

NIS Oskemen

Part of curriculum: **Unit 11.1A: Basic structures of the Python programming language**



Introduction to the Python programming language. Organizing data output

LO, which will be achieved in this lesson (link to Curriculum):

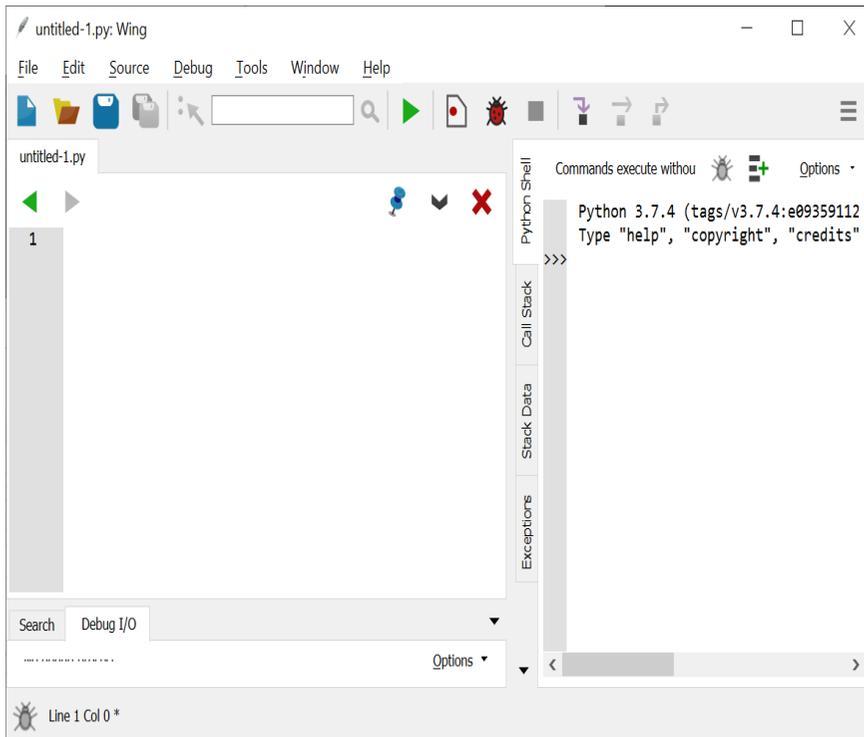
- organize data output
- use the escape sequences with data output

Lesson objectives:

- ~ to be able to use output commands
- ~ to be able use different type of output operations

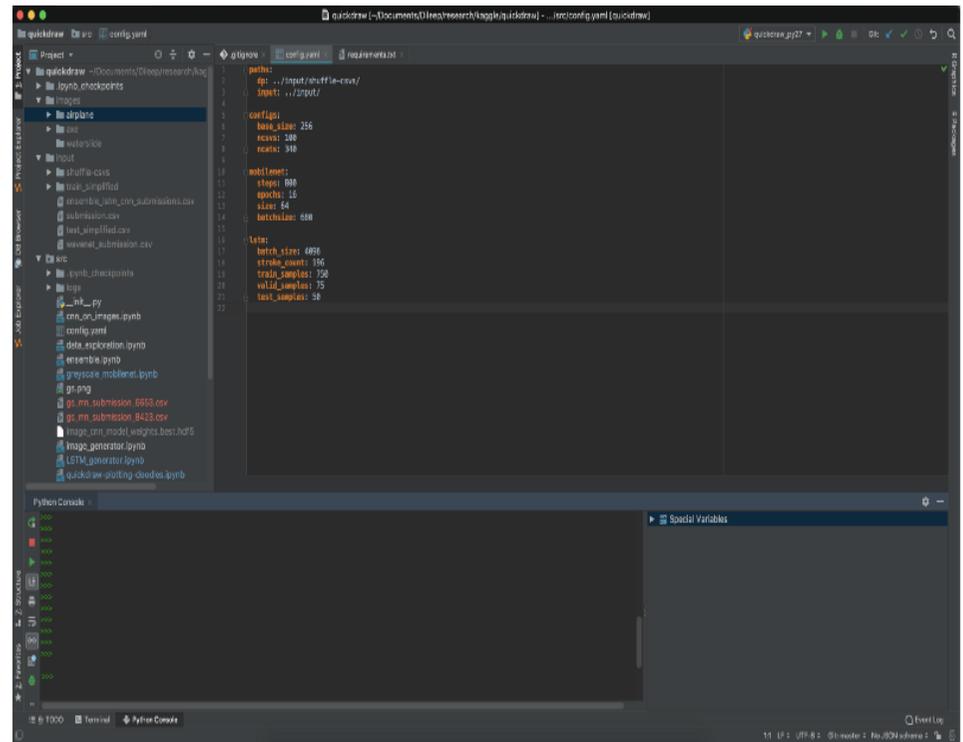
Also ...

