

Python Coding

C o d i n g w o r k s h o p





Professor in Vilnius
Gediminas Technical
University



Member of MERIT project –
dedicated to develop
advanced digital skills in EU



simona.ramanauskaite@vilniustech.lt



mima#9498



sim.ram.7



Simona

OUR PLAN FOR TODAY



10:30 Introduction to Python

12:30 Lunch

13:30 Continuing with Python

15:00 End of course day



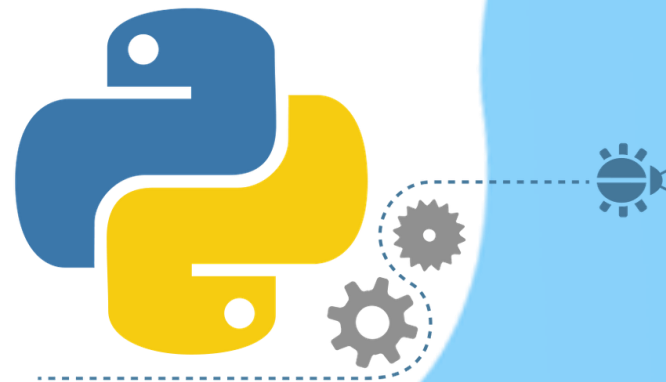
WHY WE WILL LEARN

Python

Software will replace boring work for humans.

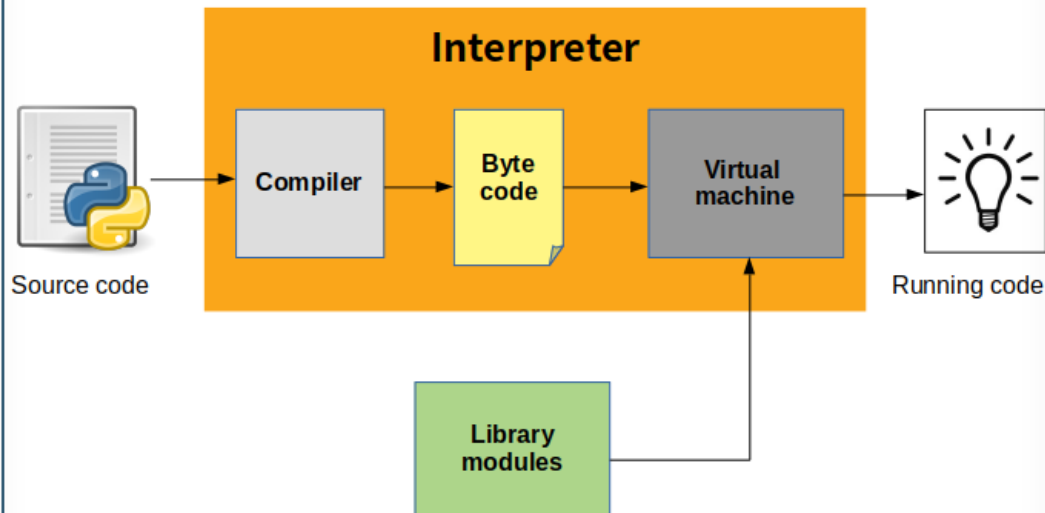
Programming skills might be required in future.

Python is easy to learn, widely used, and portable.





Where we write the code



Install Python into our computers

We can write a Python code in text editor (Notepad) or special editor (PyCharm, Visual Studio, etc.) and then execute it in Python

A

Use web services

<https://colab.research.google.com/> or other systems provide an environment to write the code and execute it in Python

B

Use beginner oriented services

Use graphical editors like <https://edublocks.org/>,
<https://think.cs.vt.edu/blockpy/blockpy/>

C

What we need in programming

Variables

Software need to "remember" the data which it processes

Input/Output

We should input or receive some data

Data processing

Software should do some calculations or actions with the data

Flow control

Conditions and repetitions could occur in the code





Variables

A variable is a symbolic name that defines a place where we store some data.

Once a value is assigned to a variable, we can refer to the data by that name.

