# **Programming Session**

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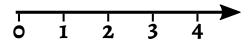
Computer Science and Mathematics Preparatory Course

23.09.2019

# **Brief Excursion on Number Systems**

#### Number Systems

- Natural Numbers:  $\mathbb{N} = \{0, 1, 2, 3, 4, \dots\}$
- Integer Numbers: Z =
- 🕨 Rational Numbers:
- Real Numbers:  $\mathbb{R}$



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- Integer Numbers:  $\mathbb{Z} = \{ \dots, -2, -1, 0, 1, 2, \dots \}$
- Rational Numbers: Q
- Real Numbers:  $\mathbb{R}$

-4 -3 -2 -1 0 1 2 3 4

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- Rational Numbers:  $\mathbb{Q} = \frac{a}{b}$ , where  $a, b \in \mathbb{Z}$  and  $b \neq 0$

• Real Numbers:  $\mathbb{R}$ 

$$-4 -3 -2 -1 0 \frac{1}{2} \frac{3}{4} 1 \frac{7}{4} 2 \frac{10}{4} 3 4$$

# **Real Numbers**

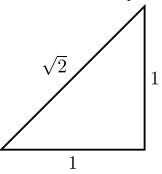
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#### **Real Numbers**

- Between two rational numbers is an infinite amount of rational numbers
- However:  $\sqrt{2}$  is not a rational number
- The irrational number  $\sqrt{2} = 1.4142135...$  is part of the real world:



# Definitions

#### Number Systems

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- **Rational Numbers**:  $\mathbb{Q} = \frac{a}{b}$ , where  $a, b \in \mathbb{Z}$  and  $b \neq 0$
- **Real Numbers**:  $\mathbb{R} = \mathbb{Q} + irrational numbers$

$$-4 \quad -3 \quad -2 \quad -1 \quad 0 \quad \frac{1}{2} \quad \frac{3}{4} 1 \sqrt{2} \quad \frac{7}{4} 2 \quad \frac{10}{4} \quad 3\pi \quad 4$$

# Definitions

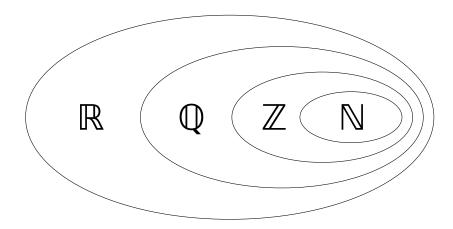
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#### Honorable Mention

• Complex Numbers:  $\mathbb{C} = a + ib$ , where  $a, b \in \mathbb{R}$  and  $i = \sqrt{-1}$ 

# Number Systems



#### **If-Else**

#### If and else are organized by indentation and colons

x = 3.5 is\_x\_4 = False if x == 4 : #if <condition> : is\_x\_4 = True #indented block is called only print("x is 4") #if <condition> applies else : #else is on the same level as if print("x is not 4") #Regular program continues here

#### While Loops

```
Print the numbers from 1 to 10
```

```
goal = 5 #define two variables for the exit condition
test = 0
while test != goal:
   test = test +1 # Increase test by 1
   print(test) # prints 1,2,3,4,5 a number per loop
```

#### The List Datatype

Lists allow to manage a collection of variables

names = ["Alice","Bob","Carl","Dora"]
numbers = [1,2,3,5,8]

Accessing and modifying elements in a lists

```
print(names) #['Alice','Bob','Carl','Dora']
single_name = names[2] #single_name = 'Carl'
first_element = numbers[0] #first_element = 1
last_name = names[len(names)-1]#last_name = 'Dora'
```

names[1] = "Bert" #names ['Alice', 'Bert', 'Carl', 'Dora']

#### **Operations on Lists**

#### Example Operations

```
numbers = [1,2,3,5,8]
names = ["Alice","Bob","Carl"]
count = len(names) #count=3
names.append("Daisy") #['Alice','Bob','Carl','Daisy']
numbers2 = [13,21,34]
numbers3 = numbers + numbers2 #[1,2,3,5,8,13,21,34]
subset = numbers3[2:5] #[3,5,8]
#characters from position 2 (included) to 5 (excluded)
```

# **Helpful Functions**

#### The random module

```
import random #import the module similar to import math
#assigns dice_roll a number between 1 and 6
dice_roll = random.randint(1,6)
#assigns coin_flip either a 0 or 1
coin_flip = random.randint(0,1)
```

#### Deleting list elements

names = ["alf","donald","charly brown","bud spencer"]
del names[1] #deletes the second element
print(names) # ["alf","charly brown","bud spencer"]

# **Tasks: Control Statements**

- 1. Write a script that determines whether a given input number is an integer or rational number. Print the result to the console.
  - Use pythons input function to retrieve the input number
  - Typecast the input to an integer and store the result in a new variable
  - Typecast the input to a float and store the result in a new variable
  - Compare both variables in an if-clause to determine, whether the input was an int or float.
- 2. Write a Guessing Game, where the script chooses a random integer between 0 and 20 and the user has to guess it. With each guess the user gets told if his guess was higher or lower than the desired number.
  - Start by assigning a random integer to a variable using random.randint(0,20)
  - Create a while-loop in which the user is asked for a number
  - Depending on the number input tell the user whether his guess was smaller, higher or equal to the desired value
  - Think about how to end the while-loop

#### Tasks

# **Tasks: Lists**

- 3. Write a script that returns the biggest element in a list
  - Create a list with arbitrary numbers of your choice
  - Loop through the list with a for loop
  - In each loop compare the current list element with your current estimate of the highest number
- 4. Write a script that looks for a specific element in the list and deletes it
  - Loop through the list with a for-loop and store the elements position in a variable
  - After the for loop remove the element at that position with the del command
- 5. (Bonus) Write a script that takes a list and transfers its elements to a second list in sorted order.
  - Look for the smallest element in the first list. Write it to the second list. Delete it in the first list. Repeat.