

# Python

## Tutorial for Programmers

Gerald Senarclens de Grancy

Opera Software  
S:T Larsgatan 12  
58224 Linköping, Sweden

April 21, 2009

# Outline

- 1 Features
- 2 Development Tools and Environments
- 3 Basic Technics
- 4 Advanced Language Features
- 5 Libraries
- 6 Further Reading

- Open Source
- Object oriented scripting/ programming language
- Type declaration not necessary
- Completely dynamic language
- Platform independent (Windows, Unix, Linux, Mac, Amiga, BeOS, Win CE, Dos, QNX, Psion Series 5, OpenVMS, VxWorks and other environments providing a Java virtual machine)
- Provides high level dynamic data types
- Simple and elegant syntax (very easy to learn)

- Extensive standard libraries and third party modules
- Extensions and modules easily written in C, C++ (or Java (Jython) and .NET (IronPython))
- Embeddable within applications as a scripting interface

- Extensive standard libraries and third party modules
  - Extensions and modules easily written in C, C++ (or Java (Jython) and .NET (IronPython))
  - Embeddable within applications as a scripting interface
- ⇒ Huge Community

- Extensive standard libraries and third party modules
  - Extensions and modules easily written in C, C++ (or Java (Jython) and .NET (IronPython))
  - Embeddable within applications as a scripting interface
- ⇒ Huge Community
- ⇒ Opera's official scripting language

# Development Tools and Environments

- Standard Python Software
  - Python Shell (“play” around, test statements and get help)
  - Python Debugger
- GNU Emacs Python mode
- IDLE
- IPython
- Many different IDEs and GUI designers

# Launching a program

```
$ python program.py
```



# Launching a program

```
$ python program.py
```

as shell script

```
#!/usr/bin/env python  
$ chmod u+x program.py
```

# Launching a program

```
$ python program.py
```

as shell script

```
#!/usr/bin/env python  
$ chmod u+x program.py
```

by importing it (in the python shell or another program)

```
import program
```

# Launching a program

```
$ python program.py
```

as shell script

```
#!/usr/bin/env python  
$ chmod u+x program.py
```

by importing it (in the python shell or another program)

```
import program
```

or using an integrated development environment

# Flow Control

Truth tests: empty enumerations and 0 are considered False:

```
[], {}, (), 0, 0.0, None, False
```

Blocks are delimited by indentation and started by a colon

```
if
```

```
if test:
```

```
    suite
```

```
[elif test:
```

```
    suite]
```

```
[else:
```

```
    suite]
```

## while

```
while test:  
    suite  
[else:  
    suite]
```

## while

```
while test:  
    suite  
[else:  
    suite]
```

## for

```
for elem in sequence:  
    suite  
[else:  
    suite]
```

## while

```
while test:  
    suite  
[else:  
    suite]
```

## for

```
for elem in sequence:  
    suite  
[else:  
    suite]
```

## range(...)

```
range([start,] stop[, step]) -> list of integers
```

- `pass` (empty statement, like ";" in Java)
- `break` (continues execution after the innermost loop)
- `continue` (jumps to the next iteration of the innermost loop)
- `return` (leaves the current function returning a value or `Null`)
- `no switch case`  
can be done w/ repeated `elif`s or by indexing dictionaries



## string (immutable)

"Python's", r'Python's raw', u""multiline unicode""

special letters: %, \n, \t, \\,...

strings are concatenated automatically

basic methods on string s

s.strip(), s.lstrip()

s.find(sub [, start [, end]])

s.rfind(sub [, start [, end]])

s.replace(old, new [, maxtimes])

s.capitalize(), s.swapcase(), s.islower()

...

## tuple (immutable)

```
( ), (3), (1, 6, 2), ('a', 4, 'string', 34.876, (3, 1))
```

# Advanced Data Types

## tuple (immutable)

```
(), (3), (1, 6, 2), ('a', 4, 'string', 34.876, (3, 1))
```

## list (mutable)

```
[], [3], [1, 6, 2], ['a', 4, 'string', [[1], (3, 1)], (1, [2])]
```

basic methods on list l

```
l.append(element), l.insert(i, element)
```

```
l.remove(element)
```

```
l.index(element), l.sort([function])
```

```
l.count()
```

```
l.pop([i])
```

```
...
```

## sequence operations

concatenation +

repetition \*

indexing `seq[i]` (`l[0]`, `s[4]`)

slicing `seq[start:end]` (`t[1:3]`, `l[:]`, `s[:-3]`)

`elem in seq`, `elem not in S`

`for elem in seq`

`len(seq)`

`min(seq)`, `max(seq)`

## dict(ionary) (mutable)

```
{}, {'spam': 1, 'egg': 5}, {'d': 'Ed':1, 'l':[1, 2] }
```

basic methods on dictionary d

```
d.keys(), d.values(), d.has_key(key)
```

```
d.copy(), d.clear()
```

```
d.update(dictionary)
```

```
d.get(key, [default]), d.setdefault(key, [default])
```

```
d.popitem()
```

```
...
```

## file

```
# read
file = open('filename', 'r')
file.read(), file.read(n)
file.readline(), file.readlines(), file.xreadlines()

# write
file = open('filename', 'w')
file.write(string), file.writelines(stringlist)

# basic methods on file f
file.closed, file.mode, file.name
file.close(), file.tell()...
```

## functions

```
def myFunction(arg1, arg2):  
    return arg1, arg2  
def myFunction2(arg='default value'):  
    print arg  
def myFunction3(*args):  
    for arg in args:  
        print arg  
def myfunction4(**args):  
    keys = args.keys()  
    for key in keys:  
        print args[key]
```

## object oriented features

```
class MyClass([Base1, Base2, ...]):  
    static = 'salut'  
    def __init__(self, arg):  
        self.property = arg  
    def __repr__(self):  
        reprStr = 'property = ' + str(self.property) + '\n'  
        reprStr += 'static = ' + str(self.static)  
        return reprString  
    def setProperty(self, newValue):  
        self.property = newValue  
    def getProperty(self):  
        return self.property  
myObject = MyClass(arg)
```



## exceptions

```
class MyError(Exception):
    def __init__(self, value):
        self.value = value
try:
    raise MyError, "no good"
except MyError:
    print "MyError was caught"
else:
    print "no exception occurred"
finally:
    print "this always happens"
```

- `os` (operating system interaction)
  - concerning platform independence use eg. `os.sep`, `os.linesep`
  - the following command gives access to a system shell `os.system('shell command')`
- `sys` (everything about the Python system itself (eg. `sys.argv`))
- `pickle` (create portable serialized representations of Python objects)  
`pickle.dump(myObject, file)`, `object = pickle.load(file)`
- `string`, `re` (regular expressions), ...
- GUI: Tkinter, wxwidgets, GTK, QT, ...  
Java Swing (w/ Jython it's possible to access the complete Java API + all Java libraries)

for more information use the built-in `help(...)` function

# Further Reading

- <http://www.python.org>
- <http://www.python.org/doc/> (official Python documentation)
- <http://www.python.org/doc/current/tut/tut.html> (the Python Tutorial)
- Newsgroups: `comp.lang.python`, `comp.lang.python.announce`
- ...