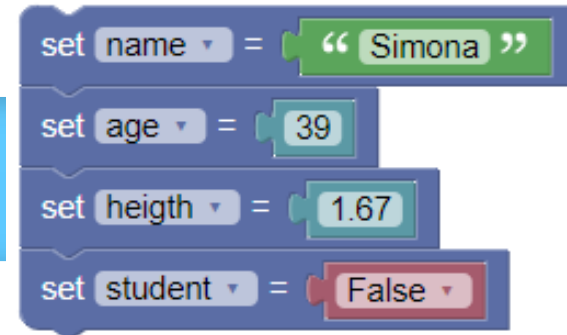
It is easier to remember name, than address, location.

We can assign the value to the variable or update it.



Variable names have some rules:

- It should be composed of text symbols, digits and underscores, no special symbols are allowed
- It must start with text symbol or _, but not digit
- It is case sensitive – Var1 and var1 will mean two different variables
- There are some reserved, not allowed names for variables




```
set name = "Simona"  
set age = 39  
set height = 1.67  
set student = False
```

Variables have different types:

- string defines a text data. It should be written between quotation symbols
- numeric data stores one numeric value. It can be integer or float value
- boolean data has only two values - True or False

We will discuss other types later



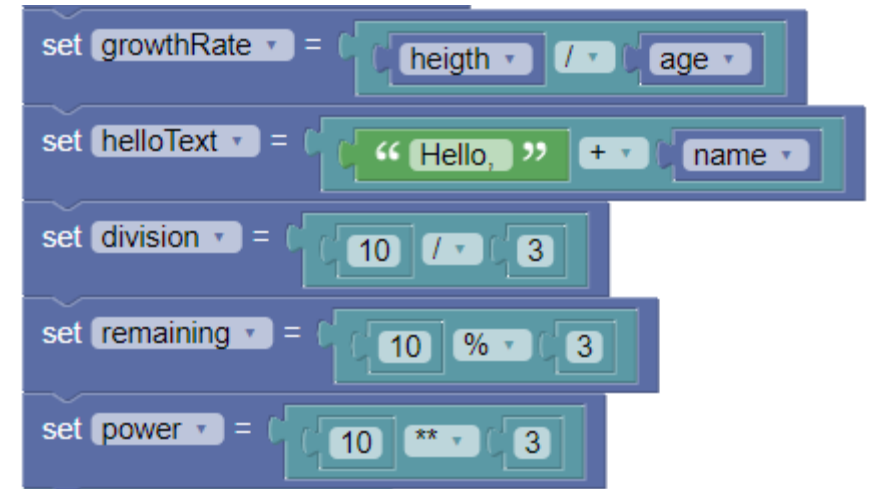
```
name = 'Simona'  
age = 39  
height = 1.67  
student = False
```




We can execute mathematical operations with numbers:

- Add numbers +
- Subtract numbers -
- Multiply *
- Divide /
- Get remaining of the division %
- Rise one number by other **

Several texts can be concatenated with + operation as well



```
growthRate = height / age
helloText = 'Hello, ' + name
division = 10 / 3
remaining = 10 % 3
power = 10 ** 3
```



Data input/output

Input is what the software gets as data.

The value to a variable is assigned by input, not hardcoded by programmer.

```
set name = input ( " Provide your name " )  
set helloText = " Hello, " + name  
print ( helloText )
```

```
name = input('Provide your name')  
helloText = 'Hello, ' + name  
print(helloText)
```

Output is what the software returns to us.

The value of variables or other data is shown or stored in some output.



