



# Computer Programming in Python

## Chapter 2

### The Python Shell and IDLE

# Chapter 2 Python

- The Python Language
  - Python is a high-level, general-purpose language
  - Created by Guido van Rossum and introduced in 1991
  - Emphasizes code readability and is similar in many respects to pseudocode
  - The name Python comes from the famous British comedy Monty Python's Flying Circus

# Chapter 2 Python

- The Python Language
  - An *interpretive language*
    - Uses an interpreter to translate the code one line at a time and execute it
    - Interpretive languages tend to be slower than direct native machine code, and can be reverse engineered more easily, so their use should be restricted to areas where this is not an issue

# Chapter 2 Python

- The Python Language
  - Supports procedural programming and object oriented programming
    - More on this later
  - Simple yet strong language with many supporting *libraries* (code written by others that we can use) as well as a standard library containing extensive capability

# Chapter 2 Python

- The Python Language
  - Open Source Software
    - Software with source code that anyone can inspect, modify, and enhance
  - Developed under an OSI-approved open source license
    - Makes it free to use and distribute including for commercial use

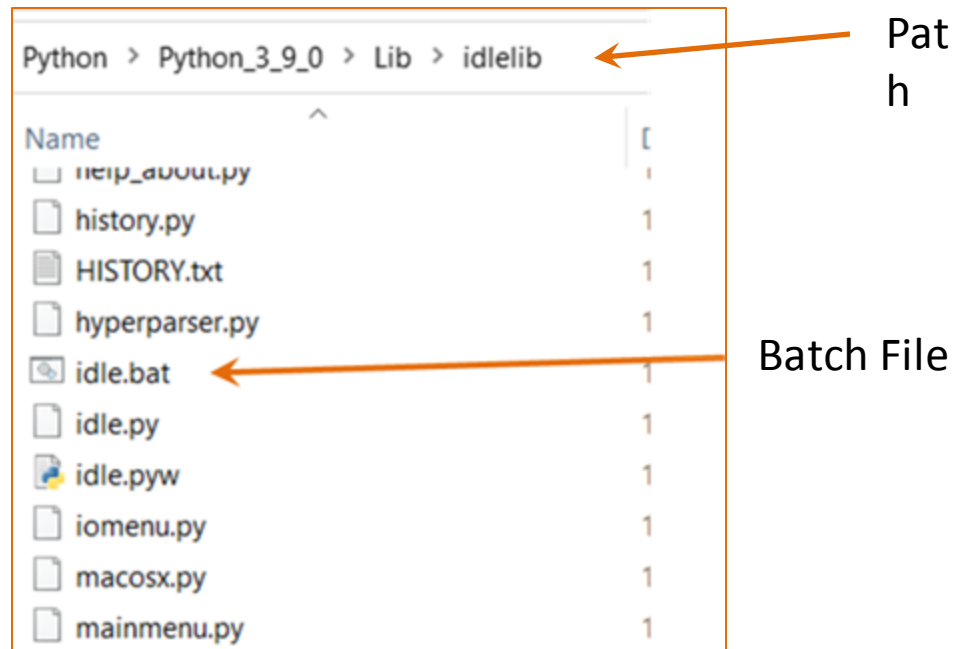
*Available free to download and use from [Python.org](https://python.org)*

# Chapter 2 Python

- Getting and Installing Python
  - The website URL and steps to obtain and install Python are provided in Appendix B
    - Python should be installed before continuing in this chapter
  - The installation for Python includes:
    - The interpreter for executing Python code
    - The IDLE Integrated Development Environment for developing programs
    - Many libraries that provide functionality without having to write the code

# Chapter 2 Python

- Getting and Installing Python
  - Once Python is installed, IDLE is launched using the `idle.bat` located in the `Lib/idlelib` directory



# Chapter 2 Python

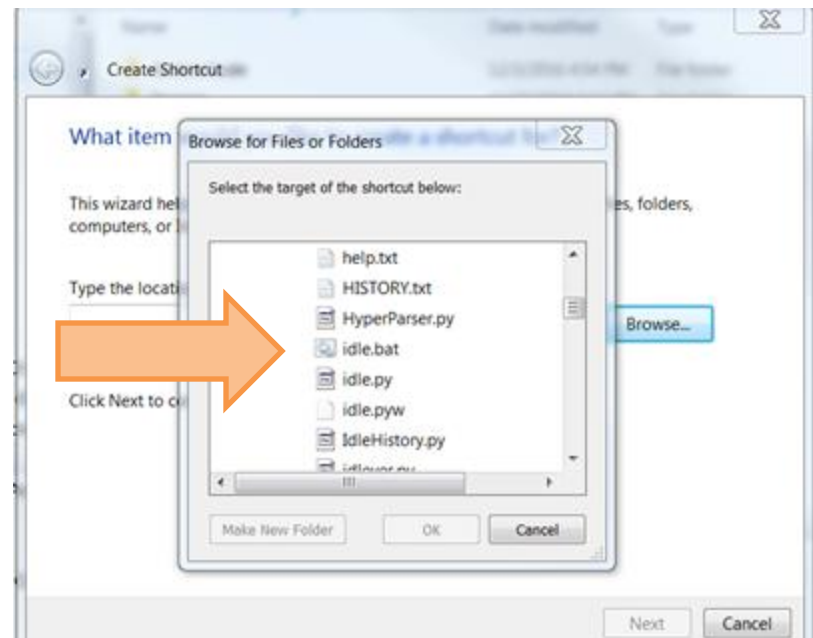
- Getting and Installing Python
  - A short-cut can be created at a higher level to eliminate drilling down into the sub-directory each time IDLE is launched
    - Right mouse click in the directory location for the short-cut
    - Select -> NEW -> Shortcut
    - Click on the “Browse” button and browse to the idle.bat file
    - Select idle.bat and click “Next”
    - Name the shortcut and click “Finish”

*To see file extensions like “bat”, click the View tab on the window, and check the box for “File Name Extensions”*



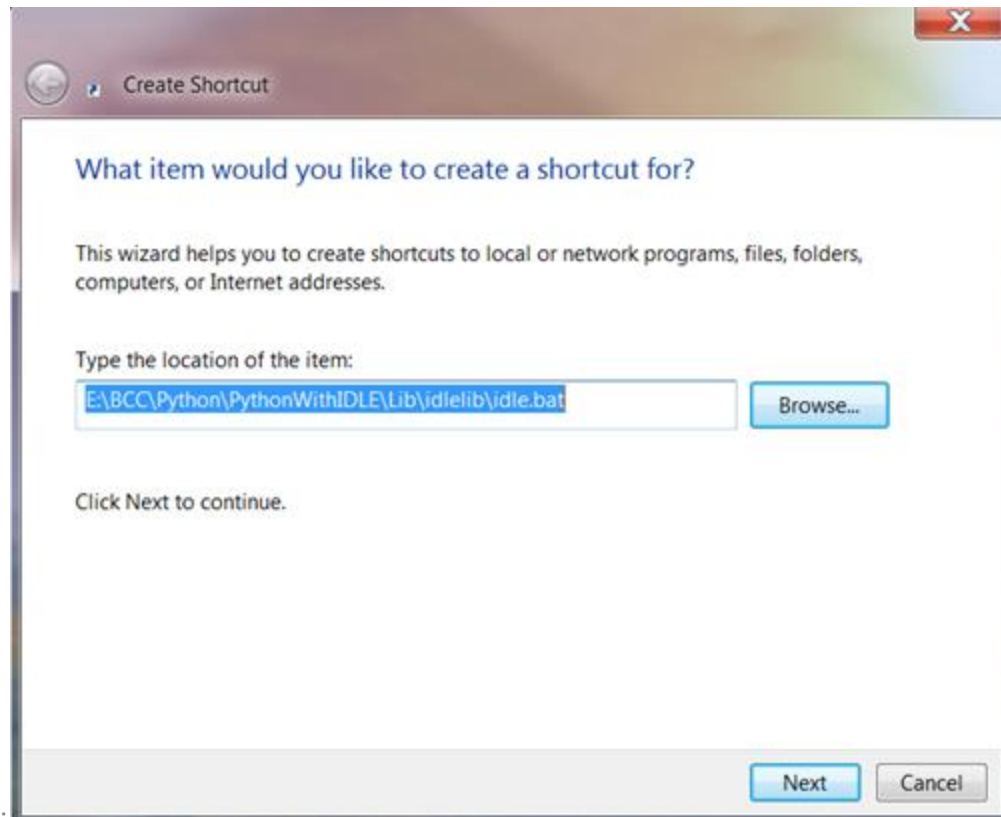
# Chapter 2 Python

- Right mouse click in the directory location for the short-cut
- Select -> NEW -> Shortcut
- Click on the “Browse” button and browse to the idle.bat file
- Select idle.bat and click “Next”
- Name the shortcut and click “Finish”



