

#### SNS COLLEGE OF ENGINEERING

Kurumbapalayam (Po), Coimbatore - 641 107

#### **An Autonomous Institution**

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A' Grade Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai



**DEPARTMENT OF CSE** 



# 19IT103 – COMPUTATIONAL THINKING AND PYTHON PROGRAMMING

❖ A readable, dynamic, pleasant, flexible, fast and powerful language



# UNIT II DATA TYPES, EXPRESSIONS, STATEMENTS

• Python interpreter and interactive mode, debugging; values and types: int, float, boolean, string, and list; variables, expressions, statements, tuple assignment, precedence of operators, comments; Illustrative programs: exchange the values of two variables, circulate the values of n variables, distance between two points.



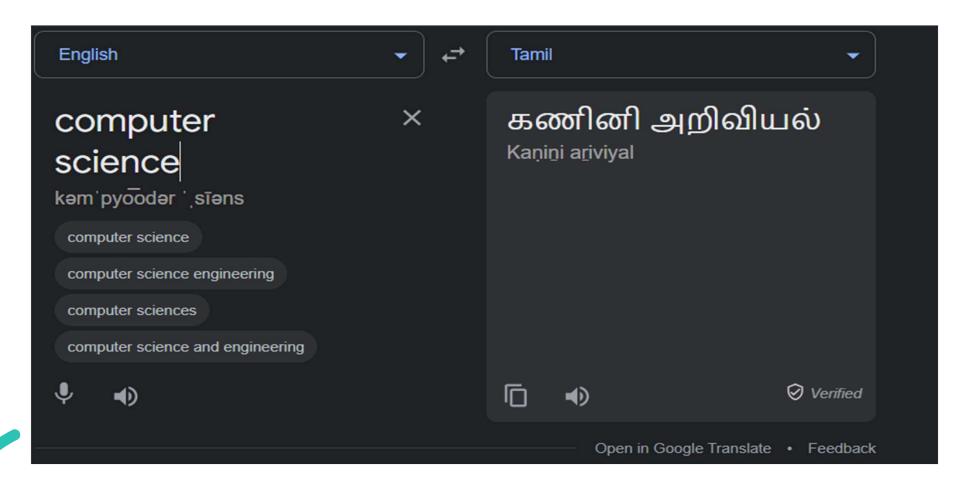
# Recap

- **Program** A program is a sequence of instructions that specifies how to perform a computation.
- Programming Language A
   programming language is a computer
   language that is used by programmers
   (developers) to communicate with
   computers.

# **Basic Programming Instructions**

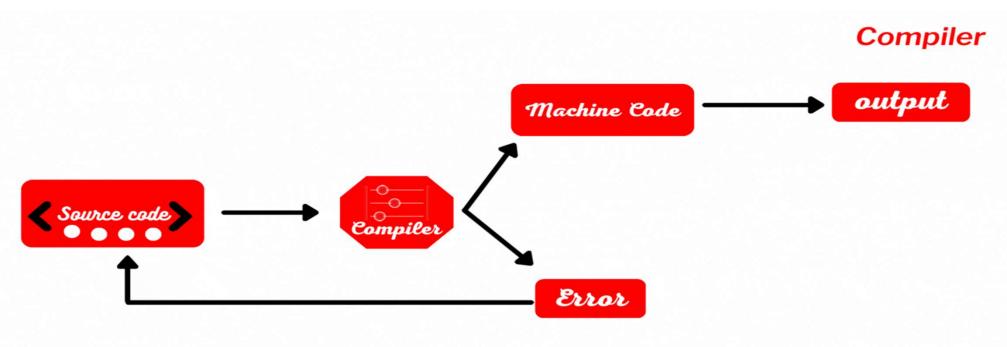
- input: Get data from the keyboard, a file, or some other device.
- output: Display data on the screen or send data to a file or other device.
- math: Perform basic mathematical operations like addition and multiplication.
- conditional execution: Check for certain conditions and execute the appropriate code.
- repetition: Perform some action repeatedly, usually with some variation.

#### ?????



# **Compilers**

• A **compiler** is a program that translates source code into object code to be understood by a specific central processing unit (CPU).



