

# Programming Environments

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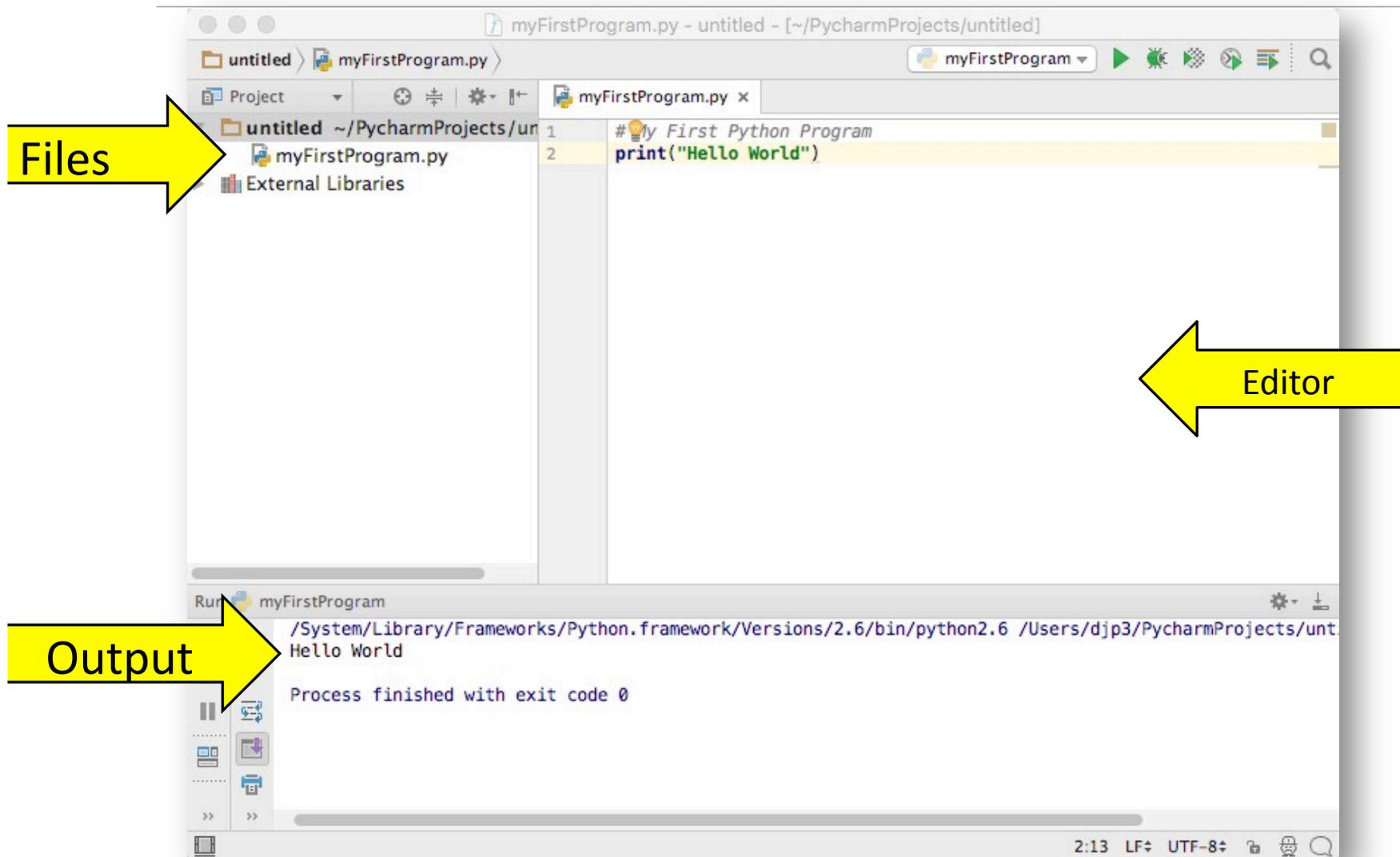
- There are several ways of creating a computer program
  - Using an Integrated Development Environment (IDE)
  - Using a text editor
- You should use the method you are most comfortable with.
  - I'll PyCharm for all my in-class examples

# IDE components

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- The source code editor can help programming by:
  - Listing line numbers of code
  - Color lines of code (comments, text...)
  - Auto-indent source code
- Output window
- Debugger

# The PyCharm IDE



# Your first program

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- Traditional ‘Hello World’ program in Python

```
1 # My first Python program.  
2 print("Hello, World!")  
3
```

- We will examine this program in the next section
  - Typing the program into your IDE would be good practice!
  - Be careful of spelling e.g., ‘print’ vs. ‘primt’
  - PyTHon iS CaSe SeNsItiVe.