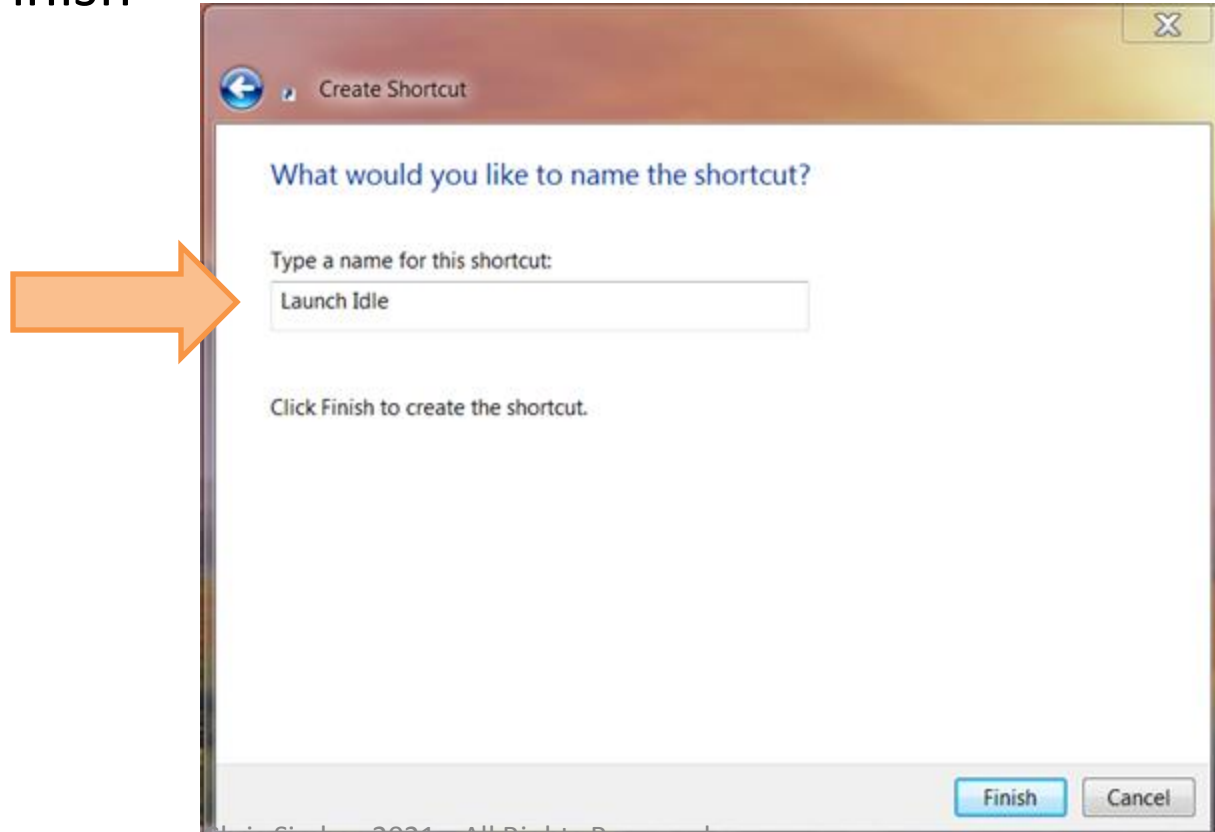
# Chapter 2 Python

- The complete path to the idle.bat should be in the create shortcut location
- Click “Next”



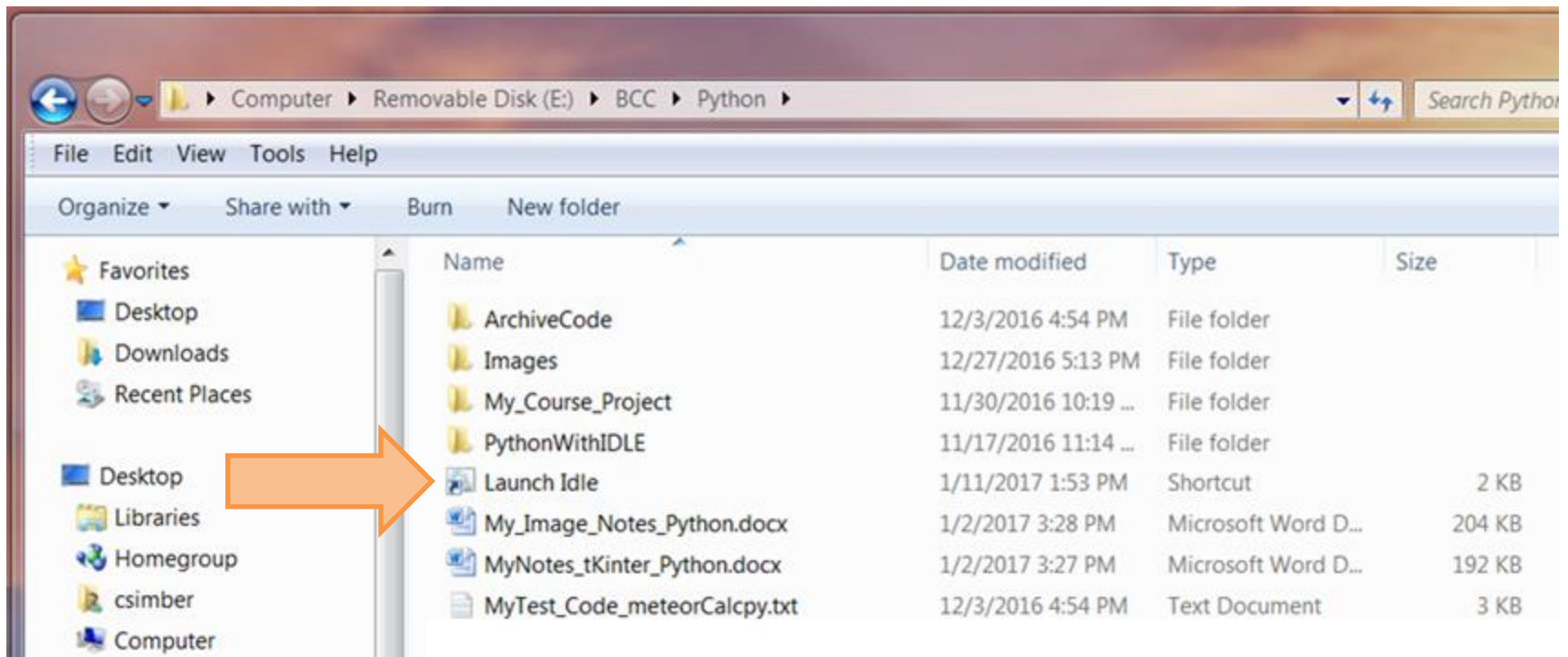
# Chapter 2 Python

- Now give the shortcut a **name** – shown here as *Launch Idle*
- Then click “Finish”



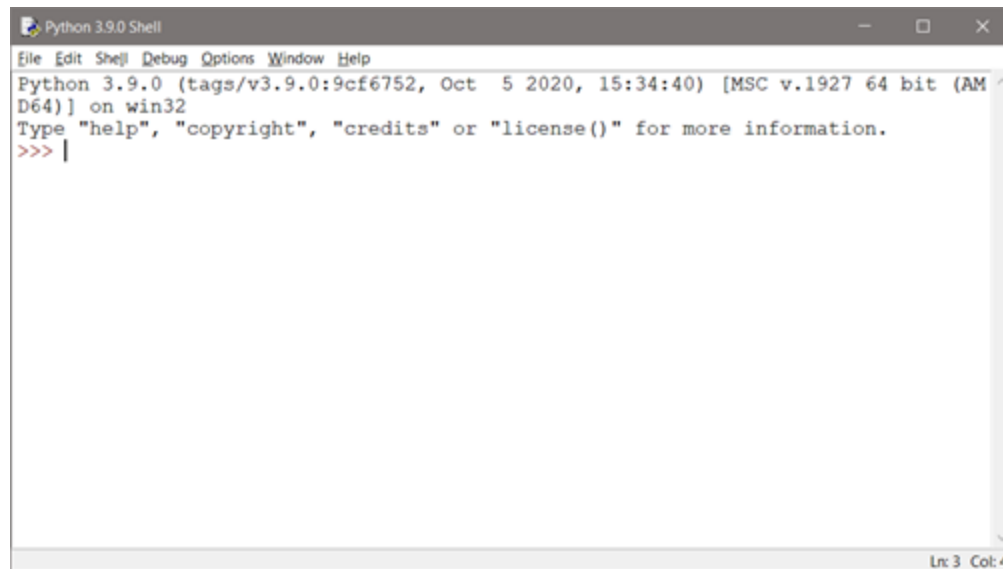
# Chapter 2 Python

- The shortcut to the idle.bat file should be in your working directory (shown here as “Launch Idle”)



# Chapter 2 Python


- The Python Shell
  - When double-clicked or accessed from the short-cut, idle.bat will open the Python *Shell* shown below
  - This is the Python interpreter in interactive mode



```
Python 3.9.0 Shell
File Edit Shell Debug Options Window Help
Python 3.9.0 (tags/v3.9.0:9cf6752, Oct 5 2020, 15:34:40) [MSC v.1927 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>> |
```

