

WHAT TO ADD NEXT TIME YOU ARE UPDATING THESE SLIDES

- Update slides to have more animation in the bullet lists
- Verify that each slide has stand alone speaker notes



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PYTHON 3 - WRITING & RUNNING A PROGRAM

A Python class for my Mechatronics Engineering @ SVCTE. Last Updated for
2017 – 2018 school year



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These slides are an adaption, to better target my SVCTE High School Mechatronics Engineering class, primarily from Dr. Charles R. Severance's Python for Everybody class <https://www.py4e.com/> ... but from other sources as well. See Appendix A

SEE APPENDIX A, FOR LICENSING & ATTRIBUTION INFORMATION

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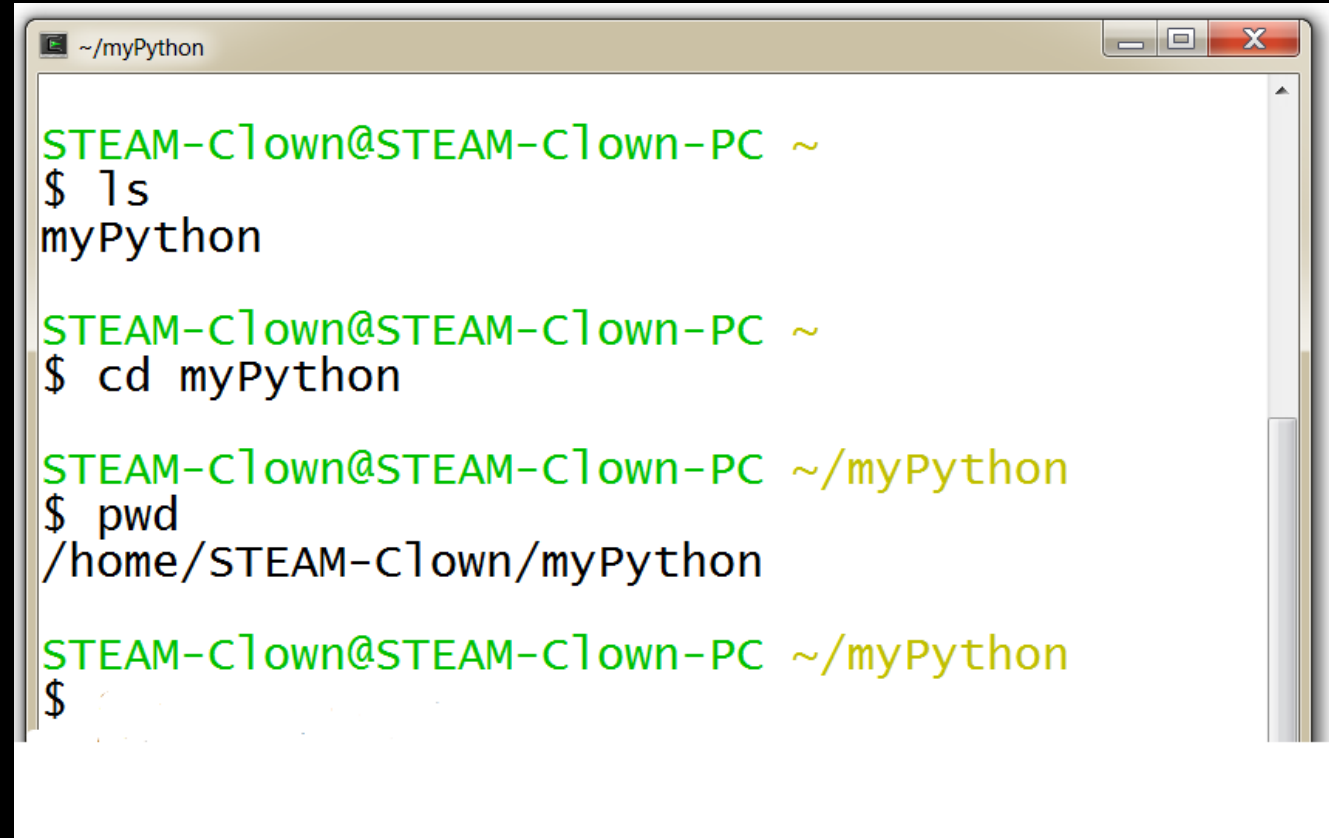
OPEN A CYGWIN TERMINAL

- Open a Cygwin terminal

```
$ ls
```

```
$ cd myPython
```

```
$ pwd
```
- We are now in your python code directory



```
~/myPython  
STEAM-Clown@STEAM-Clown-PC ~  
$ ls  
myPython  
STEAM-Clown@STEAM-Clown-PC ~  
$ cd myPython  
STEAM-Clown@STEAM-Clown-PC ~/myPython  
$ pwd  
/home/STEAM-Clown/myPython  
STEAM-Clown@STEAM-Clown-PC ~/myPython  
$
```

CREATING A FILE WITH CAT

- The cat (short for “concatenate”) command
 - **cat** command allows us to create single or multiple files
 - View contents of a file
 - Concatenate files and redirect output in terminal or files
 - One of the most frequently used command in Linux/Unix

```
$ cat[OPTION][FILE]
```

