

Programming in Python

Jonathan Jacky

University of Washington
jon@u.washington.edu

<http://staff.washington.edu/jon/python-course/python-intro.html>

A programming course teaches —

- Language (fundamentals and semantics)
- Literature (examples, use of language features)
- Methodology (design, testing, version control, ...)
- Foundations (computer science topics, ...)

Python is a general-purpose programming language that has achieved popularity in several different areas, especially —

- Scientific/technical computing
- Web applications
- Software tools

Python is one of the *dynamic languages*:

- Tcl, Perl, Ruby, . . . , also MATLAB, Mathematica, . . .
and of course Lisp, Scheme, . . .

Python is *unlike* the *statically typed languages*:

- C, C++, C#, Java, . . .

Python has no one signature feature, no single unobvious innovation.

The well-deserved popularity seems to derive from the happy combination of many characteristics:

- Easy to read
- Gentle learning curve
- Enormous standard library, many other high-quality libraries
- Scales well
- Friendly to different programming styles
- Multi-platform
- Vigorous ecosystem

Introduce the basics:

- Expressions, statements, control structure, functions
- Strings, files, URLs (web pages)
- Lists, dictionaries

In order of increasing depth and brilliance (but not length):

- Protein sequence analysis
- Traceroute
- Spelling corrector

The most important features that distinguish Python (and some other dynamic languages) from statically typed languages:

Variables are references (not containers)

Types are associated with values (not variables)

Compilation only checks syntax (types are checked at runtime)

Survey some notable Python libraries and scriptable applications

You can ...

- Browse the tutorials and applications
- Fire up a Python session and play with the interpreter
- Download the samples, try the exercises
- Look over the textbook (online) and try some exercises