# Chapter 2 Python

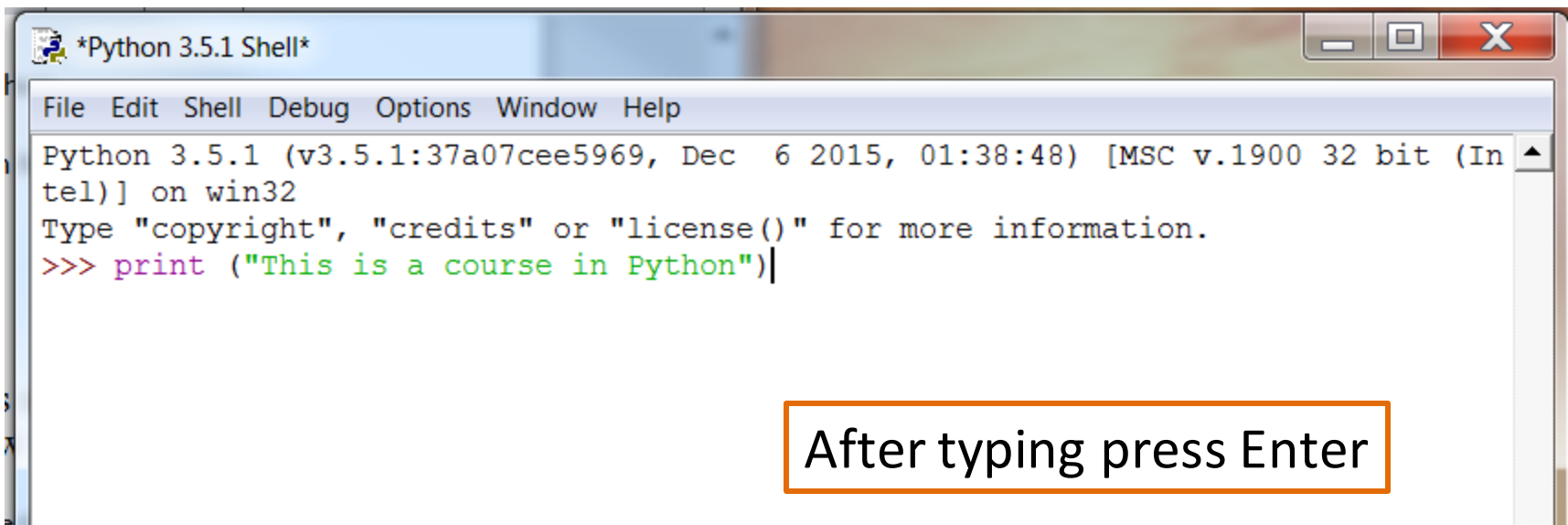
- The Python Shell
  - Python statements can be run directly in the shell
  - Typing a single line in the shell and pressing *Enter* will execute the line using the interpreter
  - An easy way to demonstrate this is with a print statement



```
Python 3.9.0 Shell
File Edit Shell Debug Options Window Help
Python 3.9.0 (tags/v3.9.0:9cf6752, Oct 5 2020, 15:34:40) [MSC v.1927 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>> |
```

# Chapter 2 Python

- In the editor, after the “>>>” type:  
**print (“This is a course in Python”)**
- Notice the text color coding (more on this later)



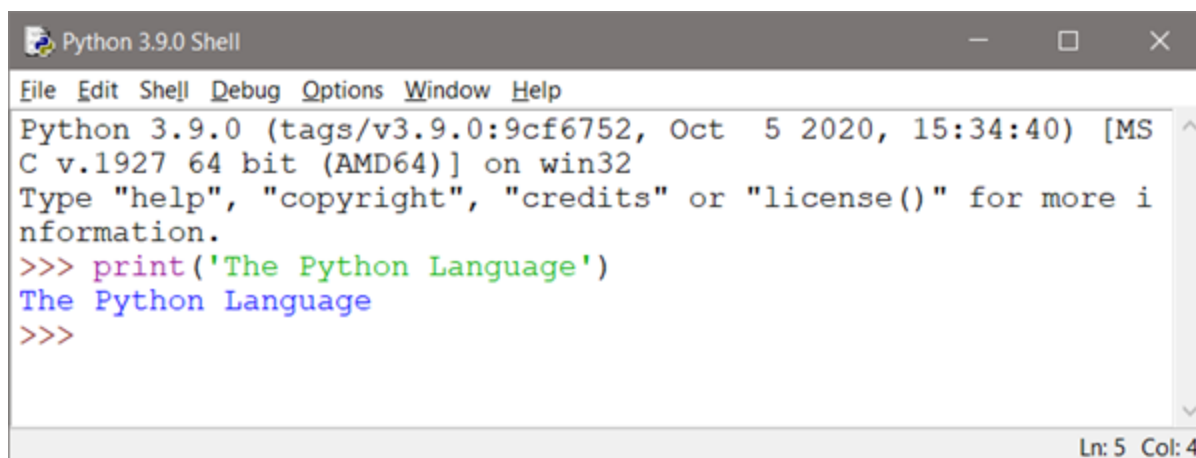
The screenshot shows a Windows-style window titled "\*Python 3.5.1 Shell\*" with a menu bar (File, Edit, Shell, Debug, Options, Window, Help). The main area contains the following text:

```
Python 3.5.1 (v3.5.1:37a07cee5969, Dec 6 2015, 01:38:48) [MSC v.1900 32 bit (Intel)] on win32
Type "copyright", "credits" or "license()" for more information.
>>> print ("This is a course in Python")|
```

The prompt characters ">>>" are green, and the code "print ("This is a course in Python")" is purple. A vertical cursor is at the end of the line. Below the screenshot, a text box with an orange border contains the text "After typing press Enter".

# Chapter 2 Python

- The Python Shell



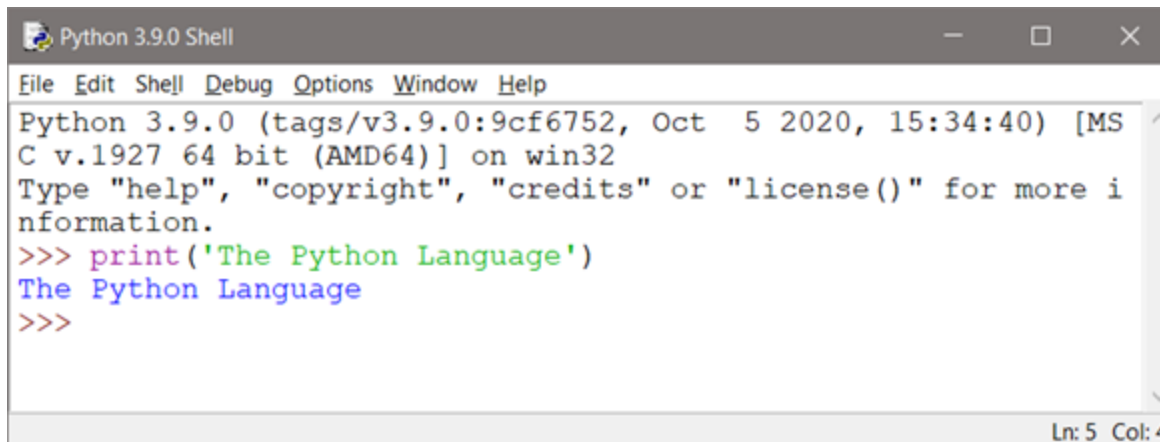
```
Python 3.9.0 Shell
File Edit Shell Debug Options Window Help
Python 3.9.0 (tags/v3.9.0:9cf6752, Oct 5 2020, 15:34:40) [MS
C v.1927 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more i
nformation.
>>> print('The Python Language')
The Python Language
>>>
```

- A line of code entered into the shell will execute when *Enter* is pressed
- The prompt waiting for input in the shell is '>>>'



# Chapter 2 Python

- The Python Shell

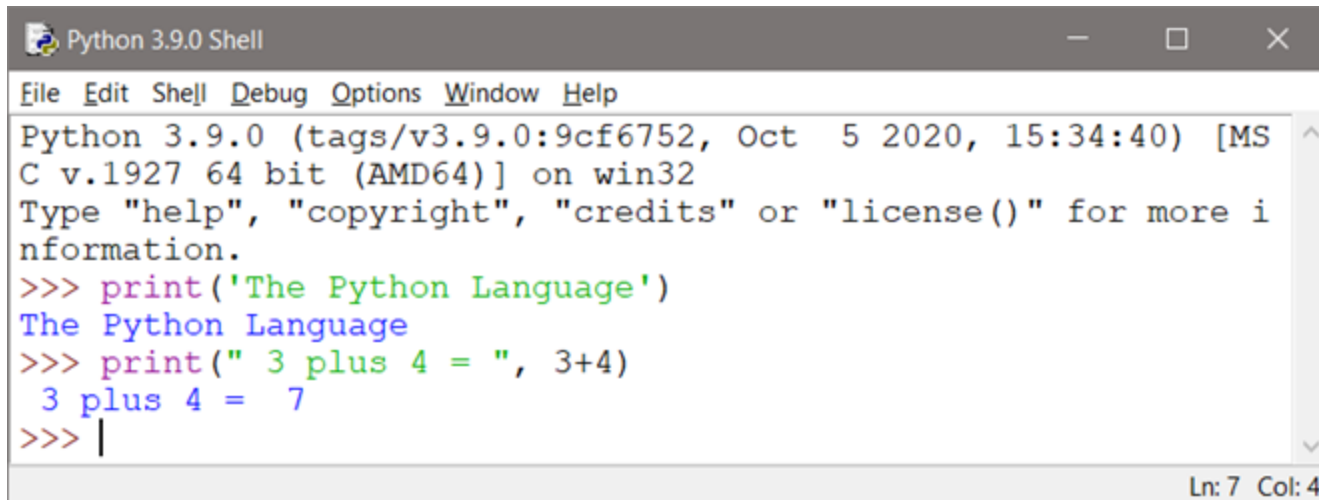


```
Python 3.9.0 Shell
File Edit Shell Debug Options Window Help
Python 3.9.0 (tags/v3.9.0:9cf6752, Oct 5 2020, 15:34:40) [MS
C v.1927 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more i
nformation.
>>> print('The Python Language')
The Python Language
>>>
Ln: 5 Col: 4
```

- The words in the statements are color coded to highlight that they are different items
- Also notice that the '>>>' prompt appears again after the output waiting for an additional statement to execute

# Chapter 2 Python

- The Python Shell

A screenshot of a Windows-style application window titled "Python 3.9.0 Shell". The window has a menu bar with "File", "Edit", "Shell", "Debug", "Options", "Window", and "Help". The main content area shows the following text:

```
Python 3.9.0 (tags/v3.9.0:9cf6752, Oct 5 2020, 15:34:40) [MS
C v.1927 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more i
nformation.
>>> print('The Python Language')
The Python Language
>>> print(" 3 plus 4 = ", 3+4)
 3 plus 4 = 7
>>> |
```

The status bar at the bottom right of the window displays "Ln: 7 Col: 4".