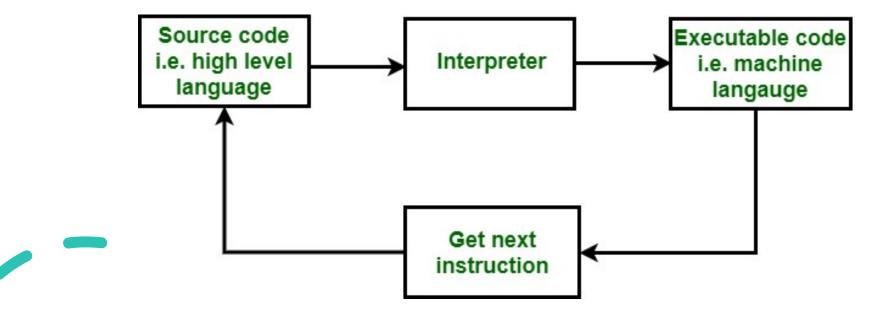
# **Compilers**

```
#include <stdio.h>
int main()
{
  printf(
        "Codeforwin");
  return 0;
}
```

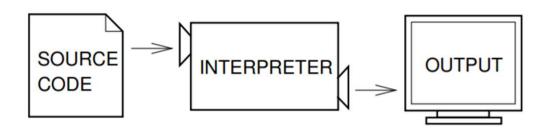


## **Interpreter**

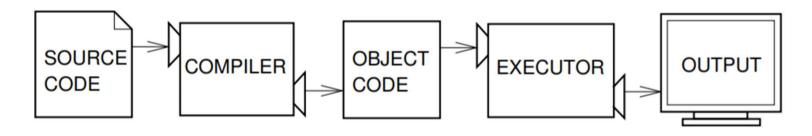
• An Interpreter directly executes instructions written in a programming or scripting language without previously converting them to an object code or machine code.



# Compiler & Interpreter – Block Diagram

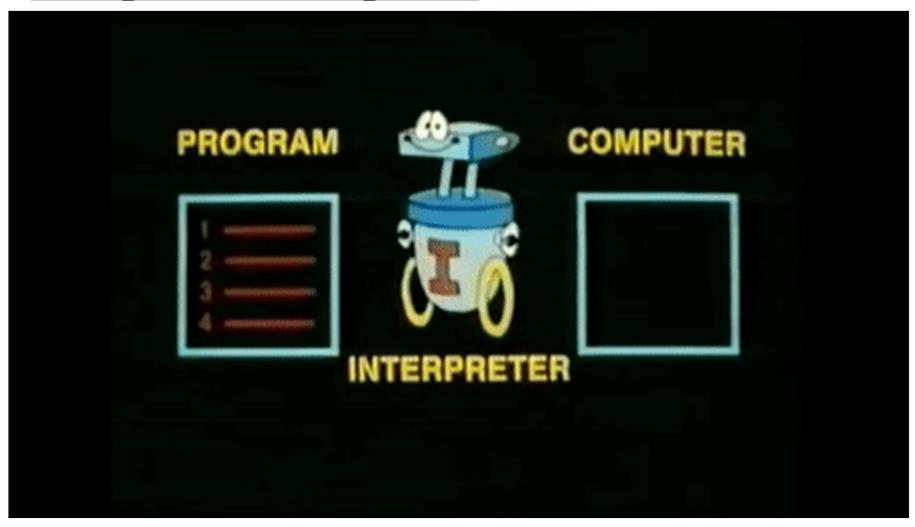


#### **INTERPRETER**



**COMPILER** 

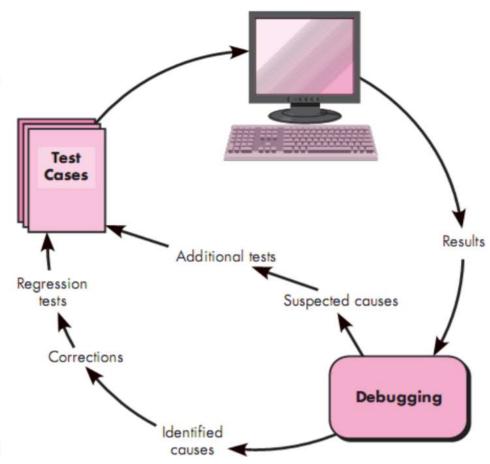
# **Compiler & Interpreter**



# **Debugger**

• A debugger is a computer program used by programmers to test and

debug a target program.