Wing IDE



For teaching a programming language

PyCharm



For an application developer

Resources

- ❑ <https://ru.codebasics.com/languages/python/lessons/escape-characters>
- ❑ <https://www.w3schools.com/python/default.asp>
- ❑ <https://www.tutorialspoint.com/python/index.htm>
- ❑ https://pyprog.pro/python/py/str/esqape_sec.html

Python Syntax compared to other programming languages

- Python was designed for readability, and has some similarities to the English language with influence from mathematics.
- Python uses new lines to complete a command, as opposed to other programming languages which often use semicolons or parentheses.
- Python relies on **indentation**, using whitespace, to define scope; such as the scope of loops, functions and classes. Other programming languages often use curly-brackets for this purpose.

Creating a Comment

- *Comments can be used to explain Python code.*
- *Comments can be used to make the code more readable.*
- *Comments can be used to prevent execution when testing code.*

```
#This is a comment  
print("Hello, World!")
```

```
"""
```

```
This is a comment  
written in  
more than just one line  
"""
```

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

Output data

`print("Hello, world!")` # the correct
representation

`print('Hello, world!')` # the correct
representation

`print("Hello, world!')` # erroneous
representation

The output arguments are **sep** and **end**.

```
print("text1", "text2", "text3")           # the output has two  
arguments
```

Result :

text1text2text3

Using the **sep** (separator) argument

```
print("text1", "text2", "text3", sep="---")
```

Result :

text1---text2---text3

Using the **end** argument

```
print("text1", end=" ")
```

```
print("text2", end=" ")
```

```
print("text3")
```

Result :

text1 text2 text3

Escape characters

<code>\\</code>	Backslash
<code>\'</code>	Single Quote
<code>\"</code>	Quotation mark
<code>\n</code>	New Line
<code>\t</code>	Tab
<code>\u</code> ...	16-bit Unicode character in 16-bit representation
<code>\U</code> ...	A 32-bit Unicode character in a 32-bit representation
<code>\x...</code>	Hex value

```
print("text1\n text2")
```

Result :

text1

text2

```
print("Carrot\t150 tenge\n Beet \t180  
тенге")
```

Result :

Carrot 150 tenge

Beet 180 tenge

Determine what happens when the next line is output

```
print("\u1D66")
```

Simple arithmetic.

a + b	Addition: adds two operands
a - b	Subtraction: subtracts two operands
a * b	Multiplication: multiplies two operands
a / b	Division (float): divides the first operand by the second
a // b	Floor Division - The division of operands where the result is the quotient in which the digits after the decimal point are removed.
a % b	Modulus: Divides left hand operand by right hand operand and returns remainder
a ** b	Exponent: Performs exponential (power) calculation on operators
round(f, 2)	Rounding the number f to the second decimal place (to hundredths)
round(f)	Rounding the number f to integers

Composite assignment operator

$x = x + y$

$x += y$

$x = x - y$

$x -= y$

$x = x * y$

$x *= y$

$x = x / y$

$x /= y$

$x = x // y$

$x //= y$

$x = x \% y$

$x \% = y$

$x = x ** y$

$x ** = y$

Multiple assignment

`a, b = 5, 7` # variable a will store the number 5, and variable b will store the number 7