- The line of code added here includes an equation
- When *Enter* is pressed, the text in quotes and the result of the equation are displayed in the output

# Chapter 2 Python

- The Python Shell

```
>>> print('The Python Language')
The Python Language
>>> print(" 3 plus 4 = ", 3+4)
 3 plus 4 = 7
```

- The first print statement surrounds the text to output with single quotes
- The second print statement uses double quotes
- Python doesn't care which is used, but it is important to be consistent
  - More on this later

# Chapter 2 Python

- The Python Shell
  - Works well for one line of code, snippets, or examples
  - The goal is to write complete Python programs
  - The shell simply uses the interpreter to execute the line that was typed when *Enter* is pressed
  - Files will be used to write and execute more complex programs using the interpreter in ***script mode***
    - The interpreter will read the contents of a file to execute multiple lines of code (a program)

## Chapter 2 Python

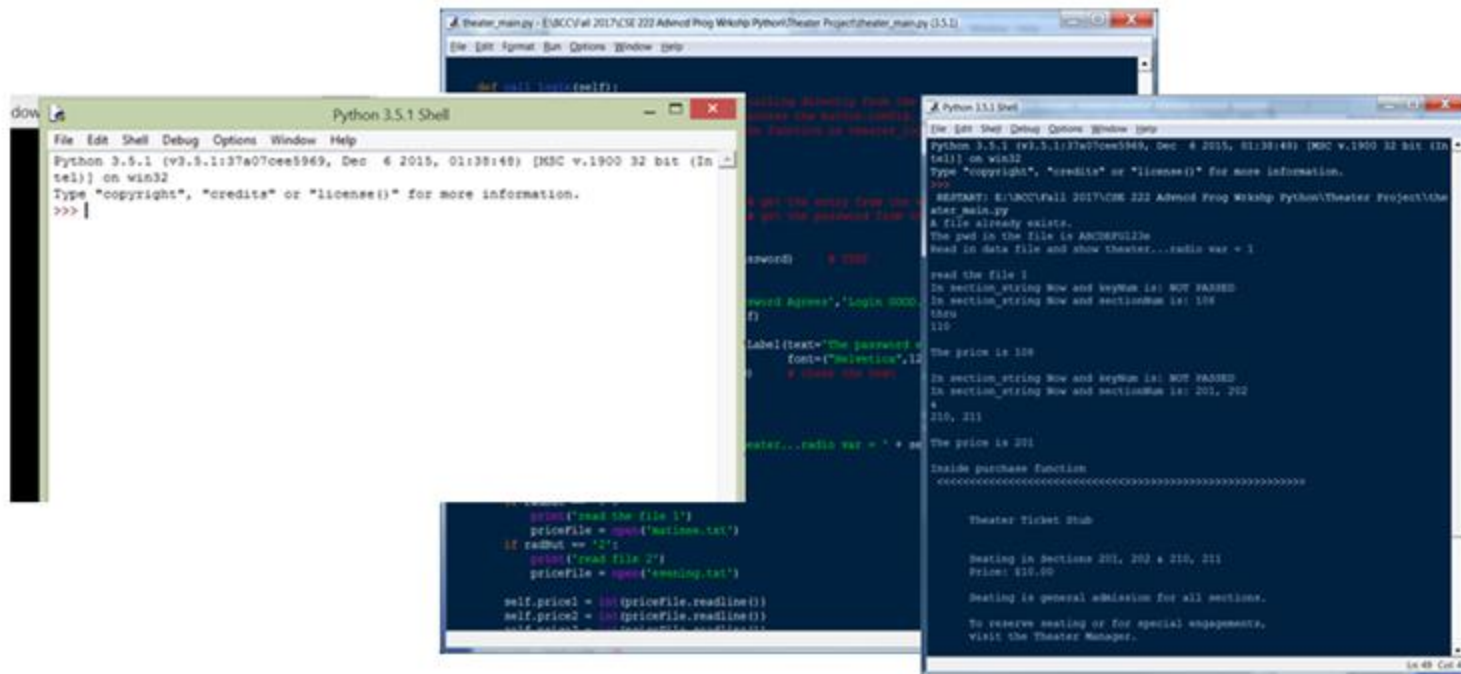
- The IDLE Development Environment
  - IDLE stands for “Integrated Development and Learning Environment”
  - Intended to be a simple *Integrated Development Environment* (IDE):
    - It is cross-platform (runs on multiple operating systems and computers)
    - It is suitable for starting out in Python especially in an educational setting

## Chapter 2 Python

- The IDLE Development Environment
  - Provides a multi-window text editor and Python shell with syntax highlighting and smart indent
  - Features an integrated debugger with breakpoint capability and call stack visibility
  - It is automatically installed with Python, is free to use, and does not have the host of features that tend to clutter many IDEs with limited benefit

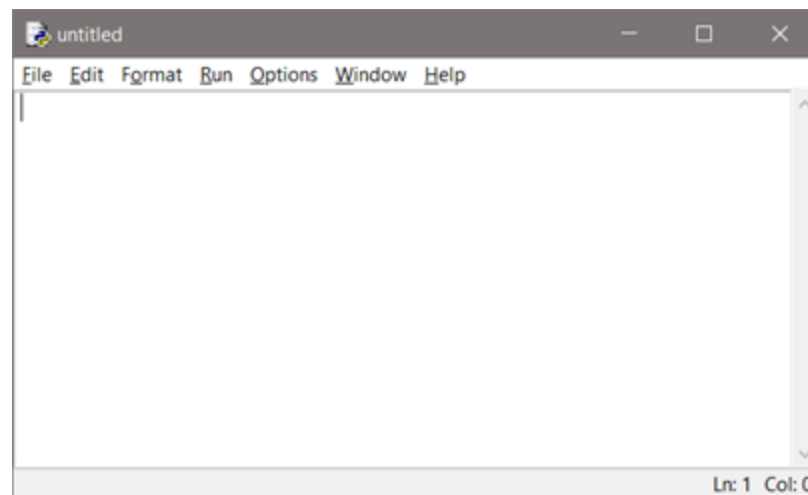
# Chapter 2 Python

- The IDLE Development Environment



# Chapter 2 Python

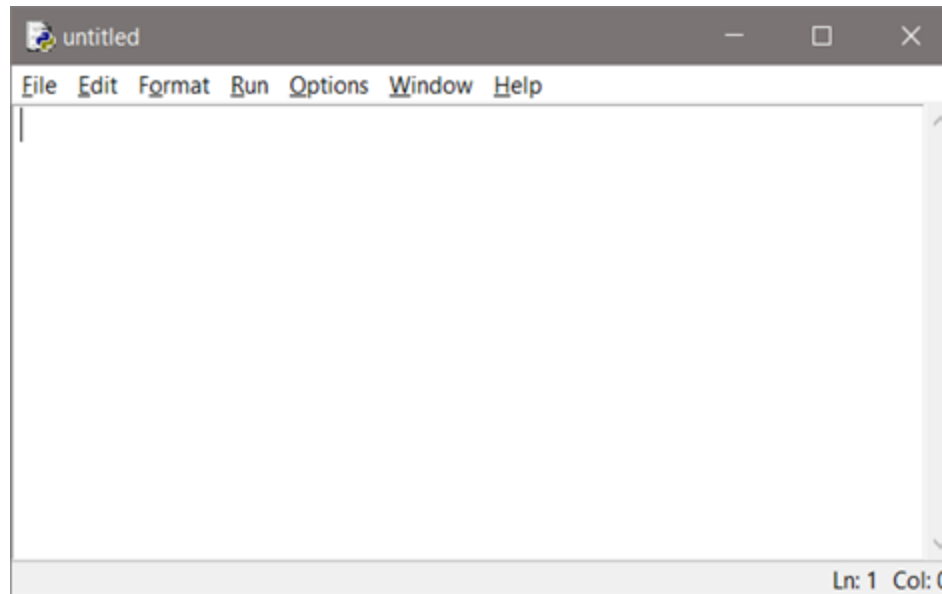
- Starting the IDLE Text Editor
  - From the Python Shell menu, select File -> New File
  - The window that appears is the edit window where sequences of Python commands are written
  - The lines written in the editor will be executed as a group to form a program





