

# Statements and Syntax, Part 1

Info 206

Niall Keleher

07 September 2017



Today's Quiz: <http://bit.ly/2w9faHk>

# Today's Outline

1. Syntax and Semantics
2. Statements
3. Assignments
4. Expressions
5. Print Statements
6. Style Guides

# Syntax and Semantics

# Syntax

# Syntax

The set of rules that define how a program is written and interpreted.

The grammar of a programming language

# Semantics

# Semantics

The intent of the code

The meaning of the program



# Statements

# Python program structure

1. Programs are composed of modules.
2. Modules contain statements.
3. *Statements contain expressions.*
4. Expressions create and process objects.

# Python Statements

# Python Statements

- Assignment
- print calls
- if/elif/else
- for/else
- while/else
- pass
- break
- continue
- del
- def
- return
- global
- import
- from
- class
- try/except/finally
- raise
- assert

# Syntactical differences

## Java

```
if (x > y) {  
    x = 1;  
    y = 2;  
}
```

## Python

```
if x > y:  
    x = 1  
    y = 2
```

# Python Syntax

## Rules for:

- Assignments
  - Methods of Assignment
  - Keywords
- Expressions
- Printing
- Code formatting
  - block indentation
  - Style guides

# Syntax example: Loops

```
while True:  
    reply = input('Enter text:')  
    if reply == 'stop': break  
    print(reply.upper())
```

# Assignments



# Rules of Assignments

- Assignments create object references
- Names are created when first assigned
- Names must be assigned before being referenced
- Some assignments may be implicit (e.g. don't require = statement)

# Assignment Statement Forms [\*]

Operation	Interpretation
<code>spam = 'Spam'</code>	Basic assignment
<code>spam, ham = 'yum', 'YUM'</code>	Tuple assignment
<code>[spam, ham] = ['yum', 'YUM']</code>	List assignment
<code>a, b, c, d = 'spam'</code>	Sequence assignment
<code>a, *b = 'spam'</code>	Extended sequence unpacking
<code>spam = ham = 'lunch'</code>	Multiple-target assignment
<code>spams += 42</code>	Augmented assignments

[\*] Lutz Table 11-1

# Augmented assignments

```
x = 1  
x = x + 1  
x
```

```
x = 1  
x += 1  
x
```

# Variable name rules

- must start with a letter or an underscore
- Case sensitive
- Cannot use reserved words

# Expression Statements

- Used to call functions and methods (procedural statements)

```
myfunction(arguments) # function calls
```

```
myobject.method()
```

- Used for printing values

# Print Statements

- In Python 3.x, print() is a function that is used as an expression

```
print([object, ...][, sep=' ']  
      [, end='\n'][, file=sys.stdout][, flush=False])
```

# Python Coding Style

# Python Coding Style

## PEP 8

<https://www.python.org/dev/peps/pep-0008/>

## Google Python Style Guide

<https://google.github.io/styleguide/pyguide.html>

## Hitchhiker's guide

<http://docs.python-guide.org/en/latest/writing/style/>



# The Zen of Python

```
import this
```

# Group Exercise (Break up into teams)

- Review the PEP 8 (<https://www.python.org/dev/peps/pep-0008/>)
- Discuss how your team will make decisions about coding style.

End of Meeting #5

# For next meeting

- Videos:

1. Control (19 mins)
2. while Loops (19 mins)
3. for Loops (12 mins)
4. Fancy Loop Exits (23 mins)
5. Formatting (15 mins)

- Readings:

- Lutz Chapter 12: If Tests and Syntax Rules
- Lutz Chapter 13: while and for Loops
- Lutz Chapter 14: Iterations and Comprehensions