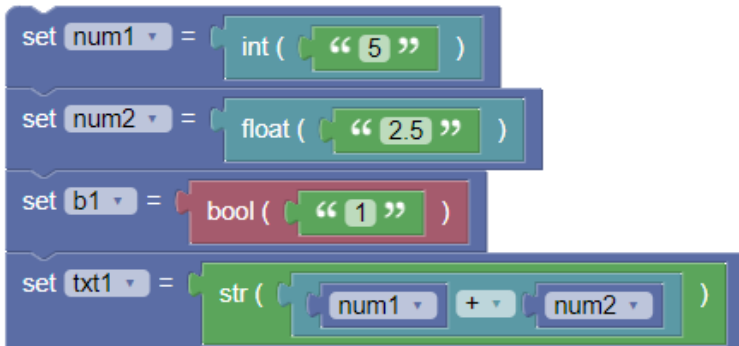
Type conversion

From input we usually get text

Mathematical operations can not be executed with text

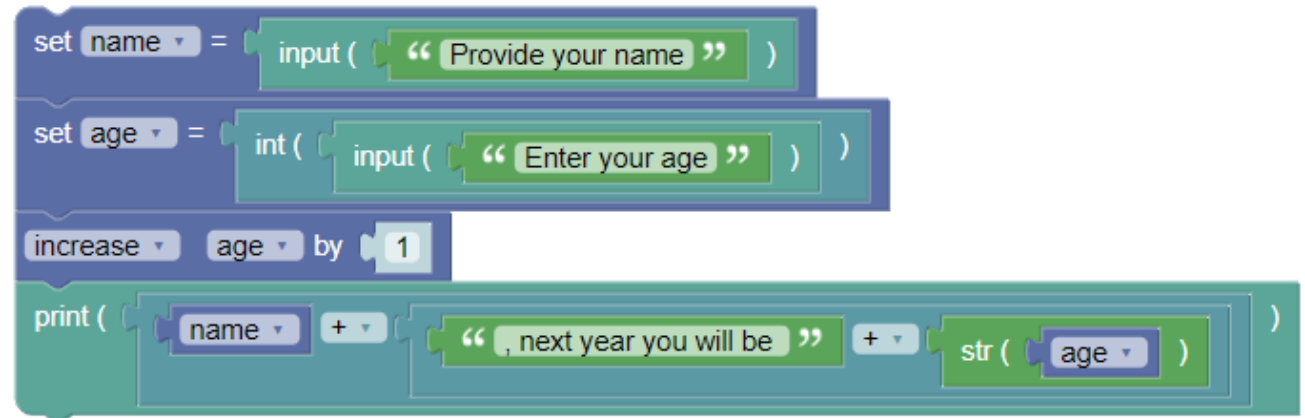
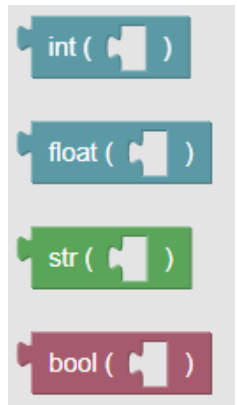
If numeric values are read, we need to convert the text input to numeric value

If we want to concatenate text with numeric value, the numeric value have to be converted to text



```
set num1 = int ( " 5 " )
set num2 = float ( " 2.5 " )
set b1 = bool ( " 1 " )
set txt1 = str ( num1 + num2 )
```

```
num1 = int("5")
num2 = float("2.5")
b1 = bool("1")
txt1 = str(num1+num2)
```



```
set name = input ( " Provide your name " )
set age = int ( input ( " Enter your age " ) )
increase age by 1
print ( name + " , next year you will be " + str ( age ) )
```



TASK 1

*Output the country name
and the rounded average
area for one person*

*Round the average area
size for ne person*



Read data from input:

- *Country name*
- *What is the area size*
- *What is the population*

*Calculate what is the
average area for one person
in the country*



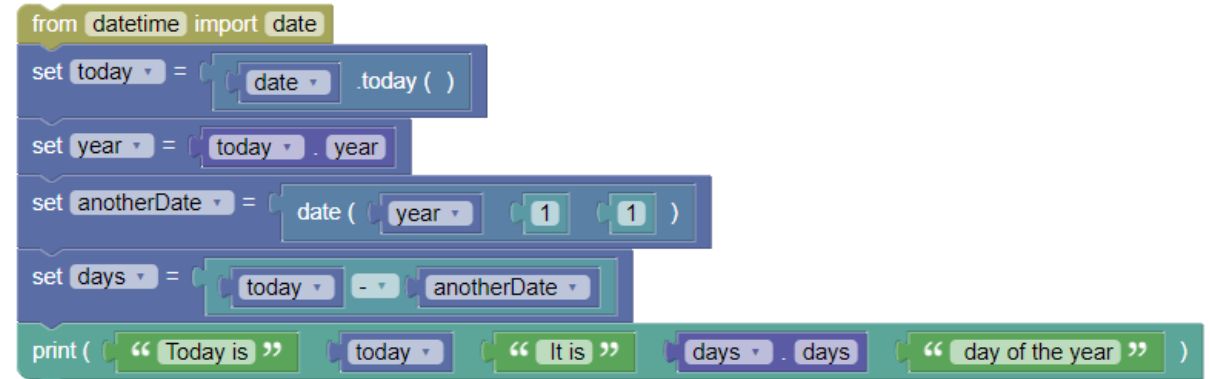
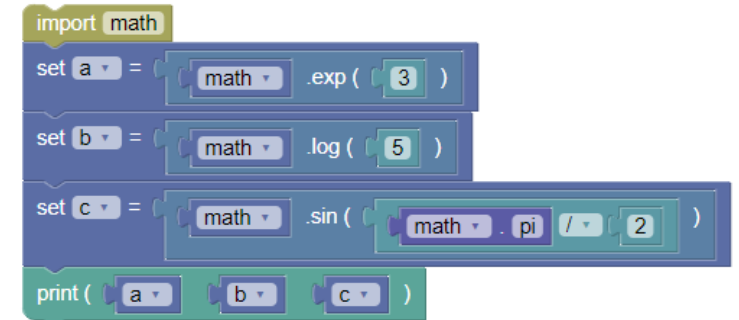
Other operations