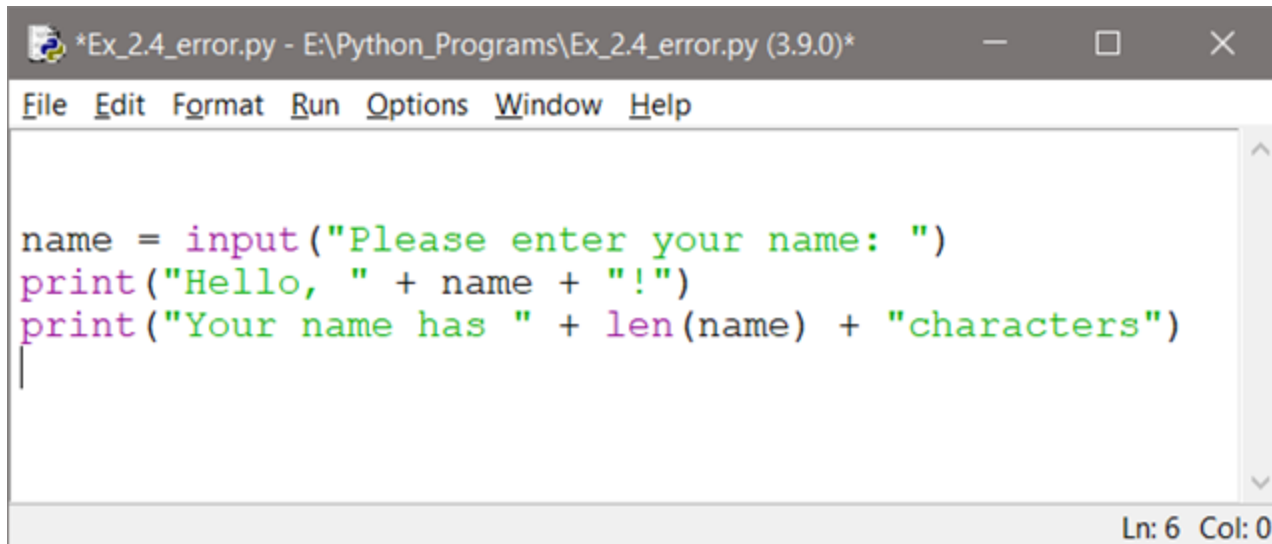
# Chapter 2 Python

- Starting the IDLE Text Editor
  - Notice that the file name is currently “*Untitled*”
  - It will be named later before running the program



# Chapter 2 Python

- Working in the IDLE Text Editor
  - The lines of code in the edit window below have an intentional error
  - Errors in programming are called *bugs* and are removed by “debugging” the program



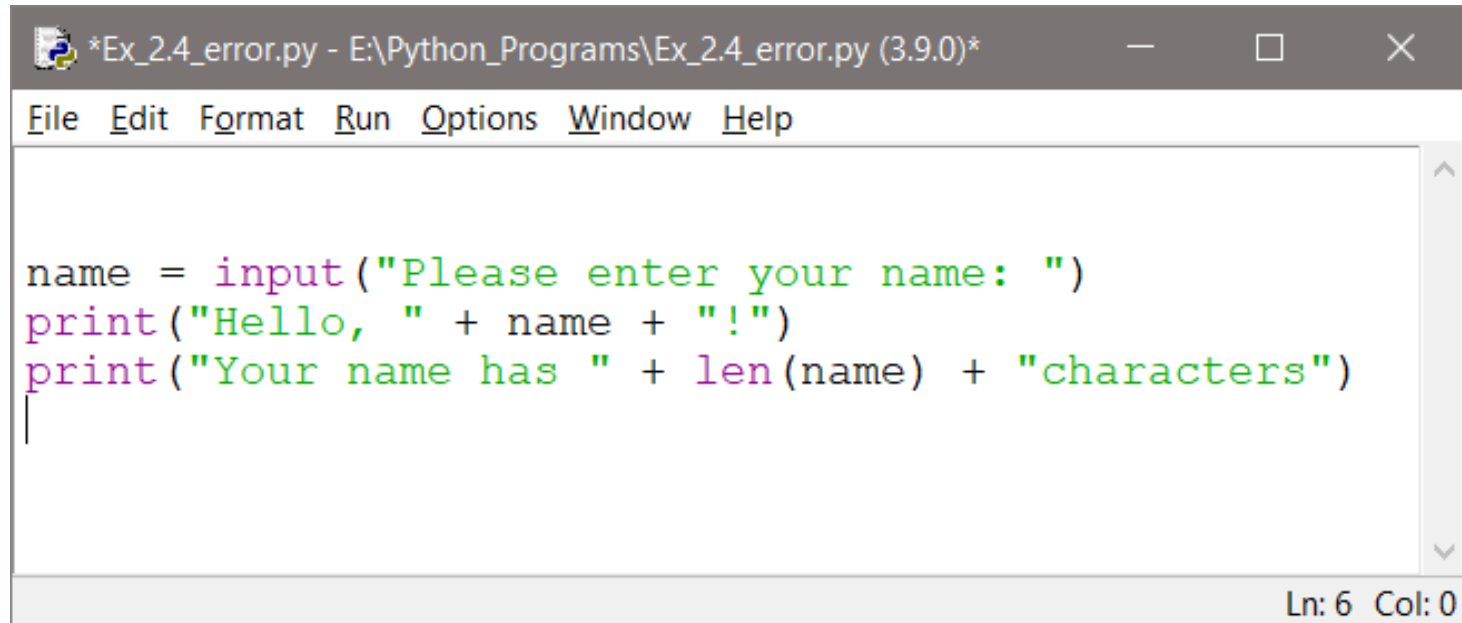
The screenshot shows the Python IDLE text editor window titled '\*Ex\_2.4\_error.py - E:\Python\_Programs\Ex\_2.4\_error.py (3.9.0)\*'. The menu bar includes File, Edit, Format, Run, Options, Window, and Help. The code in the editor is as follows:

```
name = input("Please enter your name: ")
print("Hello, " + name + "!")
print("Your name has " + len(name) + "characters")
|
```

The status bar at the bottom right indicates 'Ln: 6 Col: 0'.

# Chapter 2 Python

- Working in the IDLE Text Editor
  - Running this will show one way that IDLE indicates errors



The screenshot shows the IDLE Python text editor window titled '\*Ex\_2.4\_error.py - E:\Python\_Programs\Ex\_2.4\_error.py (3.9.0)\*'. The menu bar includes File, Edit, Format, Run, Options, Window, and Help. The code in the editor is as follows:

```
name = input("Please enter your name: ")
print("Hello, " + name + "!")
print("Your name has " + len(name) + "characters")
|
```

The status bar at the bottom right indicates 'Ln: 6 Col: 0'.

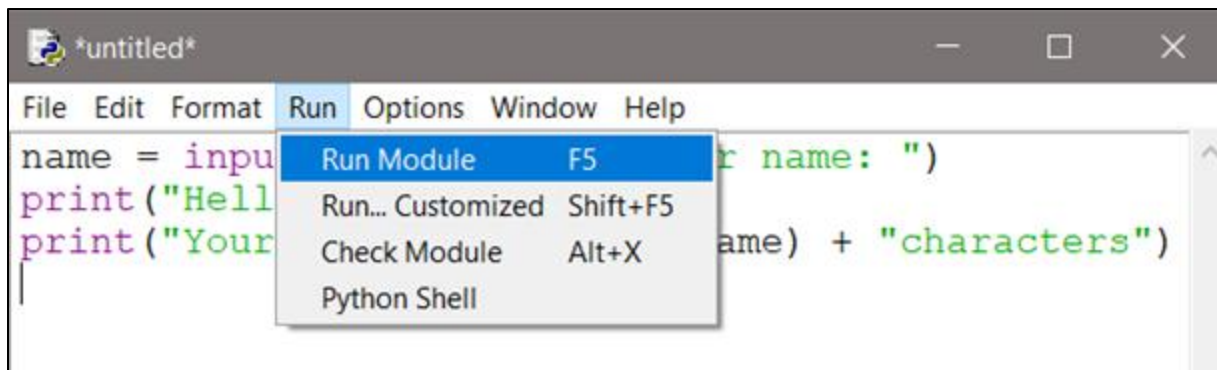
## Chapter 2 Python

- Double-check that the three lines are exactly as shown
  - If something was mistyped, a second error may have been created

```
name = input("Please enter your name: ")
print("Hello, " + name + "!")
print("Your name has " + len(name) + "characters")
```

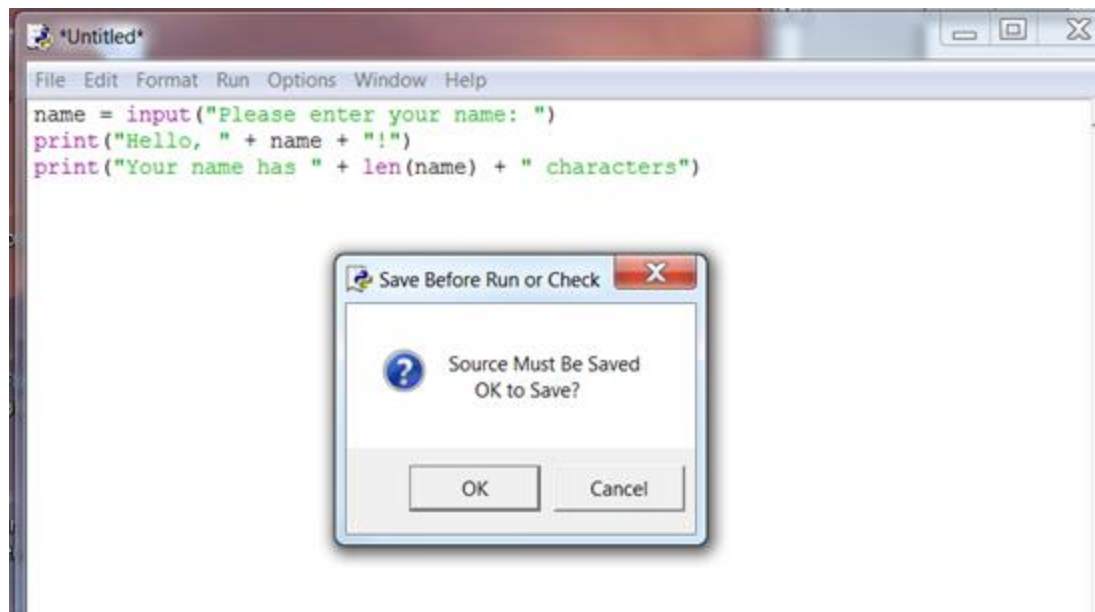
# Chapter 2 Python

- Working in the IDLE Text Editor
  - To run the program using the text editor window
    - Press 'F5' on the keyboard, **OR**
    - Select **Run** and then **Run Module** from the menu