`a, b = b, a` # variable a will store the number 7, and variable b will store the number 5

Determine the result :

`a, b, c = 3, 2, 1`

`b, a, c, a, b`

`print(b, c, a)` # Determine THE RESULT



Multiple assignment

`a, b = 5, 7` # variable a will store the number 5, and variable b will store the number 7

`a, b = b, a` # variable a will store the number 7, and variable b will store the number 5

Determine the result :

`a, b, c = 3, 2, 1`

`b, a, c, a, b`

`print(b, c, a)` # 1 2 3



Data entry. Simple functions.

`int("text")` – converts a string to an integer

`float("text")` – converts a string to a real number

`str(num)` – converts a number to a string

`abs(num)` – absolute value of a number (modulus of a number)

`len("text")` – string length (number of characters per line)

Example. Determine the distance between two points on the coordinate line.

Data entry. Simple functions.

`int("text")` – converts a string to an integer

`float("text")` – converts a string to a real number

`str(num)` – converts a number to a string

`abs(num)` – absolute value of a number (modulus of a number)

`len("text")` – string length (number of characters per line)

Example. Determine the distance between two points on the coordinate line.

```
point1 = float(input(" Enter the coordinate of the first point :"))
point2 = float(input(" Enter the coordinates of the second point :"))
s = point2 - point1
print(" Distance between points =", abs(s))
```

- 1) Why is the `float` type used in this task, and not `int`?
- 2) Why use the `abs()` function when displaying the distance between two points?

Define the data output

```
print(str(10) + str(20))
```

```
print(int('10') + int('20'))
```

```
print(len('10') + len('20'))
```

Define the data output

```
print(str(10) + str(20))      # will output '1020'
```

```
print(int('10') + int('20')) # will output 30
```

```
print(len('10') + len('20')) # will output 4
```

Questions



Task 1

Assume variable a holds 21 and variable b holds 10, then –

$$a + b$$

$$a - b$$

$$a * b$$

$$a / b$$

$$a \% b$$

$$a^{**}b$$

$$a//b$$

Task 2

Write programming code, that will count

- $6 + 4$
- $((27 * 2) + 46) ** 0.5$
- Find the modulus of $35 / 6$

Task 3

Write programming code, that will count

$$1) z1 = \frac{(x+y)^3}{x^2 - 5xy + y^3};$$

$$2) z2 = \frac{-b - \sqrt{b^2 - 4ac}}{2a};$$

NIS Oskemen

Part of curriculum: **Unit 11.1A: Basic structures of the Python programming language**



Data types. Data input

LO, which will be achieved in this lesson (link to Curriculum):

- distinguish between data types in Python
- convert data types of variables
- organize keyboard inputs

Lesson objectives:

- ~ to be able to use input commands
 - ~ to be able define data types

C++	Python	Pascal
<pre>#include <iostream> using namespace std; int main() { string username; cout << "What is your name? \n"; cin >> username; cout << "Hello, " << username << "!"; }</pre>	<pre>print('What is your name?') username = input() print('Hello, ', username, '!')</pre>	<pre>var username: string; begin writeln('What is your name?'); readln(username); writeln('Hello, ', username, !'); end.</pre>

Which language is easier to understand the program in?

In which language will the program be written faster than in other languages?

Repetition

You have a line of program code:

```
print ("15:00 movie Terminator 16:30 The game  
Field of Miracles ")
```

Using escaped characters, get the following
output option:

```
15:00      movie "Terminator "
```

```
16:30      the game "Field of Miracles"
```

USEFUL LINKS

□ **V.N. Pilshchikov - Collection of exercises on the Pascal language, pp. 10-11.:**

<https://studizba.com/files/show/djvu/569-1-v-n-pil-schikov-sbornik-uprazhneniy-po.html>