CREATE A FILE WITH CAT COMMAND

- Open a Cygwin command window
- At the command prompt \$ type, then Enter

```
$ cat > hello.py
```

|



Flashing pipe character

- Opens a text file and leaves it open and waiting for input
- The “cursor” is flashing, but not with the “\$” prompt
- The cat command is waiting for you to type something



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CREATE A FILE WITH CAT COMMAND

- Type some text like... `# first file.. Hello World`
 Type the “#” because it will be saved as a python “comment”

```
$ cat > hello.py  
# first file.. Hello world  
print(“Hello world”)
```

- When you are done entering text, press CTRL+D (hold down Ctrl Key and type ‘d’) to exit.
- The text will be written in hello.py file



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SEE THAT THE FILE GOT WITTEN

- At the command prompt \$ type the following

\$ ls

- Lists the files in the current directory

```
~/myPython
STEAM-ClowN@STEAM-ClowN-PC ~
$ ls
myPython

STEAM-ClowN@STEAM-ClowN-PC ~
$ cd myPython

STEAM-ClowN@STEAM-ClowN-PC ~/myPython
$ pwd
/home/STEAM-ClowN/myPython

STEAM-ClowN@STEAM-ClowN-PC ~/myPython
$ cat > hello.py
# my first program... Hello world
print("Hello world")

STEAM-ClowN@STEAM-ClowN-PC ~/myPython
$ ls
hello.py

STEAM-ClowN@STEAM-ClowN-PC ~/myPython
$ |
```



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ECHO THE CONTENT OF A FILE

- Type the cat command with the file name (without the ">")

```
$ cat hello.py
# first file... Hello world
print("Hello world")
```

\$

```
STEAM-Clown@STEAM-Clown-PC ~/myPython
$ pwd
/home/STEAM-Clown/myPython
```

```
STEAM-Clown@STEAM-Clown-PC ~/myPython
$ cat > hello.py
# my first program... Hello world
print("Hello world")
```

```
STEAM-Clown@STEAM-Clown-PC ~/myPython
$ cat hello.py
# my first program... Hello world
print("Hello world")
```

```
STEAM-Clown@STEAM-Clown-PC ~/myPython
$
```



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```
~/myPython
STEAM-Clown@STEAM-Clown-PC ~
$ ls
myPython

STEAM-Clown@STEAM-Clown-PC ~
$ cd myPython

STEAM-Clown@STEAM-Clown-PC ~/myPython
$ pwd
/home/STEAM-Clown/myPython

STEAM-Clown@STEAM-Clown-PC ~/myPython
$ cat > hello.py
# My First Python Program - Hello World

STEAM-Clown@STEAM-Clown-PC ~/myPython
$ ls
hello.py

STEAM-Clown@STEAM-Clown-PC ~/myPython
$ cat hello.py
# My First Python Program - Hello World

STEAM-Clown@STEAM-Clown-PC ~/myPython
$ |
```



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A FEW MORE BITS OF INFO

- Naming Identifiers
- Coding Style – Indentations

PYTHON IDENTIFIERS

- A Python identifier is a name used to identify a variable, function, class, module or other object.
- An identifier starts with a letter **A to Z** or **a to z** or an **underscore** (**_**) followed by zero or more letters, underscores and digits (**0 to 9**)
- Characters not allowed: **@**, **\$** and **%** & other symbols
- Python is a **case sensitive**. Thus, **bob** and **Bob** are two different identifiers

See PEP on <http://legacy.python.org/dev/peps/pep-0008>



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CODING STYLE

- **No braces** for block of code (We use indentation instead)
- **Indentation** with similar number of spaces / tabs.

```
if True:  
    print "Answer"  
    print "True"  
else:  
    print "Answer"  
    print "False"
```

This will
Generate error



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VARIABLES

- `a = 4` *# Integer*
- `b = 5.6` *# Float*
- `c = "hello"` *# String*
- `a = "4"` *# rebound to String*



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MATH

$+$, $-$, $*$, $/$, $**$ (power), $\%$ (modulo)

- $a=1+1$, where $a=2$
- $a=3-2$, where $a=1$
- $a=3*2$, where $a=6$
- $a=4/3$, where $a=1.33333$
- $a=4//3$, where $a=1 \leftarrow$ Integer Math, so not remainder
- $a=4\%3$, where $a=1 \leftarrow$ this is the remainder, $1/3$
- $a=3**4$, where $a=3*3*3*3=81$



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SUMMARY



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APPENDIX



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 - Initial Development: Charles Severance, University of Michigan School of Information
 - Modifications and Adaptions by Jim Burnham, Top Clown @ www.steamclown.org
- Another great Python site is Barbara Saurette AKA [mechanicalgirl](#) and her [Github site](#)
- Additionally used some content from slide deck from Mr Ganesh Bhosale found <https://github.com/gdbhosale/python-rpi/blob/master/python1.pdf>



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