

CSE 1321L - Python

Introduction to Python and PyCharm

Lab 1

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•
•
• "
• $ % ! ! &' ( !&' ! ! )
•
• !% % *
• % + ! , * - ! . %
! ! !
/ % ! - # ! ! + , .
```

```
0 1 2 3 4 5
0 2 1
0 ) 1
0 ! 1
0 6 1
0 5 %1
```

Note: putting *anything* after the # symbol makes it a “comment” – which is ignored by the computer
For all your future labs and assignments, you are required to put the header so we know who submitted the file!
Thank you ahead of time#

```
7 - - % ! # 9 !! : -
%! ! ! ! - &
! : - ; 7 + , % ! #
! . % ! % ! < ! 7
8 ! 9 # 1 - %! ! - %!
1&& # & # & = =
```

Sealife that, technically, an &' (is not needed!)ou could work directly with the interpreter from the command line if you wanted to! This is something you should explore later on, because some companies, like +pple, ask these things in ,ob inter-iews!

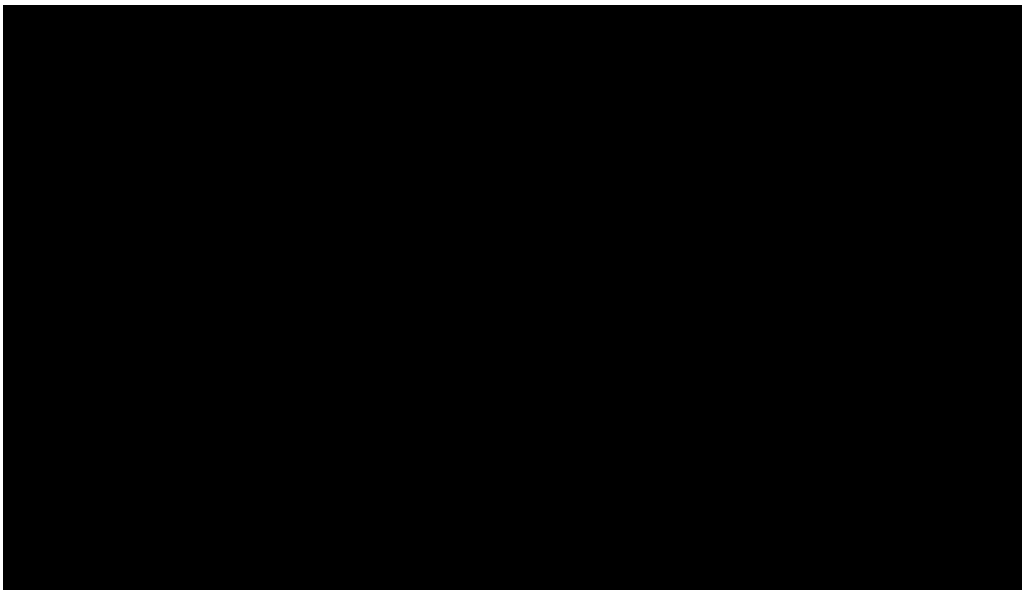
```

