

# Python Programming Language

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# What is Python

- Object-oriented
- Dynamic
- Easy to learn syntax
- High-level data types
- Scripting language
- Embeddable in C/C++



Guido Von Rossum



- **No compilation**
  - Fast edit-build-debug cycle
- **Dynamic Typing**
  - No need to declare variables for use
- **Easy Syntax**
  - No curly braces, no semicolons, no new ...



- **Embeddable**
  - Scripting support for your applications
- **Interactive**
  - Create, view, change objects at runtime
- **50% less code**
  - Compact and natural syntax
- **300% more productive**
  - Closer to the way you think



# Hello World

---

## Java

```
public class HelloWorld
{
    public static void main( String args[] )
    {
        System.out.println( "Hello World" );
    }
}
```

---

## Python

```
print 'Servus Austria'
```



# Java + Swing

```
Java public class HelloSwing extends JFrame
{
    public HelloSwing( String title )
    {
        super( title );

        addWindowListener( new WindowAdapter() {
            public void windowClosing( WindowEvent ev )
            {
                exit();
            }
        } );

        JButton button = new JButton( "Servus Austria" );
        button.setPreferredSize( new Dimension( 200, 50 ) );
        button.addActionListener( new ActionListener() {
```



# Java + Swing ...

Java

```

        public void actionPerformed((ActionEvent ev)
        {
            exit();
        }
    } );

    getContentPane().add( button );
}

public void exit(){
    System.exit( 0 );
}

public static void main( String args[] ){
    HelloSwing frame = new HelloSwing( "Python" );
    frame.pack();
    frame.show();
}
}

```



## Python

```
import java.lang as lang
```

```
def exit( event ):  
    lang.System.exit(0)
```

```
<window title="Python" onclosing="exit()">  
    <button label="Hello World"  
        style="width: 200; height: 50;"  
        onclick="exit()" />  
</window>
```





# Why Python ?

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- One language can not do it all
  - Single purpose scripting languages on the rise
    - XHTML
    - XUL (menus, toolbars, forms, grids, trees)
    - SVG (charts, maps, logos ...)
    - CSS (visual styling)
    - Xpath (xml tree node addressing)
    - SQL (data queries)
    - XSL-T (templates)
    - **Python/Scripting**



- **Object-oriented**

- Ideal for scripting
- Ideal for creating gluing together components written in Java, C# or C++
- Easy reuse through classes, polymorphism, operator overloading, multiple inheritance

- **Portable**

- Written in ANSI C
- Runs anywhere
- Python scripts run on any Python runtime



- **Mixable**

- **Extend** Python with Components written in C++, Java, C
- **Embed** python into your app and call it from C, C++
- Python on windows supports COM

- **Powerful**

- Ease of use of scripting language
- Built in object types
- Extensive libraries
- Automatic memory management
- Modules, Classes and Exceptions



# Why Python ? ...

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- **Robust**
  - Exception Handling
  - Automatic memory management (Garbage Collection)
  - Dynamic Type Checking
  - No unsafe pointers
- **Dynamic**
  - Late binding language
  - Add methods at runtime
  - Call methods using reflection



# Python features not there in Java

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- syntactic sugar for lists
- syntactic sugar for maps/dictionaries
- raw strings
- for loop shortcuts (=foreach)
- named method parameters
- string formatting shortcuts



# List

---

## Java

```
List list = new LinkedList();  
list.add( new Integer( 1 ) );  
list.add( new Integer( 2 ) );  
list.add( new Integer( 3 ) );
```

---

## Python

```
list = [1, 2]  
list.append( 3 )
```



# Maps

---

## Java

```
Map map = new HashMap();  
map.put( "one", new Integer( 1 ) );  
map.put( "two", new Integer( 2 ) );  
map.put( "three", new Integer( 3 ) );  
  
System.out.println( map.get( "one" ) );
```

## Python

```
map = { "one" : 1, "two" : 2, "three" : 3 }  
print map[ "one" ]
```



# Loops shortcut

---

## Java

```
double sum = 0.0;
for( Iterator it=nums.iterator(); it.hasNext() )
{
    sum += ((Double)it.next()).doubleValue();
}
```

## Python

```
sum = 0.0
for x in nums:
    sum = sum + x
```





# Named Method Parameters

---

## Java

```
JFrame frame = new JFrame( "Servus" );  
frame.setSize( new Dimension( 200, 200 ) );  
frame.setVisible( true );
```

## Python

```
frame = JFrame( "Servus", visible=1, size=(200,200) )
```



# String Formatting Shortcuts

---

## Java

```
double x = 10000.0 / 3.0;
NumberFormat nf = NumberFormat.getNumberInstance();
nf.setMinimumFractionDigits( 2 );
nf.setMaximumFractionDigits( 2 );
String s = nf.format( x );
for( int i = s.length(); i < 10; i++ )
    System.out.print( ' ' );
System.out.print( s );
```

---

## Python

```
x = 10000.0 / 3.0
print "%10.2f" % x
```



Java

"\\\$\\d+,\\d+\\."