Additional libraries can add extra functionality

- <https://docs.python.org/3/library/math.html>
- <https://docs.python.org/3/library/datetime.html>
- ...

```
from datetime import date
today = date.today()
year = today.year
anotherDate = date(year, 1, 1)
days = today - anotherDate
print("Today is", today, " It is", days.days, " day of the year")
```

```
import math
a = math.exp(3)
b = math.log(5)
c = math.sin(math.pi/2)
print(a, b, c)
```

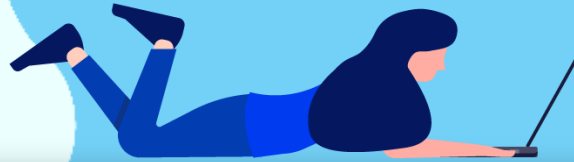




Working with files

```
f = open("file.txt", "w")  
f.write("hello")  
f.close()
```

```
f2 = open("file.txt", "r")  
duom = f2.readline()  
f2.close()  
print(duom)
```



TIME FOR

We will continue after the lunch

Lunch





PROGRAM FLOW AND LOGIC IN



Python

Conditions and loops

Functions



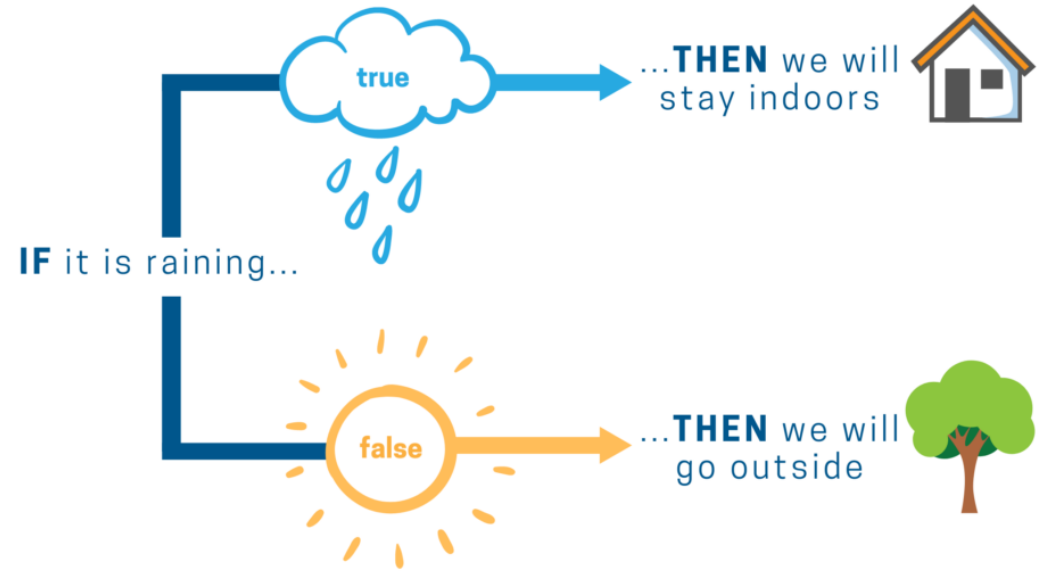


Forks of the flow

We make some decision in life, therefore conditions are needed in software as well