# Compiler vs Debugger

COMPILER	DEBUGGER
It is a computer program used to translate high-	It is a computer program used to test and debug
level language into set machine language.	target programs.
It generally allows computer to run understand	It generally allows you to uncover and diagnose
program without need of programming software	errors in computer software.
used to create it.	
It is very important to convert text that	It is very important to provide maximum useful
programmer writes into format that CPU	information of data structures and allows easy
understands.	interpretation.
It takes less time as compared to debugger.	It takes more time as fixing some errors may
	introduce others.
Compiled programs might have some errors or	Debugged program cannot have any errors.
bugs.	

# Compiler vs Debugger

COMPILER	DEBUGGER
It has capability to detect syntax Errors and	It provides more capabilities to detect errors in
compile time errors.	programs as compared to compiler.
It generates IL (Intermediate Language) code.	It checks IL code line by line.
It is more difficult task to design and develop a	It is less difficult to design and develop a
compiler.	debugger as compared to compiler.
It performs various tasks such as pre-processing,	It performs various tasks such as check and
parsing, semantic analysis, lexical analysis, etc.	change data contents, detect and remove existing
	potential errors, etc.

# **Compiler vs Interpreter**

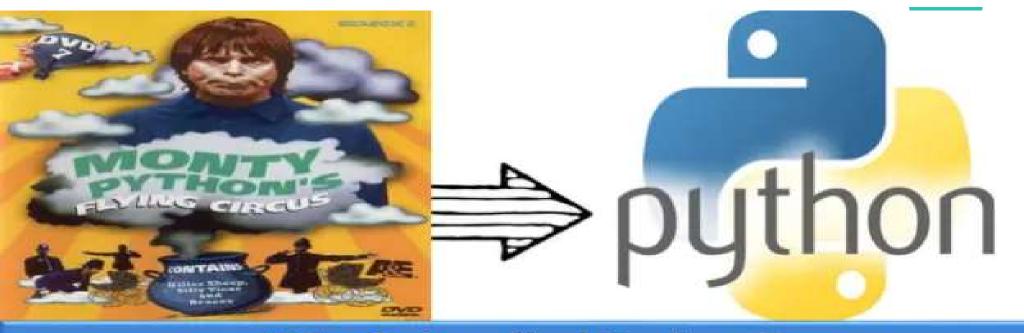
COMPILER	INTERPRETER
Compiler scans the whole program in one go.	Translates program one statement at a time.
As it scans the code in one go, the errors (if any)	Considering it scans code one line at a time,
are shown at the end together.	errors are shown line by line.
Main advantage of compilers is, it's execution	Due to interpreters being slow in executing the
time.	object code, it is preferred less.
It converts the source code into object code.	It does not convert source code into object code
	instead it scans it line by line.
It does not require source code for later execution.	It requires source code for later execution.
C, C++, C# etc.	Python, Ruby, Perl, SNOBOL, MATLAB, etc.

# **History of Python**



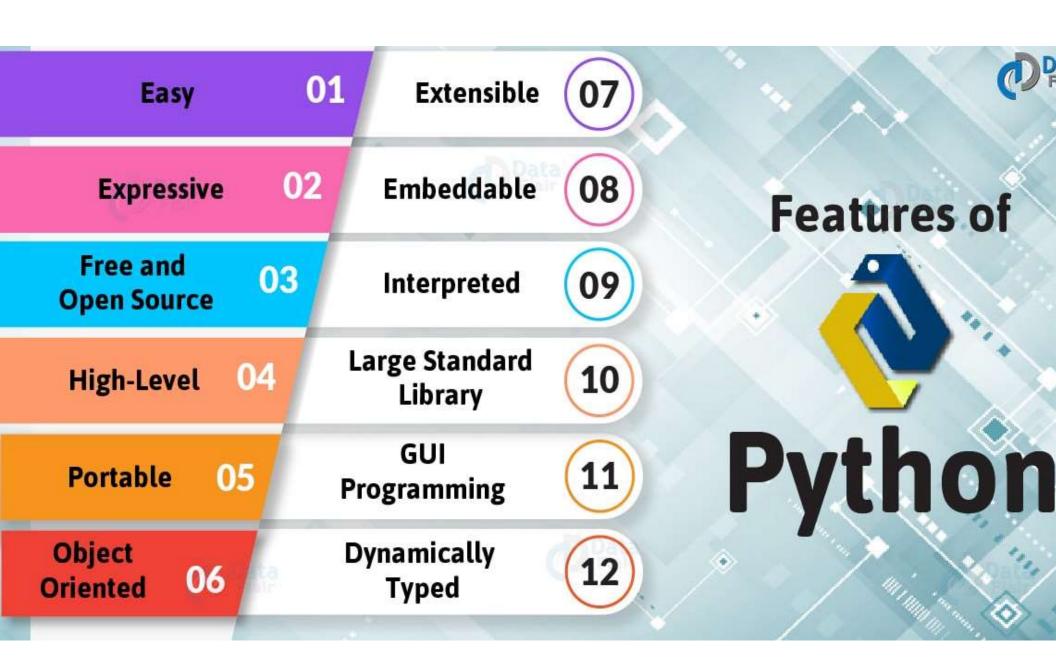
Van Rossum
Publishes
version 0.9.0 to
alt.sources