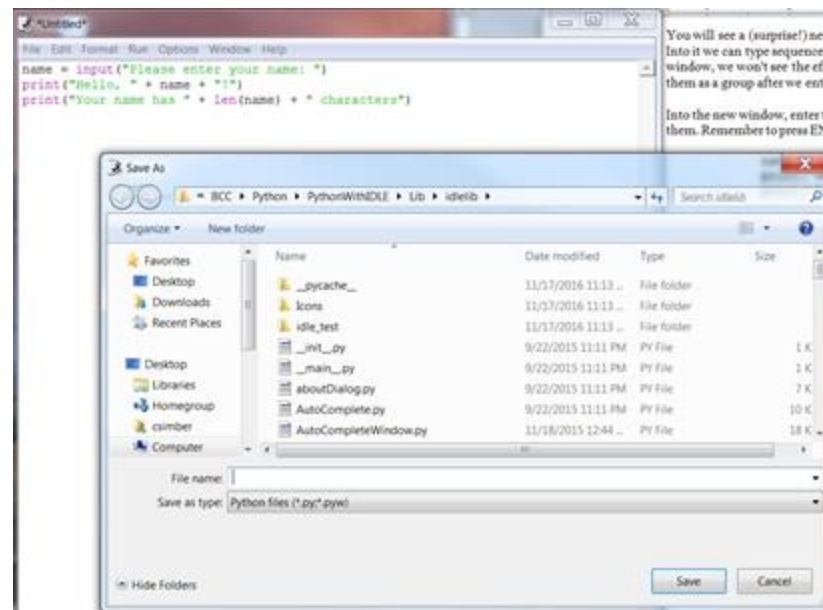
# Chapter 2 Python

- Working in the IDLE Text Editor
  - Immediately, IDLE will pop up a little window that says, "Source Must Be Saved. OK to Save?"
    - Click the "OK" button



# Chapter 2 Python

- Working in the IDLE Text Editor
  - IDLE will force saving the file before running the program
    - Choose a name and the “.py” file extension will be added
    - After the file has been saved, Python will run the program



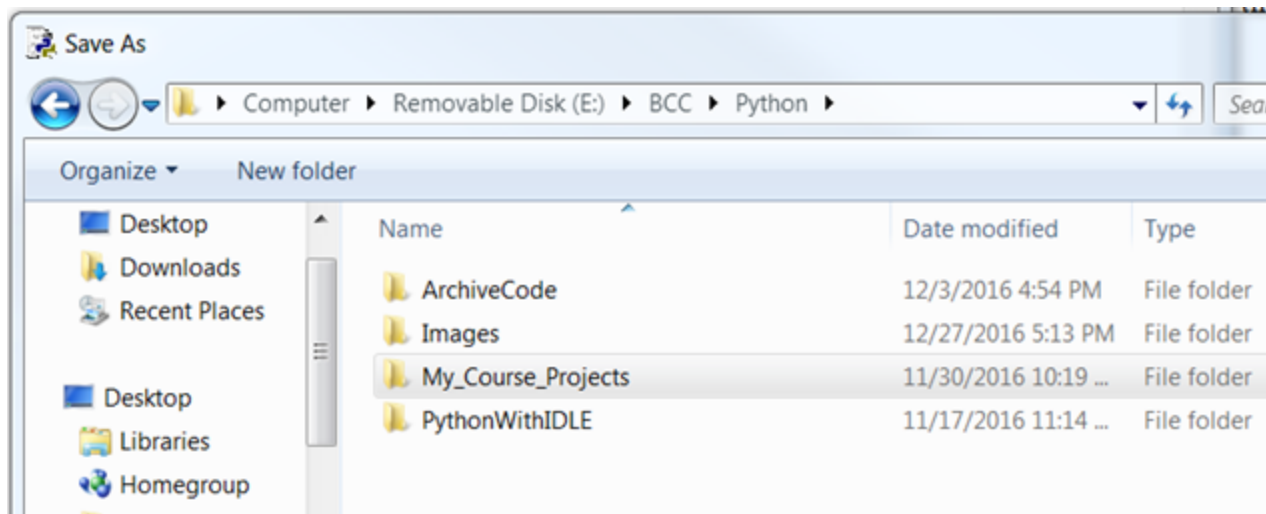
# Chapter 2 Python

- Working in the IDLE Text Editor
  - There is where a lot of students go down an ever more painful path
  - Developing the habit of using an organized file/folder structure saves a tremendous amount of time and frustration
  - Operating Systems fight this good habit through default folder locations that are file type dependent i.e. when we save a document, the OS defaults to “My Documents” directory
    - This couldn’t be more wrong!
    - Files should be organized



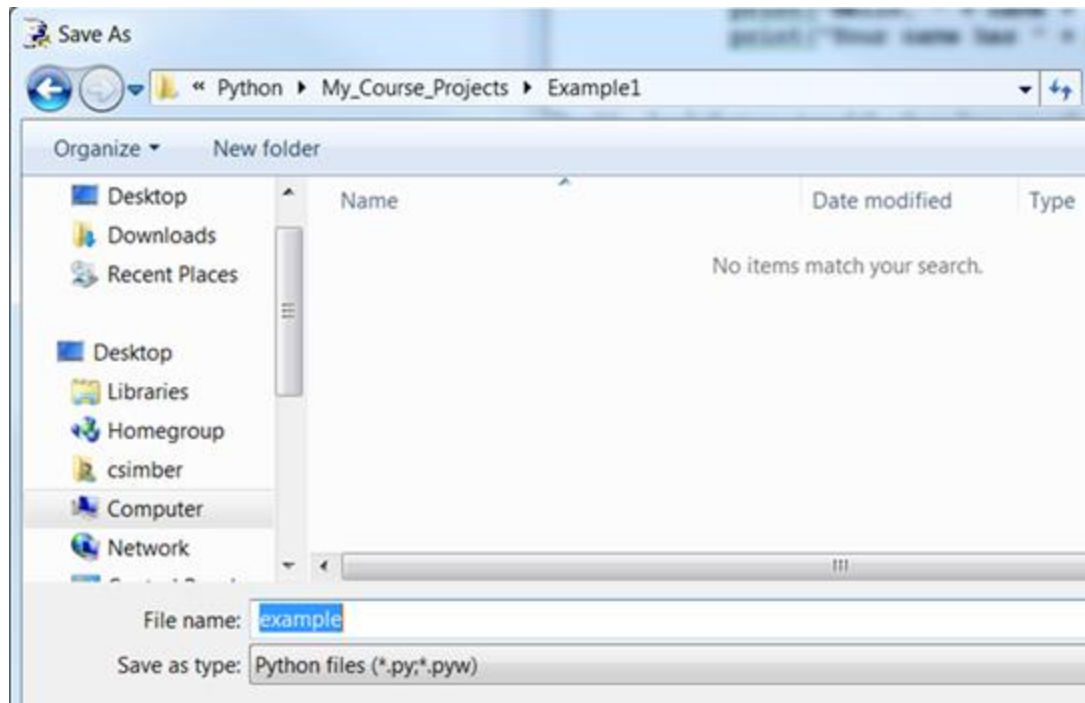
# Chapter 2 Python

- Working in the IDLE Text Editor
  - Since we can save our \*.py files anywhere and still run them, we are able to create a working folder for development and sub-folders for individual projects.
  - Create a folder for your work in this course, and then a sub-folder for this example.