# Text editor programming

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- You can also use a simple text editor to write your source code
- Once saved as Hello.py, you can use a console window to:
  - Compile the program
  - Run the program



A terminal window titled "Terminal" showing the following commands and output:

```
~/PythonForEveryone$ cd ch01
~/PythonForEveryone/ch01$ python hello.py
Hello, World!
~/PythonForEveryone/ch01$
```

Two yellow arrows are overlaid on the terminal output. One arrow points from the left towards the text "Hello, World!", which is circled in red. The other arrow points from the right towards the command "python hello.py".

# Organize your work

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- Your ‘source code’ is stored in .py files
- Create a folder for this course
- Create one folder per program inside the course folder
  - A program can consist of several .py files
- Be sure you know where your IDE stores your files
  - You need to be able to find you files
- Backup your files:
  - To a USB flash drive
  - To a network drive

# Python interactive mode

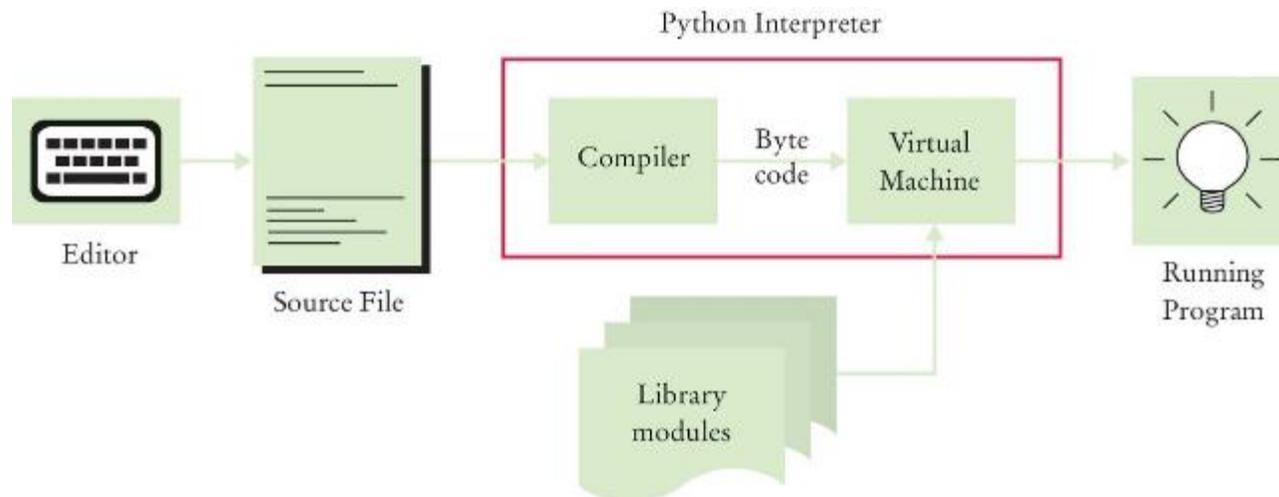
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- Like other languages you can write/save a complete Python program in a file and let the interpreter execute the instructions all at once.
- Alternatively you can run instructions one at a time using interactive mode.
  - It allows quick ‘test programs’ to be written.
  - Interactive mode allows you to write python statements directly in the console window

# Source Code to a Running Program

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- The compiler reads your program and generates byte code instructions (simple instructions for the Python Virtual machine)
  - The Python Virtual machine is a program that is similar to the CPU of your computer
  - Any necessary libraries (e.g. for drawing graphics) are automatically located and included by the virtual machine



# Let's Get Started!

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- Open the PyCharm on you lab computer
- We are going to start simple, and as we learn more about Python, we'll use additional features in PyCharm

# “Hello World”

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- Type the following into the Editor:  

```
# My first Python program  
print(“Hello world!”)
```
- Save your file as “hello.py”
- This is “Step Two Write a simple program” from page 7 in your text.
- Remember – Python is **case sensitive**
  - You have to enter the upper and lower case letters exactly as this appear above

# Analyzing Your First Program

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- A Python program contains one or more lines of instructions (statements) that will be translated and executed by the interpreter  

```
# My first Python program  
print("Hello world!")
```
- The first line is a comment (a statement that provides descriptive information about the program to programmers).
- The second line contains a statement that prints a line of text onscreen "Hello, World!"