"\\s((:)(\\w+))\\b"

"c:\\sandbox\\doc\\talk"

"Christina says, \"Python\""

Python

r'\\\$\\d+,\\d+\\.'

r'\\s((:)(\\w+))\\b'

r'\\s((:)(\\w+))\\b'

'Christina says, "Python"'

In Python you can use triple-quotes (""" ) strings  
for multiline text snippets without escaping newlines or single or double quotes

Raw String Especially Useful for Regular Expressions (Regex)



# Data types

---

## Java

- Boolean
- Char
- Byte
- Short
- Int
- Long
- Float
- double

## Python

- String
- Int
- Long
- Float
- complex



# Exception Handling

Java

```
FileInputStream in =  
    new FileInputStream( new File(  
        name ) );  
  
try  
{  
    process_file( in );  
}  
  
finally  
{  
    in.close();  
}
```

Python

```
file = open( name )  
  
try:  
    process_file( file )  
  
finally:  
    file.close()
```



# Python class

---

**Python**

Dynamic Properties/Getters

```
class DynProps:
```

```
    def __init__( self, **args ):  
        self.props = args
```

```
    def __getattr__( self, attribute ):  
        return self.props[ attribute ]
```

---

```
capital = DynProps( austria="vienna", canada="ottawa" )  
  
print capital.austria  
capital.props[ "peru" ] = "lima"  
print capital.peru
```



# Embed Python in Java

---

```
import org.python.util.PythonInterpreter;
import org.python.core.*;

public class SimpleEmbedded
{
    public static void main( String args[] ) throws PyException
    {
        // create a python interpreter
        PythonInterpreter interp = new PythonInterpreter();

        // execute a statement
        interp.exec( "import sys" );
        interp.exec( "print sys" );
    }
}
```



# Embed Python in Java ...

---

```
// create a int variable n with the value 7
interp.set( "n", new PyInteger( 7 ) );

// print value of n
interp.exec( "print n" );

// assign value to new variable x
interp.exec( "x = 2+2" );

PyObject x= interp.get( "x" );

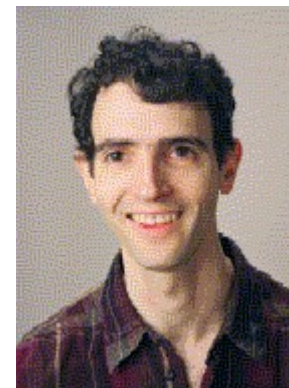
// print value of x
System.out.println( "x: " + x );
}
}
```





# Python – C++ integration

- Boost.Python Library
- Key goals of the library
  - Reference / Pointer Support
  - Globally Registered Type Coercions
  - Full Cross module Support
  - Improve Overloading support
  - C++ to Python Exception Translation
  - Default Argument Support
  - Generic C++ to Python Object Interface



Dave Abrahams



- Key goals of the library
  - Standard C++ algos to Python objects
  - Python LONG support
  - Improved built-in Numeric Type Coercion
  - Python Iterator support
  - Automatic C++ object initialization
  - DocString support
  - C++ long long support
  - Code Footprint Reduction
  - Data memory Footprint Reduction



# What is Python used for ?

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- **System Utilities**
  - system admin tools, portable shell scripts
- **Internet Scripting**
  - CGI scripts, parse HTML, process XML, email tools
- **User Interfaces** (Uis) - rapid prototyping
- **Component Glue**
  - scripting for apps, COM scripting
- **Distributed Programming**
  - COM, CORBA, XML-RPC



# What is Python used for ? ...

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- **Database Programming**

- <http://www.python.org/peps/pep-0249.html>

- **Image Processing**

- Python Image Library

- <http://www.pythonware.com/products/pil/>

- **OpenGL Programming, Writing Games**

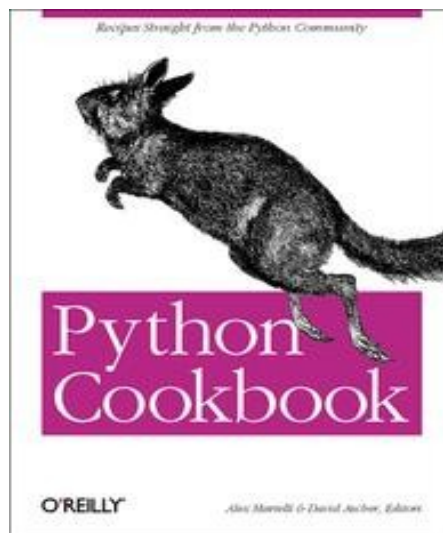
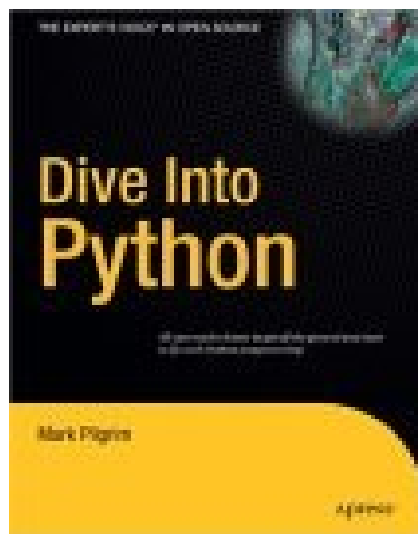
- PyOpenGL, py3d

- **Artificial Intelligence**

- <http://www.strout.net/python/ai/>



- <http://www.python.org/>
- <http://wiki.python.org/moin/PythonBooks>
- Boost Python – C++ tutorial  
<http://www.boost.org/libs/python/doc/tutorial/doc/html/index.html>





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