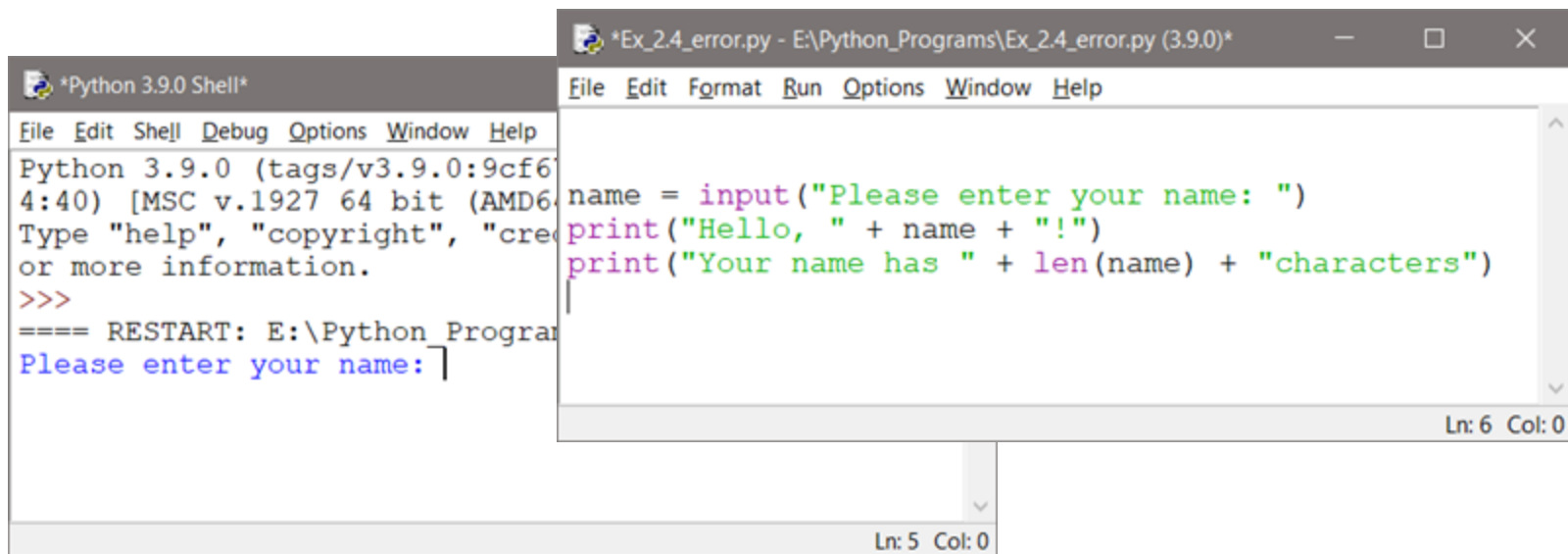
# Chapter 2 Python

- Working in the IDLE Text Editor
  - Now to name the file (example)... **do not add the .py**
  - Notice the directory: Python\My\_Course\_Projects\Example1



# Chapter 2 Python

- Working in the IDLE Text Editor
  - Give it a name like “*example*” and click "Save"
  - Immediately, Python will start running your program
    - Look back at the Python Shell window to interact with it.



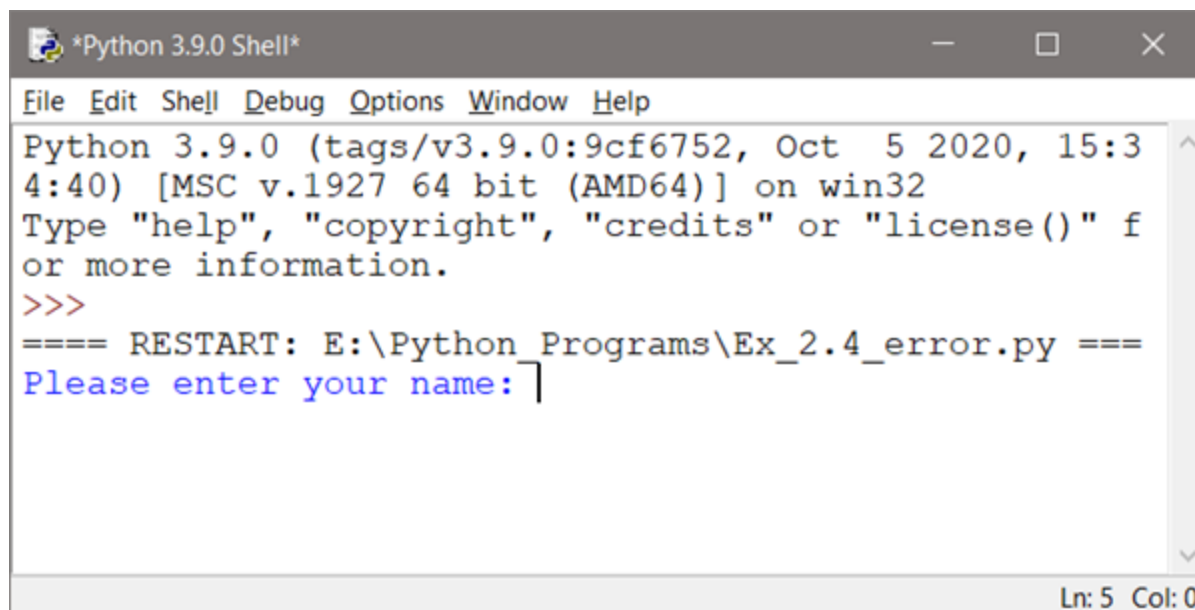
The screenshot displays two windows from the Python IDLE environment. The top window is the Python Shell, titled '\*Python 3.9.0 Shell\*', showing the Python 3.9.0 prompt and a 'RESTART' message. The bottom window is a text editor titled '\*Ex\_2.4\_error.py - E:\Python\_Programs\Ex\_2.4\_error.py (3.9.0)\*', containing Python code for a simple name-greeting program. The code is as follows:

```
name = input("Please enter your name: ")
print("Hello, " + name + "!")
print("Your name has " + len(name) + "characters")
```

The status bars at the bottom of each window indicate the current line and column: 'Ln: 5 Col: 0' for the shell and 'Ln: 6 Col: 0' for the text editor.

# Chapter 2 Python

- Working in the IDLE Text Editor
  - When the program runs, the prompt to “Please enter your name” will appear in the Python shell
  - This is where input will be entered (at least for now)

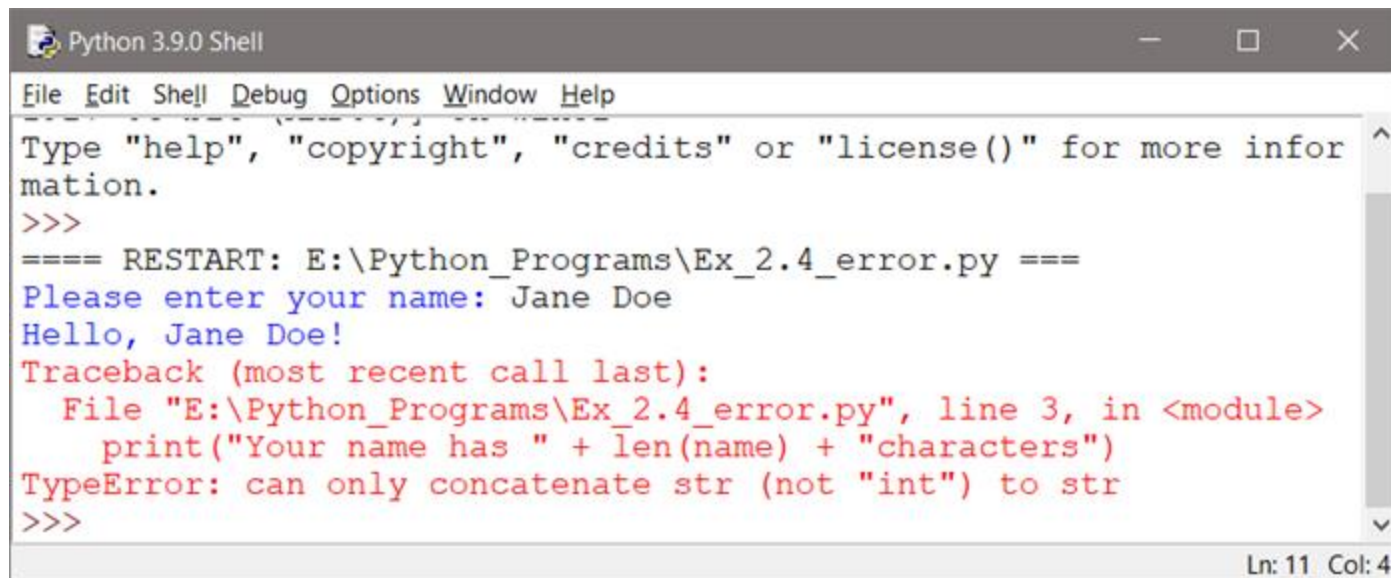


```
*Python 3.9.0 Shell*
File Edit Shell Debug Options Window Help
Python 3.9.0 (tags/v3.9.0:9cf6752, Oct 5 2020, 15:34:40) [MSC v.1927 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
==== RESTART: E:\Python Programs\Ex_2.4_error.py ====
Please enter your name: |
```

Ln: 5 Col: 0

# Chapter 2 Python

- Working in the IDLE Text Editor
  - When a response to the prompt is typed and *Enter* is pressed, the intentional error in the code will surface
  - In the Python shell, the red text provides information about the error