□ **Converting Data Types in Python 3:**

<https://pythonist.ru/preobrazovanie-tipov-dannyh-v-python-3/>

□ **Read input as a float in Python:**

<https://www.includehelp.com/python/read-input-as-a-float.aspx>

Dynamic typing

- a method used in programming languages in which a variable is associated with a type at the time of assigning a value, and not at the time of declaring a variable.

```
d = 5
```

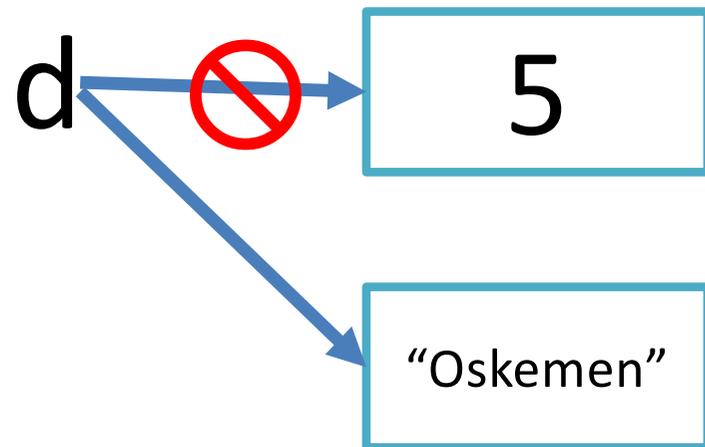
```
print(type(d))
```

```
d = "Oskemen"
```

```
print(type(d))
```

```
# <class 'int'>
```

```
# <class 'str'>
```



Dynamic typing



Define the type of variables

```
lang = "Python"  
print( type(lang) )  
amount = 15  
print( type(amount) )  
height = 1.78  
print( type(height) )
```

Dynamic typing



Define the type of variables

```
lang = "Python"
```

```
print(type(lang))           # <class 'str'>
```

```
amount = 15
```

```
print(type(amount))        # <class 'int'>
```

```
height = 1.78
```

```
print(type(height))        #<class 'float'>
```

Multi-purpose purpose. Inputting numbers in a single line.

`a, b = int(input()), int(input())` # entering 5 7 in one line will result in an error

If you need to enter two numbers in the program, then you should do the following:

```
line = input()
```

```
num1, num2 = line.split()
```

```
num1 = int(num1)
```

```
num2 = int(num2)
```

also, these three lines can be replaced with one :

```
num1, num2 = map(int, input().split())
```

The *map* function, which applies another function (in our case, `int`) to each part obtained after splitting the entered string into parts and creates a "map" of numbers



The task "Speed of a cyclist"

- The cyclist drove the distance **S** km in **t** hours.
Write a program that calculates the speed of a cyclist **v**.



The task "Speed of a cyclist"

- The cyclist drove the distance **S** km in **t** hours. Write a program that calculates the speed of a cyclist **v**.

```
S = float(input())  
t = float(input())  
v = S / t  
print(round(v, 2))
```



Explain the purpose of each line.

What happens when **t** is equal to 0?

Determine the output results. If the action cannot be performed, then enter "error" in the response

- `print(12 + int("8"))`
- `print(str(2.4) + "29")`
- `print(int(4.5) + 5)`
- `print(float("1.5") + 5)`
- `print(int("4.5") + 1)`

Task "Simple addition"

Write a simple program for adding two integers a and b.

Input data: Two integers per line.

Output: The result of the sum of two numbers.

Task "Average value"

At KVN competitions, the team receives five ratings from different judges. Write a program to calculate the average score of the team.

Input data: Five integers.

Output data: The average score of the team.

Define the results

- $\text{round}(4.2) =$
- $\text{round}(4.6) =$
- $\text{round}(1.234, 1) =$
- $\text{round}(5.728, 2) =$
- $\text{round}(5 / 7, 2) =$
- $12 // 7 =$
- $21 \% 8 =$
- $156 \% 10 =$
- $238 \% 100 =$
- $876 // 10 =$
- $907 // 100 =$
- $439 \% 1000 =$
- $191 // 1000 =$