# Basic Python Syntax: *Print*

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- Using the Python ‘print()’ function.
  - A function is a collection of programming instructions that carry out a particular task (in this case to print a value onscreen).
  - It’s code that somebody else wrote for you!

*Syntax*    print()  
             print(value<sub>1</sub>, value<sub>2</sub>, ..., value<sub>n</sub>)

All arguments are optional. If no arguments are given, a blank line is printed.

```
print("The answer is", 6 + 7, "!")
```

The values to be printed, one after the other, separated by a blank space.

# Syntax for Python Functions

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- To use, or call, a function in Python you need to specify:
  - The name of the function that you want to use (in the previous example the name was print)
  - Any values (arguments) needed by the function to carry out its task (in this case, “Hello World!”).
  - Arguments are enclosed in parentheses and multiple arguments are separated with commas.
  - A sequence of characters enclosed in quotations marks are called a string

# More Examples of the print Function

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- Printing numerical values
  - `print(3 + 4)`
  - Evaluates the expression `3 + 4` and displays 7
- Passing multiple values to the function
  - `print("the answer is", 6 * 7)`
  - Displays The answer is 42
  - Each value passed to the function is displayed, one after another, with a blank space after each value
- By default the print function starts a new line after its arguments are printed
  - `print("Hello")`
  - `print("World!")`
  - Prints two lines of text
  - Hello
  - World!

# Our Second Program (Page 12, printtest.py)

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```
##  
# Sample Program that demonstrates the print function  
#  
# Prints 7  
  
print(3 + 4)  
  
# Print Hello world! on two lines  
print("Hello")  
print("world!")  
  
# Print multiple values with a single print function call  
print("My favorite number are", 3 + 4, "and" 3 + 10)  
  
# Print Hello world! on two lines  
print("Goodbye")  
print()  
print("Hope to see you again")
```

# Errors

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- There are two Categories of Errors:
  - Compile-time Errors
    - aka Syntax Errors
      - Spelling, capitalization, punctuation
      - Ordering of statements, matching of parenthesis, quotes...
    - No executable program is created by the compiler
    - Correct first error listed, then compile again.
      - Repeat until all errors are fixed
  - Run-time Errors
    - aka Logic Errors
    - The program runs, but produces unintended results
    - The program may ‘crash’

# Syntax Errors

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- Syntax errors are caught by the compiler
- What happens if you
  - Miss-capitalize a word: `Print("Hello World!")`
  - Leave out quotes `print(Hello World!)`
  - Mismatch quotes `print("Hello World!')`
  - Don't match brackets `print('Hello'`
- Type each example above in the Wing **Python Shell** window
  - What error messages are generated?

# Logic Errors

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- What happens if you
  - Divide by zero `print(1/0)`
  - Misspell output `print("Hello, Word!")`
  - Forget to output Remove line 2
- Programs will compile and run
  - The output may not be as expected
- Type each example above in the PyCharm **Python Shell** window
  - What error messages are generated?

# Summary: Computer Basics

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- Computers rapidly execute very simple instructions
- A *Program* is a sequence of instructions and decisions
- *Programming* is the art (and science) of designing, implementing, and testing computer programs
- The Central Processing Unit (CPU) performs program control and data processing
- Storage devices include memory and secondary storage (e.g., a USB Flash Drive)

# Summary: Python

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- Python was designed in a way that makes it easier to learn than other programming languages such as Java, C and C++.
- The designers goal was to give Python simpler and cleaner syntax.
- Set aside some time to become familiar with the programming environment that you will use for your class work.
  - It is important to practice with the tool so you can focus on learning Python
- An editor is a program for entering and modifying text, such as a Python program.

# Summary: Python

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- Python is case sensitive.
  - You must be careful about distinguishing between upper and lowercase letters.
- The Python compiler translates source code into byte code instructions that are executed by the Virtual machine.
- A function is called by specifying the function's name and its parameters.
- A string is a sequence of characters enclosed in quotation marks.

# Summary: Errors and pseudo code

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- A compile-time error is a violation of the programming language rules that is detected by the compiler.
- A run-time error causes a program to take an action that the programmer did not intend.
- Pseudo code is an informal description of a sequence of steps for solving a problem.
- An algorithm for solving a problem is a sequence of steps that is unambiguous, executable, and terminating.

# Poll Everywhere

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- [PollEv.com/donpatterson223](https://PollEv.com/donpatterson223)