Python lab

The files that you need for today’s lab can be found here: http://cs.furman.edu/~chealy/cs101/lab01/

Here is how to invoke the Python system: Click on the Start button in the lower left corner of the screen, then select “All Programs” 🡪 “ActiveState ActivePython 2.6 🡪 PythonWin Editor.

Once PythonWin appears, you should see a window called “Interactive Window”. If you don’t see it, then from the Window menu, make sure there is a check mark next to “interactive window”. This is where Python will display the output of our programs.

1. The first thing we should do is practice running existing programs. The Python folder already has some simple programs you should try to run to see that they work as intended. Some of these should look familiar to you since we saw them in class. To run a program, you’re going to love this – look for the running man on the row of icons just under the menus.

add2.py – adds two numbers entered by the user

count.py – illustrates looping. How many numbers are printed by each loop? \_\_\_\_\_\_\_\_\_\_\_\_\_\_

pay.py – the overtime pay problem

list.py – working with a list of numbers

1. Now we are ready to enter our own programs, so we should create a source file. From the File menu, choose “New” and then select Python script. This is what we’ll do from now on.

What should our first program be? Why, “hello, world” of course! Type in the following 2 lines of code:

# This is my first Python program

print “Hello, world!”

From the file menu, select save, and save your program as first.py. Run the program to verify it works correctly.

1. Lastly, let’s try solving complete problems. Refer to the “Practice” handout we went over in class. Try some of these problems in particular: 1 – 10. Please ask for help if you run into any trouble. As a reminder, any time you wish to start a new program, go to the File menu and choose New and then Python script. You should call your program name p1.py if you are solving problem 1, p2.py if you are solving problem 2, etc.