*      !;      !%      ! %      /      ! %      !
- !; !%      !      !
9      !      -      !      *      #      !      !      -      -      !
      !      !      !      !      !      !
$      ( ; # / " - % >!      !      +$ - 9 ?,
!      +$ , - ! ;      % )      !      !      !
      +?,      ( ;      ? )      !      !
! !%      2      -      %      +)      ! %      @, - ! !
      !      /      "      -      ! !      !      +5 % 7 ,      !
+ %      , -      !      A
6      ( ;      #      !-      !      !      % # % !      ;
%      !      ! ! 7 - ;      !      %      !      %

```

Installing PyCharm on your home laptop/workstation (if you haven't done so)

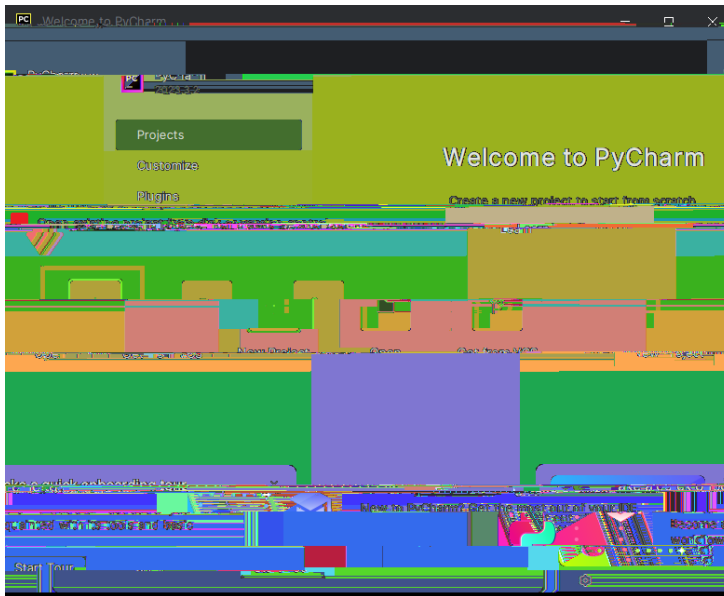
1. Please visit this link <https://www.jetbrains.com/pycharm/#download>
 - a. Please make sure you select the correct "platform" of your computer
 - b. Please make sure you download the community edition



2. After the download is complete
 - a. If you have a Mac you will need to open the .dmg file which has downloaded and drag the application to the applications folder
 - b. If you have a Windows PC you will need to run the downloaded setup file and install IntelliJ on your computer

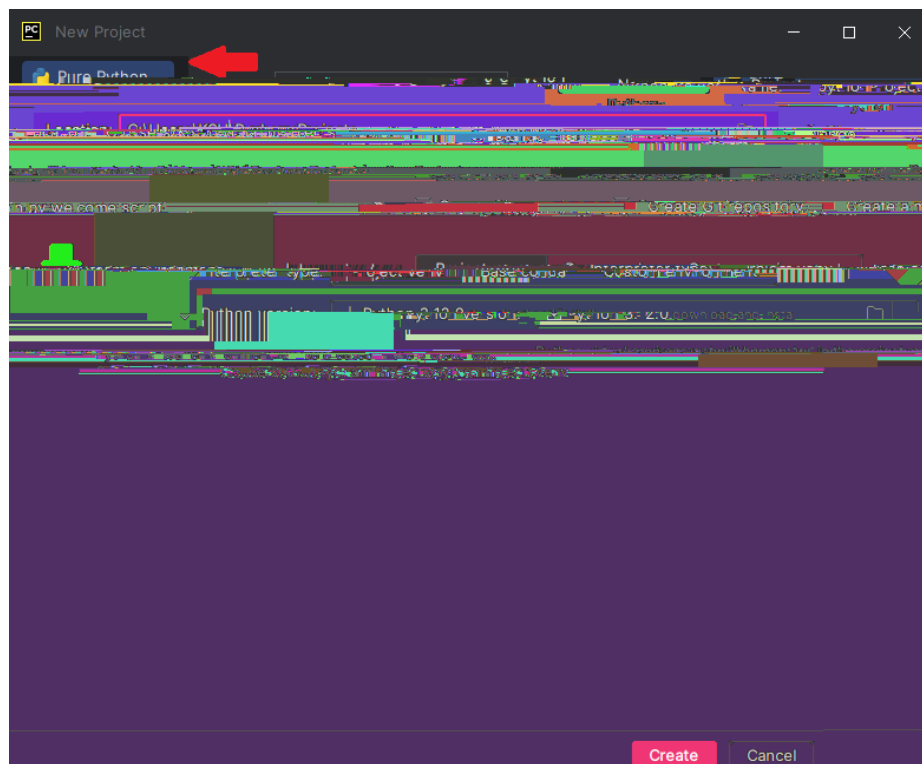
Creating new projects and configuring PyCharm the first time

1. Run PyCharm for the first time and go through the set-up screen all the times that it presents to you

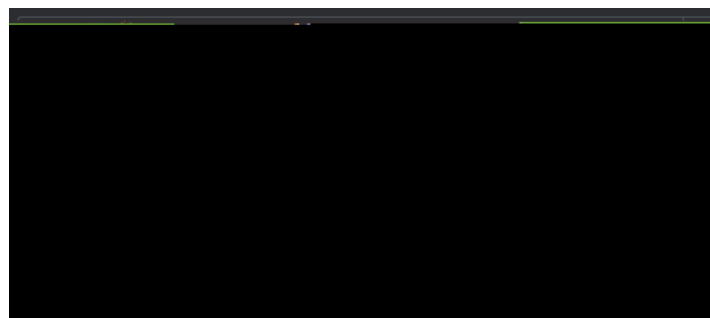


2. Once you get to the main screen please click the Project button