We should make a “question” to get answer True or False

For decisions we can use bool variables or define a condition or its logic



```
if condition:
    print("what if the condition is True")
else:
    print("what if the condition is False")
```





Flow diagram

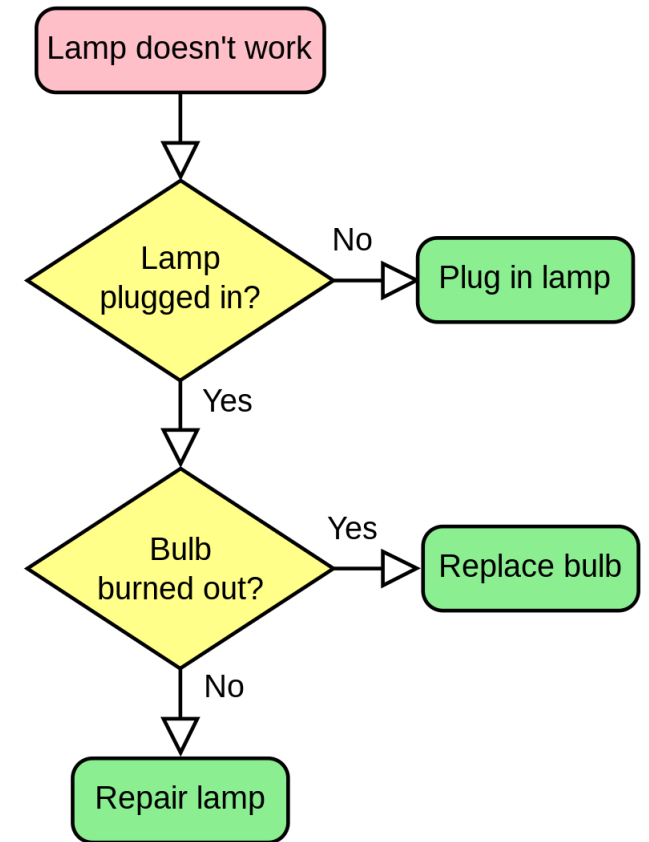
Before programming, the flow of the code could be presented in a diagram

- Diamond illustrates a condition
- It has one flow for Yes and one for No
- Arrows indicate the flow sequence

From the diagram, the flow can be transformed into the code

```
if Lamp plugged in?:  
    if Bulb burned out?:  
        Replace bulb  
    else:  
        Repair lamp  
else:  
    Plug in lam
```

```
if pluggedIn == True:  
    if burnedBulb == True:  
        replace()  
    else:  
        repairLamp()  
else:  
    plugLamp()
```





Conditions

In conditions we compare variable value to another value

All mathematical comparison operators apply

To estimate are the values equal, == operator is used

Several conditions can be combines into one condition

== and
!= or
<
<=
>
>=
is
is not
in
not in

```
if ( a < b and b < c )  
  print ( " b is the middle value " )
```

```
if a<b and b<c:  
    print("b is the middle value")
```

```
set yourAge = int ( input ( " What is your age? " ) )  
if yourAge < 5  
  print ( " You are too your for school " )  
else:  
  set student = input ( " Are you a student? Yes or No " )  
  if student == " Yes "  
    set school = input ( " Where is your school located? " )
```

```
yourAge = int(input('What is your age?'))  
if yourAge < 5:  
    print('You are too your for school')  
else:  
    student = input('Are you a student? Yes or No')  
    if student == 'Yes':  
        school = input('Where is your school located?')
```



TASK 2

*Output the final result,
there the waste should be
placed, into which
contained*

4

*Implement the data input,
based on the logic of
waste sorting*

3

1

Find rules for waste sorting

2

*Draw a flow diagram, based
on the rules*





Loops

Loop is a repetition of some actions

We need to define how many times it should be repeated or when it should be stopped