Python 1.0, including functional programming (lambda's, map, filter, reduce Python 2 introduces list comprehensions and garbage collection Python 3 fixes fundamental design flaws and is not backwards compatible. Python 2 is end of life, last version 2.7.18 released



## Why is it called Python?

When he began implementing Python, Guido van Rossum was also reading the published scripts from "Monty Python's Flying Circus", a BBC comedy series from the 1970s. Van Rossum thought he needed a name that was short, unique, and slightly mysterious, so he decided to call the language Python.





# **Python Interpreter**

- Python is considered an interpreted language because Python programs are executed by an interpreter.
- There are two ways to use the interpreter:
  - i) interactive mode
  - ii) script mode.

# **Python Interactive Mode**

- In interactive mode, you type Python programs, and the interpreter displays the result.
- The interpreter prints a welcome message stating its version number and a copyright notice before printing the first prompt:

```
Python 3.8 (64-bit)

Python 3.8.0 (tags/v3.8.0:fa919fd, Oct 14 2019, 19:37:50) [MSC v.1916 64 bit (AMD64)] on win32

Type "help", "copyright", "credits" or "license" for more information.
```

# **Python Interactive Mode**

• In this mode it prompts for the next command with the primary prompt, usually three greater-than signs (>>>) (also known as

#### **Chevron**)

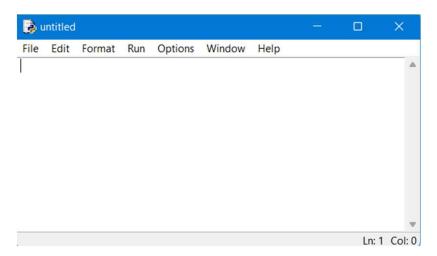
# **Python Interactive Mode**

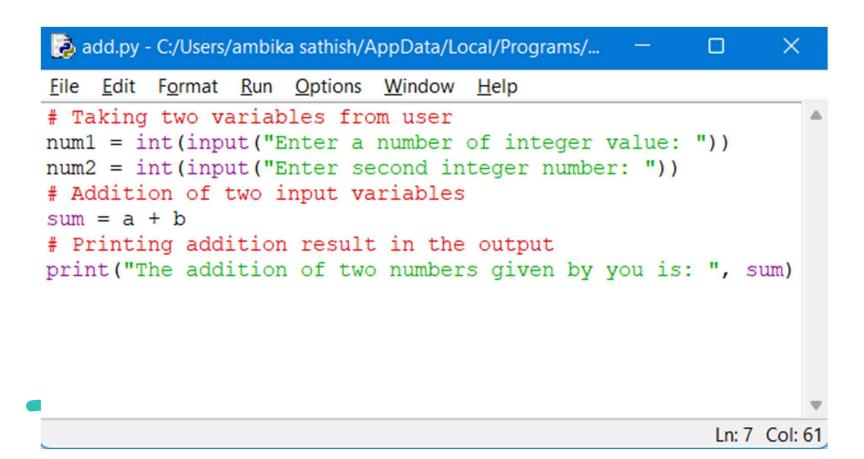
• For continuation lines it prompts with the secondary prompt, by default three dots (...)