3. Please then select Python and select the dropdown menu. When you click on the dropdown menu, please select Python as shown in the image below

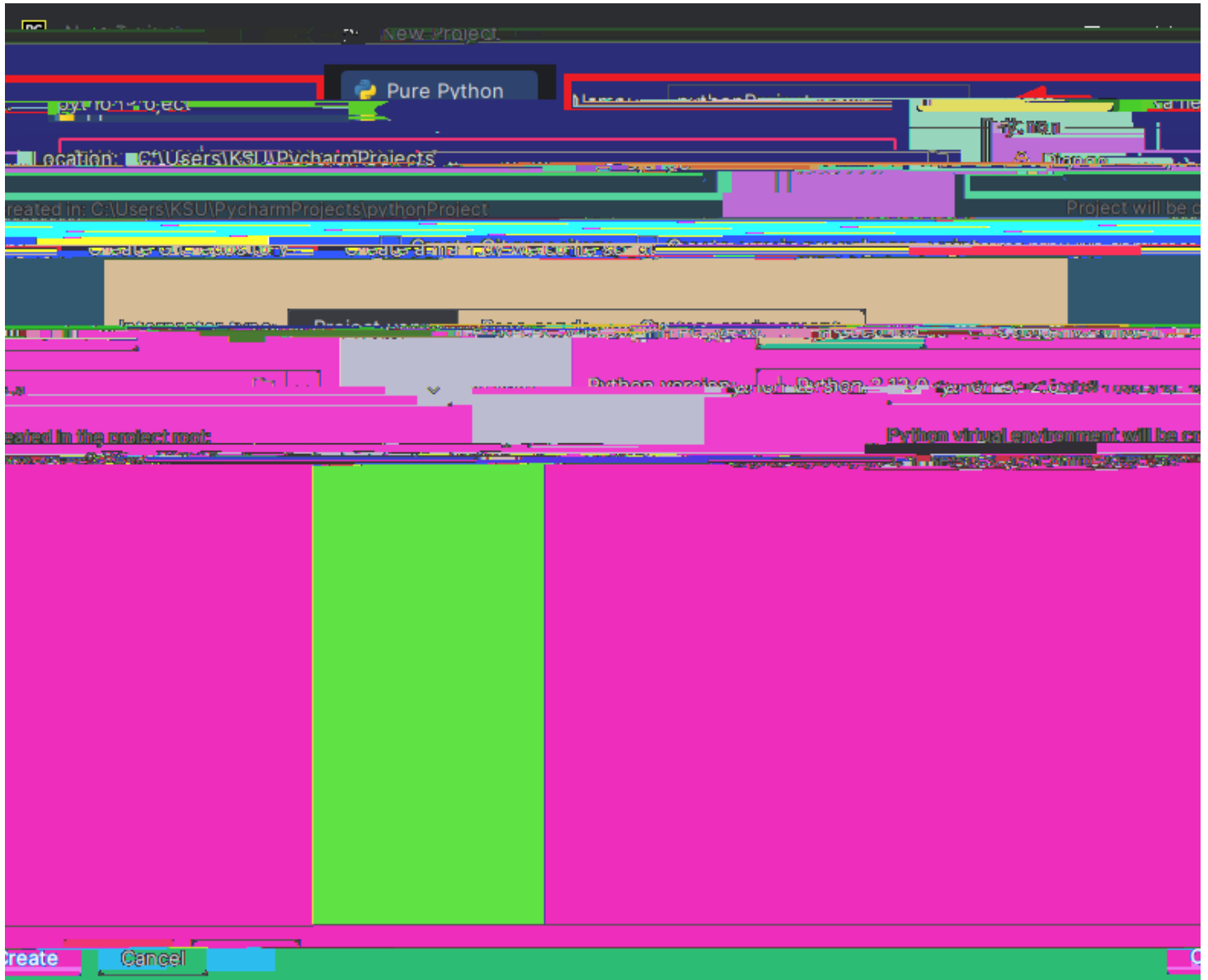


Please click the dropdown and then click on Python



9. Please select the choice as shown in the screenshot; the version number may have changed since the making of this document. Please note that you will only have to do this once; afterwards this Python version will automatically be selected whenever you make a new Python "project" using PyCharm

∴ After this you will arrive at the screen where you will be instructed to give your "project" both a name and a location. The name provided should match the Lab or Assignment that you are solving; you should create a new "project" every time you start a new Lab or Assignment. Each time you create a new "project" should represent each exercise solution. When click Finish.



Creating Scripts

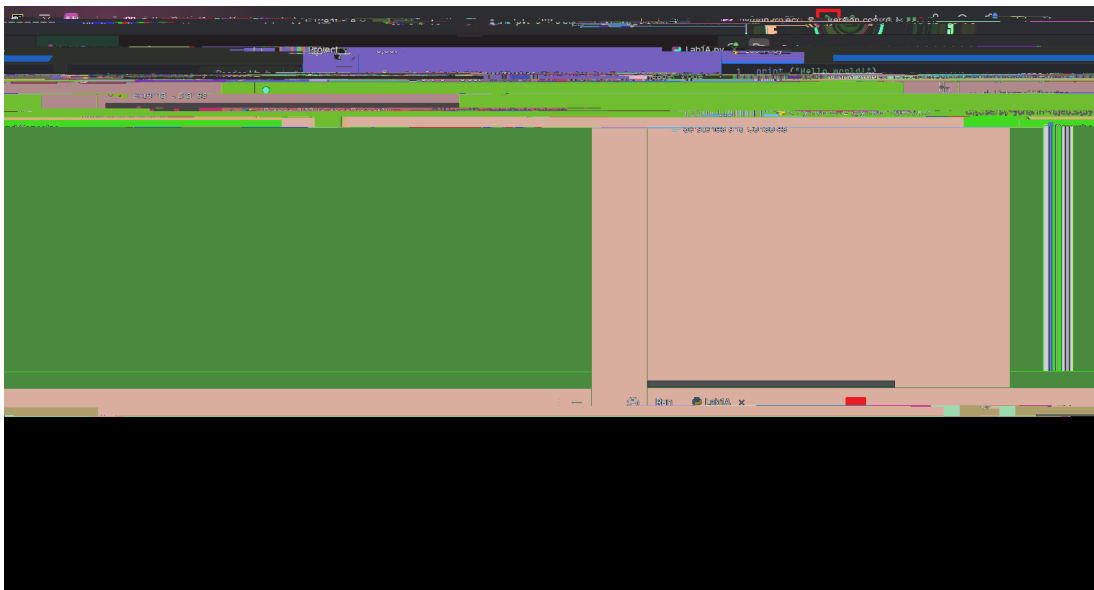
As mentioned above for every exercise solution it has to have its own script unless otherwise instructed

1. To create a class right-click the folder; as shown in the screenshot and click. Then Python file.
2. Please give the script an appropriate name and press enter on your keyboard. You have created a new script. Please give the script's appropriate names as provided to you in either the assignment or the lab exercises; see below. Naming your classes incorrectly may, and likely will, result in the auto-grader assigning a zero or that of the lab.



Running a Script

Please click the green 'Run' button; as shown in the screenshot below and click 'Run'



For this lab you're going to work with your I/E to code and run some programs we have provided you. By the end of this lab you will have three files that you need to submit to the auto-rader at the same time as Lab1 (Lab1C and Lab1C). You should be able to create one project with three Python files; one for each Lab part below.

Before you begin the next part of this lab you might start feeling overwhelmed when you first look at the source code below. There's some strange symbols there? You'll get comfortable with these as you go.

Three programs have three problems with them

- One of the programs below has a logic error in it meaning that while it runs it doesn't produce the correct output. You must find the error and fix it.
- One of the programs below is syntactically incorrect so you can't even run it? Based on what we just told you you must figure out why, fix the errors save the files and re-run the code.
- One of the programs runs fine but has a typo in the output. If you were to submit this, the auto-rader won't like it because the output does not match. You may try submitting the lab before fixing the error so you can see what the auto-rader does.

- When creating the files for the programs below they must be called Lab1 (Lab1C) and Lab1C and have

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+ - #
+ - #
3 #
4 5 - 1 ##

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" + " ' ' (") ! *

7
4) ! ! # % % 5 % !) 7 E
P P E