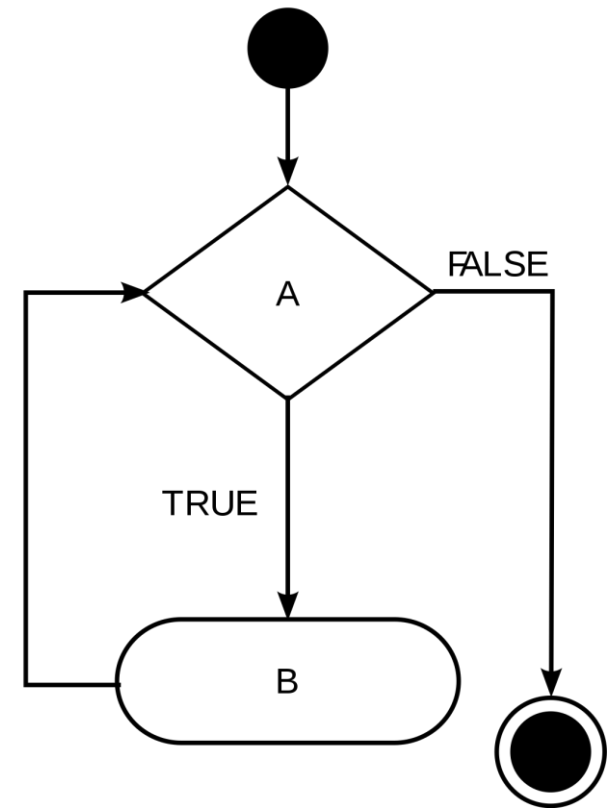
Be careful of infinitive loops

```
for each item  in list   ) :  
  print (  )
```

```
set no   
while  <   
  print (  )  
  increase  by 
```

```
for item in range(0, 10):  
    print(item)
```

```
no = 0  
while no < 10:  
    print(no)  
    no += 1
```





Lists

Typically one variables stores one value

There are variables, which are storing list of values

The values are stored in the same order it was added to the list

The position of each values is defined by the index

Indexes start from 0 and are increased by one for each new value

A diagram showing a list of five elements: 'p', 'r', 'o', 'b', 'e'. Above the list is a double-headed arrow labeled "length = 5". Below the list, two rows of indices are shown: "index" and "negative index".

	'p'	'r'	'o'	'b'	'e'
index	0	1	2	3	4
negative index	-5	-4	-3	-2	-1



Lists

We can access each value of a list by presenting the value index
Function len(list) allow to estimate the length of the list

The image shows Scratch code blocks for creating and accessing lists. The first block is 'set items = create list with [8, 5, 9, 6, 7]'. The second block is 'set texts = create list with ["Hello", "Hallo", "Labas", "Bonjour"]'. Below these are three 'print' blocks: 'print ("list lenth:" len (items) len (texts))', 'print ("first elements:" items [0] texts [0])', and 'print ("first elements:" items [- 1] texts [- 1])'.

```
items = [8, 5, 9, 6, 7]
texts = ["Hello", "Hallo", "Labas", "Bonjour"]
print("list lenth:",len(items), len(texts))
print("first elements:",items[0],texts[0])
print("first elements:",items[-1],texts[-1])
```



Lists

We can add new values to the list with function `append(value)`

We can delete elements from list with `del list[index]`

```
set balance = create empty list []
set total = 0
for each item i in list range ( 0 len ( incomes ) ) :
  set bal = incomes [ i ] - outcomes [ i ]
  to list balance append ( bal )
  increase total by bal
  delete otherList [ 0 ]
print ( " Total balance is " total )
print ( " the balance for each user: " )
for each item b in list balance :
  print ( b )
```

```
incomes = [80, 57, 93, 66]
outcomes = [8, 15, 9, 26]
otherList = [72, 84, 45, 89, 76]
balance = []
total = 0
for i in range(0, len(incomes)):
    bal = incomes[i]-outcomes[i]
    balance.append(bal)
    total+=bal
    del otherList[0]
print("Total balance is",total)
print("the balance for each user:")
for b in balance:
    print(b)
print(otherList)
```




Dictionary

Dictionary is similar to list, but its indexes should be specified by programmer

To add value we just assign the new value to by key defined element

```
set results = empty dictionary
for each item i in list range ( 0 len ( users ) ) :
  set bal = incomes [ i ] - outcomes [ i ]
  set userName = users [ i ]
  set results [ userName ] = bal
for each item key in list results :
  print ( key " balance " results [ key ] )
```

```
users = ["John", "Anna", "Ruth", "Peter"]
incomes = [8, 15, 9, 26]
outcomes = [72, 84, 45, 89]
results = {}
for i in range(0, len(users)):
    bal = incomes[i]-outcomes[i]
    userName = users[i]
    results[userName] = bal
for key in results:
    print(key, "balance", results[key])
```



