

Lecture 38: Python

CS 51G
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Announcements

- Test program 2
 - Academic Honesty Guidelines!
- Quiz Friday (Strings & Streams)
- Lecture Friday will be in lab
 - Write searches and sorts in Python

Correction

- Examples from last lecture were run in Python 2 rather than Python 3.
- I've gone back and corrected, but only change was require parentheses around arguments to print.
- Be aware Python 3 now has two division operators $6/4$ gives 1.5, while $6 // 4$ gives 1

List comprehensions

- Recall lab: `filterEvensNSquare`
 - collect even elements and square them
- `filterEvensNSquare (list[1,2,3,4,5,6]) = [4,16,36]`

In Grace

```
// returns a list of numbers that consist of the squares of the  
// even number in aList
```

```
method filterEvensNSquare (aList: List[[Number]]) → List [[Number]] {  
  def answer: List[[Number]] = emptyList[[Number]]  
  for (aList) do {val: Number →  
    if ((val % 2) == 0) then {  
      answer.add (val * val)  
    }  
  }  
  answer  
}
```

In Python

```
// returns a list of numbers that consist of the squares of the  
// even number in aList
```

```
def filterEvensNSquare(aList):  
    answer = [] # type: List[int]  
    for val in aList:  
        print val  
        if val % 2 == 0:  
            answer.append(val*val)  
return (answer)
```

List Comprehensions

```
def squares(aList):  
    return [x**2 for x in aList]
```

```
def filterEvensNSquare(aList):  
    return [x**2 for x in aList if x % 2 == 0]
```

Grace can do similar things with map method on lists

Imports

- Like Grace, can import functions from external files
 - `import math`
 - must write `math.sqrt`
 - `from math import sqrt` #specific function
 - can use it without writing `math.sqrt`, just `sqrt(16)`.
 - `from math import *` # import everything
 - again, `sqrt`, `cos`, `sin`, all available without prefix

Example

```
from math import *
```

```
x = float( input( "Enter a real value:" ) )
```

```
y = sqrt( x )
```

```
print ("The square root of", x, "is", y)
```

```
print (int(3.7))
```

- input prompts for input, returns response as a string

Exceptions

- try-except rather than try-catch

```
try:
    cost = totalcost / days
except ZeroDivisionError:
    print ("Division by zero error")
```

Object-Oriented Programming in Python

- Python has classes, but no object expressions
- Classes have
 - separate constructors (named `__init__`)
 - instance variables
 - methods

Class Definitions

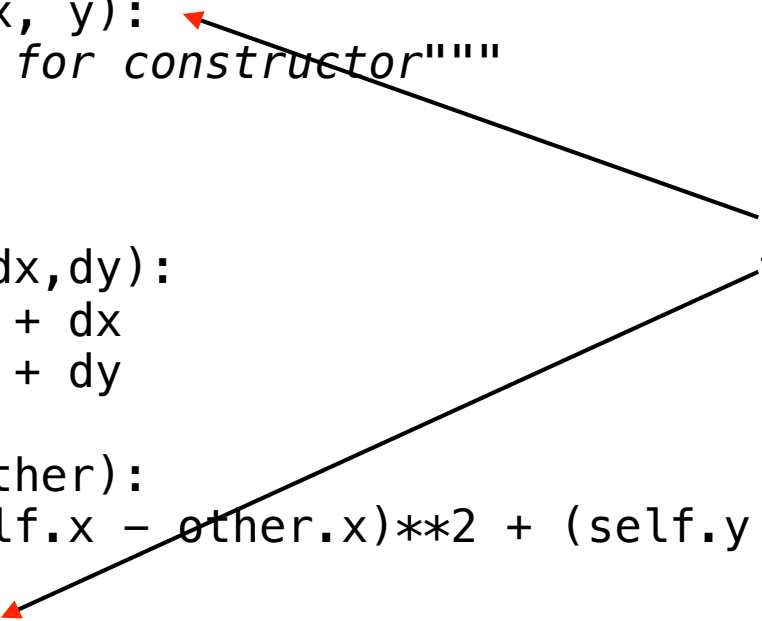
```
class myClass(superClass):  
    """myClass comment."""  
    def __init__(self, otherParams):  
        """Initialize object."""  
        self.var = exp  
        ...  
  
    def someMeth(self, otherParams):  
        """comment for method."""  
        doStuff ....
```

Class Example

```
from math import sqrt
```

```
class Point():  
    """Class representing point on screen"""  
    def __init__(self, x, y):  
        """weird syntax for constructor"""  
        self.x = x  
        self.y = y  
  
    def translate(self, dx, dy):  
        self.x = self.x + dx  
        self.y = self.y + dy  
  
    def distance(self, other):  
        return sqrt((self.x - other.x)**2 + (self.y - other.y)**2)  
  
    def __str__(self):  
        return "<" + str(self.x) + "," + str(self.y) + ">"
```

special methods



Example Using Class

```
p1 = Point(3,4)

print ("p1 = ",p1) # __str__ automagically called

origin = Point(0,0)

print ("distance =",p1.distance(origin))

origin.translate(6,8)

print ("new origin = ", origin)
print ("p1 = ", p1)

print ("translated distance =",p1.distance(origin))
```

Subclass

```
class ColorPoint(Point):  
    """Class representing colored point on screen"""  
  
    def __init__(self, x, y, color):  
        super().__init__(x,y)  
        self.color = color  
  
    def setColor(self,newColor):  
        self.color = newColor  
  
    def __str__(self):  
        return (super().__str__() + " with color "  
                + self.color)
```

```
cp = ColorPoint(2,3,"red")  
print (cp)
```

OO in Python

- Faked
- Ugly when writing methods
- OK when calling from libraries
- Be careful: Python 2 syntax for inheritance very different from Python 3

Dictionaries in Python

- Dictionaries are collections that pair a key with a value.
- Example: Phone book pairs name with phone number
- Properties of colors are r, g, and b components
- In Python, pairs designated by “:” to join
 - Keys are unordered.
 - Keys must be immutable!!

More Dictionaries

```
city_population = {"New York City":8550405,  
                  "Los Angeles":3971883, "Toronto":2731571,  
                  "Chicago":2720546, "Houston":2296224,  
                  "Montreal":1704694, "Calgary":1239220,  
                  "Vancouver":631486, "Boston":667137}
```

```
print (city_population["New York City"]) # gives 8550405  
print(city_population)                 # comes out in different order
```

```
city_population["Claremont"] = 35000    # add new city  
newDictionary = {}                     # create new empty dictionary
```

Why Dictionaries

- Like unordered list where look up items by key rather than index.
- Useful in lots of applications
 - Grace has them as well...

Assignment for class Friday

- Meet in lab
- Learn to use PyCharm
 - Write linear and binary search and time them.

Questions?