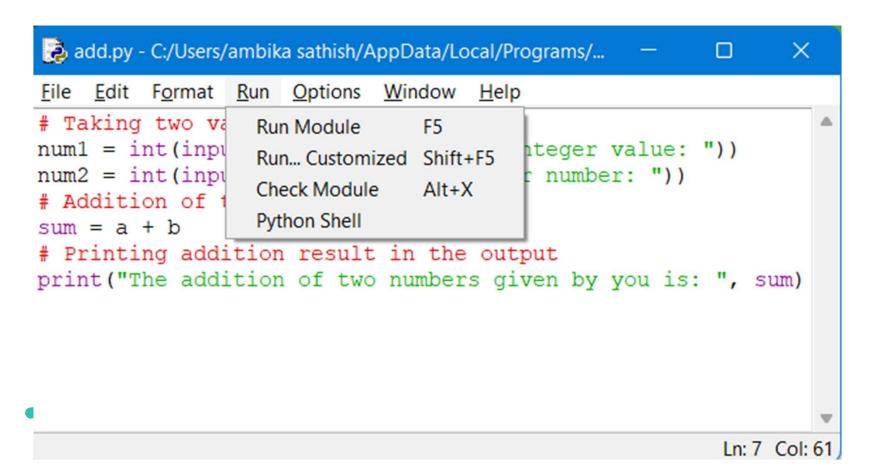
```
Python 3.8 (64-bit)

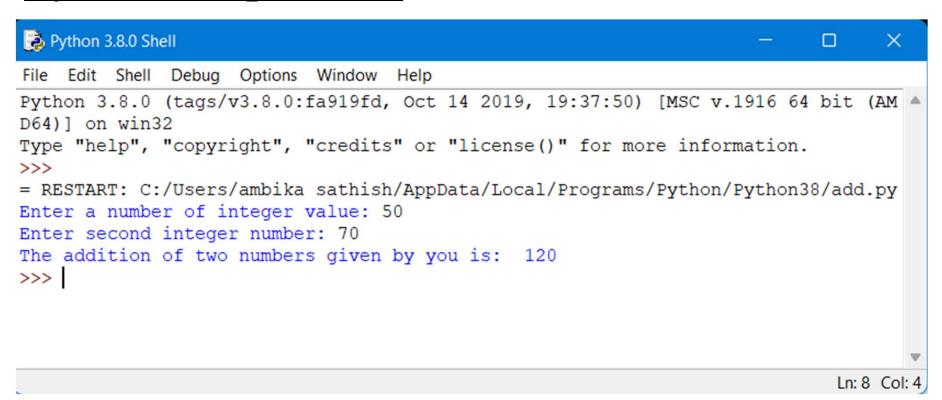
>>> age=18
>>> if(age>=18):
... print("Eligible to Vote")
... else:
... print("Not Eligible to Vote")
...
Eligible to Vote
>>> __
```

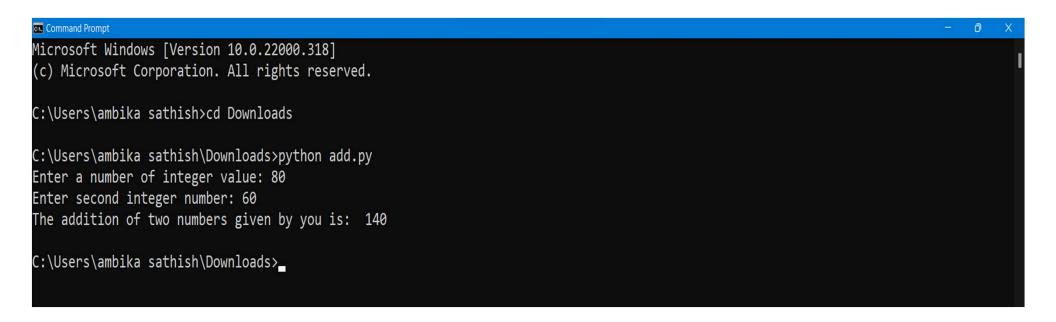
- First write a Python program inside a file (like a script) in the script mode, and then we execute the file after saving it in our system.
- We can execute the script of code either using the command prompt or using Python IDE installed in our system.











# Python Script Mode vs Interactive Mode

INTERACTIVE MODE	SCRIPT MODE
It is a way executing a python program in which	In the script mode, the python file is written in a
statements are written in command prompt result	file. Python interpreter reads the file and then
is obtained on the same.	executes it and provides the desired result.
The interactive mode is more suitable for writing	Script mode is more suitable for writing long
very short programs	programs.
Editing of a code is tedious task.	Editing of code can easily be done.
We get output for every single line of code.	The entire program is first interpreted and then executed.
Code cannot be saved and used for the future.	Code can be saved and used for the future.
It is most preferred by beginners.	It is most preferred by experts.