Functions

First we define the function

Then we can call the function

```
def f1(inVar1, inVar2):  
    sumV = inVar1 + inVar2  
    subV = inVar1 - inVar2  
    print('Two numbes', inVar1, 'and', inVar2)  
    print(' Its sum is', sumV)  
    print(' Its difference is', subV)  
no1 = int(input('Value of number1'))  
fromV = int(input('Value of number2 starts from'))  
toV = int(input('Value of number2 end width'))  
for no2 in range(fromV, toV):  
    (f1(no1, no2))
```

The image shows a Scratch-style code editor with the following blocks:

- define f1** block with parameters `inVar1` and `inVar2`.
- set sumV =** block with `inVar1 + inVar2`.
- set subV =** block with `inVar1 - inVar2`.
- print** block with text `Two numbes`, `inVar1`, `and`, and `inVar2`.
- print** block with text `Its sum is` and `sumV`.
- print** block with text `Its difference is` and `subV`.
- set no1 =** block with `int(input('Value of number1'))`.
- set fromV =** block with `int(input('Value of number2 starts from'))`.
- set toV =** block with `int(input('Value of number2 end width'))`.
- for each item no2 in list range(fromV, toV)** block.
- do nothing with** block with `f1(no1, no2)`.



TASK 3

Implement an interactive menu, allowing functionality:

- Analyze waste sorting container assignment
- Get history of analyzed data
- Close the program

Implement the repetitive call of the function



1

Modify task 2 to have lists of analyzed wastes and assigned container to it

2

Move the code of one waste analysis to a function

3

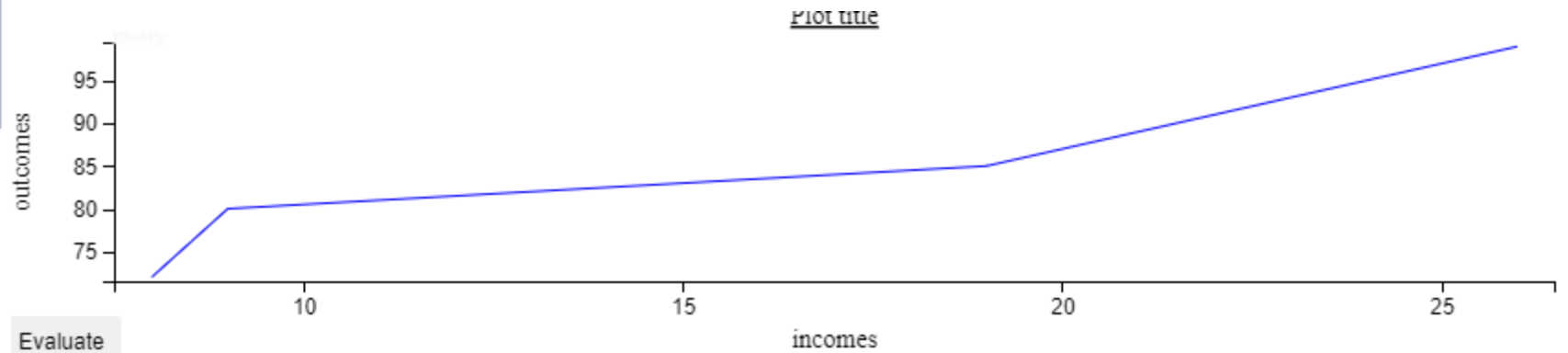
4



Plots

Numeric data can be presented as diagrams

```
set incomes = create list with [ 8, 9, 19, 26 ]
set outcomes = create list with [ 72, 80, 85, 99 ]
plot line ( incomes outcomes )
make plot's title ( " Plot title " )
make plot's x-axis label ( " incomes " )
make plot's y-axis label ( " outcomes " )
show plot canvas ( )
```



```
import matplotlib.pyplot as plt

incomes = [8, 9, 19, 26]
outcomes = [72, 80, 85, 99]
plt.plot(incomes, outcomes)
plt.title('Plot title')
plt.xlabel('incomes')
plt.ylabel('outcomes')
plt.show()
```