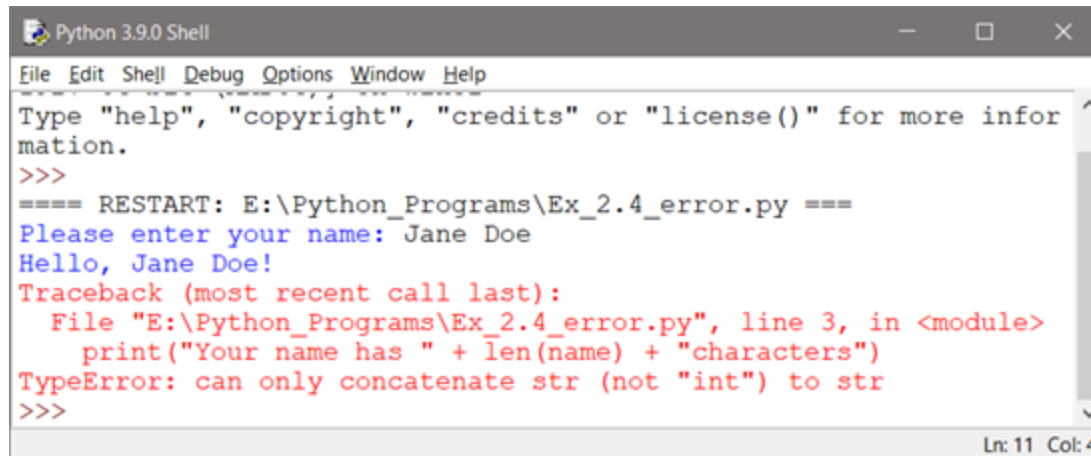


```
Python 3.9.0 Shell
File Edit Shell Debug Options Window Help
Type "help", "copyright", "credits" or "license()" for more information.
>>>
==== RESTART: E:\Python_Programs\Ex_2.4_error.py ====
Please enter your name: Jane Doe
Hello, Jane Doe!
Traceback (most recent call last):
  File "E:\Python_Programs\Ex_2.4_error.py", line 3, in <module>
    print("Your name has " + len(name) + "characters")
TypeError: can only concatenate str (not "int") to str
>>>
```

Ln: 11 Col: 4

# Chapter 2 Python

- Working in the IDLE Text Editor



```
Python 3.9.0 Shell
File Edit Shell Debug Options Window Help
Type "help", "copyright", "credits" or "license()" for more information.
>>>
==== RESTART: E:\Python_Programs\Ex_2.4_error.py ====
Please enter your name: Jane Doe
Hello, Jane Doe!
Traceback (most recent call last):
  File "E:\Python_Programs\Ex_2.4_error.py", line 3, in <module>
    print("Your name has " + len(name) + "characters")
TypeError: can only concatenate str (not "int") to str
>>>
Ln: 11 Col: 4
```

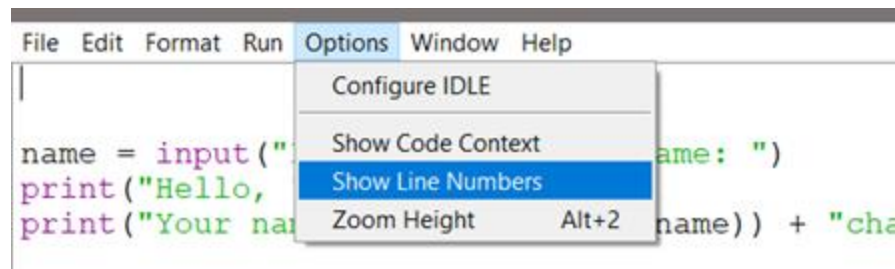
- The error information includes:
  - A “**Traceback**” of the function call or calls causing the error
  - The file name and line number for the error
  - The line of code itself
  - The type of error

# Chapter 2 Python

- Working in the IDLE Text Editor
  - The line numbers for the program can be seen at the bottom right of the IDLE editor window

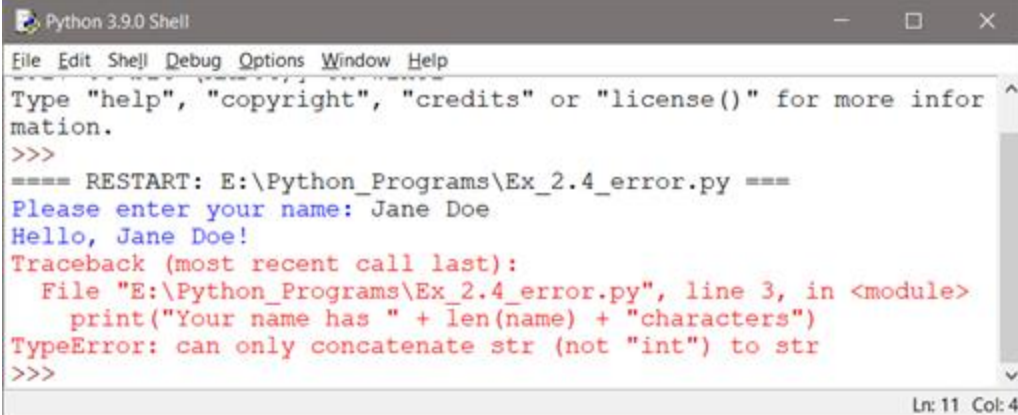


- Also, selecting the Option menu item will display them along the margin



# Chapter 2 Python

- Working in the IDLE Text Editor
  - The error is the result of the function call `len(name)` returning an integer which is the length of the string passed to it in `name`
  - Python cannot concatenate (join) an integer onto the string *“Your name has ”*, so execution stops and the error message appears



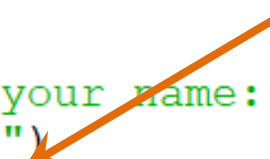
```
Python 3.9.0 Shell
File Edit Shell Debug Options Window Help
Type "help", "copyright", "credits" or "license()" for more information.
>>>
==== RESTART: E:\Python_Programs\Ex_2.4_error.py ====
Please enter your name: Jane Doe
Hello, Jane Doe!
Traceback (most recent call last):
  File "E:\Python_Programs\Ex_2.4_error.py", line 3, in <module>
    print("Your name has " + len(name) + " characters")
TypeError: can only concatenate str (not "int") to str
>>>
```



# Chapter 2 Python

- Working in the IDLE Text Editor
  - To correct this, the return value from the function call to `len()` can be converted to a string using `str`
  - Python can then concatenate (join) the resulting string to the literal string of characters before it, and concatenate the literal string after it

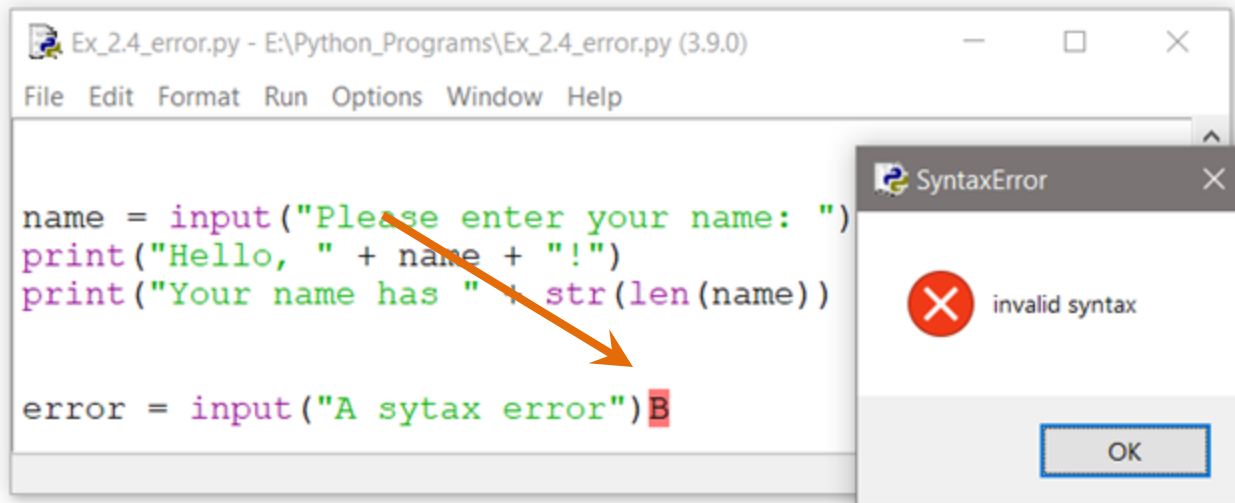
```
name = input("Please enter your name: ")
print("Hello, " + name + "!")
print("Your name has " + str(len(name)) + "characters")
```



```
Please enter your name: Jane Doe
Hello, Jane Doe!
Your name has 8 characters.
>>> |
```

# Chapter 2 Python

- Working in the IDLE Text Editor
  - Another type of error is a syntax error
  - IDLE will highlight the actual code where the error occurs by highlighting it in red and producing an error dialog
  - In the example below, the character “B” was erroneously typed at the end of the line



# Chapter 2 Python

- Errors in Programming
  - **Syntax error** – incorrect use of language specific rules like indentation and punctuation which will be found by the interpreter and the code will not execute
  - **Logic error** – the program runs, but does not perform the task it was intended to perform or it produces incorrect results
  - **Runtime error** – logic error that causes the program to stop executing

# Chapter 2 Python

- Errors in Programming
  - The most common errors in programming:
    - Misspelling words
    - Forgetting case sensitivity
    - Forgetting closing quotes
    - Forgetting closing parentheses

# Chapter 2 Python

- **Running IDLE**

- A quick way to run a python program - *Press F5 (Function Key)*
- Recall that a quick way to save the file is Control-S
- Combining these 2 quick commands while working in IDLE makes things much quicker and easier

- *After writing some code or making a change*

*Control-S*                      *Saves the code*

*F5*                                      *Runs the program*

## Chapter 2 Python

- Exiting Python and IDLE
  - To leave IDLE, just close the windows
    - Since IDLE insists that files are saved before each execution, it's hard to lose changes when exiting IDLE
  - To be really safe, save the program manually before closing the editing window
  - Choose "File" on the menu bar and "Save" from the drop-down menu or use *Control-S*

# Chapter 2 Python

## *Chapter 2 The Python Shell and IDLE*