function hello prints "hello" and then calls the function goodbye  
# The function goodbye prints "goodbye"  
# The main body of your code should call hello once
```

```
# ---- SOLUTION ----  
def hello():  
    print( "Hello" )  
    goodbye()  
def goodbye():  
    print( "Goodbye" )  
hello()
```

Hello
Goodbye

Type: int

```
meaning_of_life = 42
```

```
print( meaning_of_life )
```

output: 42

Type: floating-point

```
a = 6.02
```

Type: string

```
last_letter = "z"  
print( last_letter )  
output: z
```

Type: string

```
print( "hello" )  
output: hello  
  
hello = 5  
print( hello )  
output: 5
```

Type: string

```
print( "4 + 7" )      output: 4 + 7  
print( 4 + 7 )      output: 11
```

Type: string

```
print( 4 + 7 )  
output: 11  
  
print( "hello " + "my name" )  
output: hello my name
```

Type: conversion

```
print( float(4) )      4.0
print( int(3.14) )    3
print( str(4) + str(2) ) 42
print( int("4") + int("2") ) 6
```

Type: boolean

```
x = True      # not same as x = "True"
y = False     # not same as y = "False"
```

Type: functions

```
max(3,4) -> 4
f = max
f(3,4) -> 4
```

Type: functions

```
min(3,4) -> 3
min = max
min(3,4) -> 4
```

Expressions and Operators

addition	+	
subtraction	-	
multiplication	*	
division	/	4/3 -> 1.3333333333333333
int division	//	4//3 -> 1
exponentiation	pow	pow(2,3) -> 8
modulus (mod)	%	9 % 4 -> 1

Summary

- Variables
 - store information in computer memory
 - int, float, string, booleans, functions
- Expressions and Operators
 - arithmetic
 - similar to functions
 - assignment

```
a = 5
b = 3
c = a + b
d = "c: " + str(c)
```

Practice

```
a = 5
b = 3
c = a + b
d = "c: " + str(c)    c: 8
```

Practice

```
b = 30
a = b
```

Practice

```
a = 5
b = 3
c = a + b
d = "c: " + str(c)    c: 8
```

```
b = 30
a = b                a -> 30
```

```
print(e)
```

Practice

```
a = 5
b = 3
c = a + b
d = "c: " + str(c)    c: 8
```

```
b = 30
a = b                a -> 30
```

```
print(e)            error
```

```
4 = a
```

Practice

```
a = 5
b = 3
c = a + b
d = "c: " + str(c)    c: 8
```

```
b = 30
a = b                a -> 30
```

```
print(e)            error
```

```
4 = a                error
```

Practice

```
a = 5
b = 3
c = a + b
c = "hello"
print( b + c )
```

Practice

```
a = 5
b = 3
c = a + b
c = "hello"
print( b + c )
```

error

Practice

```
a = 5
b = 3
c = a + b
c = "hello"
print( b + c )

print( ??? )
```

error

3 hello

Practice

```
a = 5
b = 3
c = a + b
c = "hello"
print( b + c )
```

error

```
print(str(b) + " " + c )) 3 hello
```

Passing Values

```
1 def strconcat( a, b ):
2     print( a + " " + b )
3
4 strconcat( "hello", "world" )
```

hello world

Returning Values

```
# the function sqrt takes as input a number and returns a number
from math import sqrt
x = sqrt(4)

# the operator "+" takes as input two numbers and returns a number
x = 8 + 12

# the function len takes as input a string and returns an integer
x = len("eggplant")

# the return value of one function can be the input to another
x = int(8.485) + 12
x = int(sqrt(72)) + 12
```

Returning Values

```
def compute_four():
    return 24 / 4 - 2

x = compute_four()           4

y = 24 / compute_four()     6

print( compute_four() )    4
```

Passing & Returning

```
def add_five(x):
    x = x + 5
    return x

z = 4
add_five(z)
print(z)           4

x = add_five(z)
print(x)           9

print(add_five(z)) 9
```

Passing & Returning

```
def return_two_things(x,y):
    return(x+y,x*y)

(s,p) = return_two_things(2,5)
```

Passing & Returning

```
def return_two_things(x,y):  
    return(x+y,x*y)  
    print(x,y)  
  
(s,p) = return_two_things(2,5)
```

```
# A good coding practice:  
# 1.) think, think, think  
# 2.) sketch  
# 3.) think more  
# 4.) write 1-2 lines of code  
# 5.) test your code  
# 6.) test your code  
# 7.) test your code  
# 8.) goto step 4
```