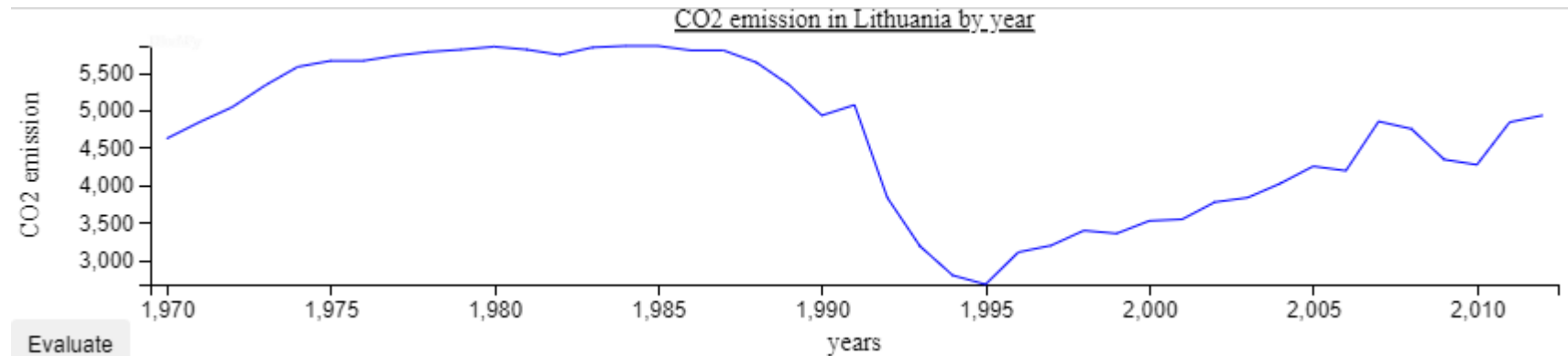
Datasets

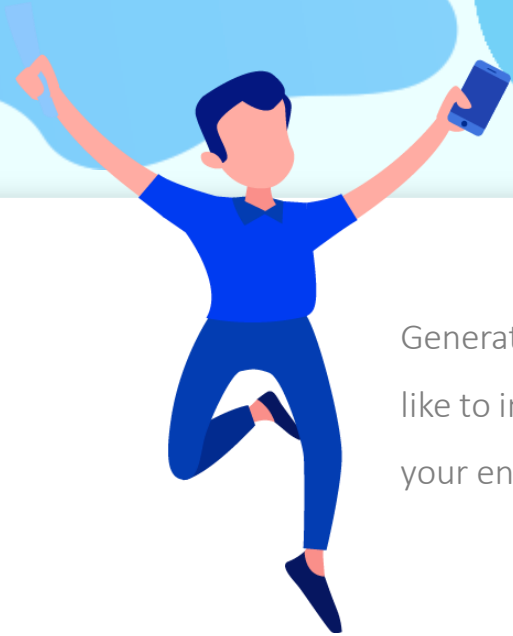
Some predefined datasets are available for analysis

```
set co2 = emissions.get Emissions.Type.CO2
filter Country Lithuania
set years = emissions.get Year
filter Country Lithuania
plot line ( years co2 )
make plot's title ( "CO2 emission in Lithuania by year" )
make plot's x-axis label ( "years" )
make plot's y-axis label ( "CO2 emission" )
show plot canvas ( )
```

```
import emissions
import matplotlib.pyplot as plt

co2 = emissions.get('Emissions.Type.CO2', 'Country', 'Lithuania')
years = emissions.get('Year', 'Country', 'Lithuania')
plt.plot(years, co2)
plt.title('CO2 emission in Lithuania by year')
plt.xlabel('years')
plt.ylabel('CO2 emission')
plt.show()
```





Generate an idea what you would like to implement in Python as your environment related project



IDEAS FOR TOMORROWS

Projects





Checklist for the ideas

1

Data input

What data will be inputted and how



2

Calculations

What calculations will be done with the data



3

Variance

What variations exist and might require app flow logic definition



4

Results

How you will store and present the results



Possible ideas



○ Analyze pollution data and find the most polluting country

○ Estimate which transport way is most suitable for person

○ Estimate when persons waste would be fully degraded

○ Estimate how much different waste person generates per month



THANK YOU

Be free to contact me if you will have any questions now or in the future