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A beginners guide to python programming for traders

Using functions The basic function prints a hello statementdef(): print ('Hello world') # Call functionhello()print("Function that returns a value")def whata_valueued(whatspintip): return 3.14159# Call functionprint(Pi is:, whatspitip)print(==)# Function that calculates using a formulafor length(length,width): range = length * print width (Area is:, range)# Call the functionwith argumention(8.9)print(====) # Function that calculates but provides more informationfor areawithin(length,width,width): area = length * print width (Length is: length) print (Width is: width) print (Total area is: area)# Call function with argumentswithinfo(8.9)print(#) # Function that returns a valueof(length, width): area = length * width return area# Call a function with arguments# Then take the returned value and place it in a variablecomputerroom = areareturnon(8.9)print (Computer room area is: computerroom)print(==)# Call 2 functionsfor roomarea=length of computer room is: computerroom)print(==)# Call 2 functionsfor roomarea=length of computer room is: computerroom)print(==)# Call 2 functionsfor roomarea=length of computer room is: computerroom)print(==)# Call 2 functionsfor roomarea=length of computer room is: computerroom)print(==)# Call 2 functionsfor roomarea=length of computer room is: computerroom)print(==)# Calling function of other functionsfor callother(length, width): hello()whatspitip(area,length,width)callother(9,10) Python is an almost universally loved programming language that many developers claim to be their preferred way to code. This is due to the clear and simple syntax of Python, logical structure and forgiven flexibility. All of these things also ensure that Python is the perfect choice for beginners and remains one of the fastest languages to learn. Then there is the flexibility and usefulness of the language. Python is often listed among the best programming languages frequently sought by employers, and this application is expected to increase due to its role in machine learning, data science and cybersecurity. Python is also popular for web development and is a fantastic learning tool. If you're willing to do a little extra work for your feet, you can even use Python for game development, mobile app development, and more. In this post, you'll find everything you need to know about Python and get started. We'll give you detailed instructions on setting up, building your first app, and where to go once you're ready to learn more. What is Python? Python was introduced in 1980 by a development team led by Guido van Rossum at Centrum Wiskunde & Informatica in the Netherlands. Rossum was very responsible for the philosophy and development of the project, and would go on to dub the dictator benevolent for life. More recently, Rossum resigned from this self-appointed role, handing over responsibility to the Python Board of Directors. Python was as an alternative to ABC language, the basic tenants being the legibility and white space. This was a language designed from the ground-up to be clear, concise, and easy to get to grips with. Read also: What is Python and Get Started? Technically... Python is a programming language interpreted, dynamically typed, collected by trash, at a high level, oriented towards objects. Let's break it down. As an interpreted language, the Python code is executed by a separate program installed on your computer, instead of being compiled in a format that your computer reads natively. This means that you can run the Python code directly from the terminal or command prompt without the additional step of building it first in an app or package (although there are ways to do so you should need). This can save a lot of time when you build a tool that you want to use right away! Dynamic typing means you need to write less python code to know what you understand. Although this example may not mean much to beginners, this means that you do not need to explicitly define the types of variables in the code. In programming, garbage collection refers to memory management. Because Python is garbage collected, that means it will recover memory as the program runs. This makes life much simpler for the developer, so otherwise you should handle this alone! At a high level it means that the code is more like English than other languages. That's because there's more abstraction. Even without programming experience, certain lines and statements in Python will be self-explanatory. And finally, Python is object-oriented (OOP) because it allows the creation of classes and objects. This refers to how the code is organised and the data is structured, which can lead to more efficient programmes and convenient reuse of the code between projects. The great thing about Python, though, is that you don't force yourself into an object-oriented structure. OOP is a complicated concept to wrap your head around like a beginner, so the fact that you can start with several basic sequences of statements is welcome. We therefore say that Python supports several paradigms. Read also: What is object-oriented programming? What can you do with Python? (What Python is and is not good for) When you first start developing Python, you'll initially be pleased with how easy it is to perform simple processes. This is a wonderful feeling for a new developer, and makes Python a perfect language to get your feet wet with. Problems come when you try to share projects. Because Python is interpreted, this means that initially you can only share projects as Python files: code that requires an interpreter and some experience in development to run. You can't just email the program to a friend for them to try it out: what are you doing with this Python code? One option is to create a web application. Many of the largest and most influential websites and tools on the net were built using Python. These include:GoogleInstagramSpotifyUserDropboxPinterestThis works because Python code runs on I mean, a computer in a warehouse runs the Python code somewhere and then uses this to change the appearance of a website. This site is then presented to the user when they point their browser to the correct URL. Because the code is running on the server (server-side), there is no need for them to have the interpreter installed on their device. Other apps, however, you might not really want to rely on servers ready-made functionality to help you perform the common tasks needed for web development. Another option is to make something that doesn't need a network connection. You could use something like HTML and CSS in order to manage the UI side, and perhaps some MySQL for storing and retrieving data. Read also: Use SQLite to develop Android applications if you want to learn the basics in our guide to running Python on Android. Can you make a mobile/web application with Python? There are two main options that we will add to the code in a portable application file. For example, you can convert Python scripts to a .exe run on Windows or an APK file to run on Android.Buildozer, for example, is a tool that will wrap Python projects as APK files for Android or .ipa files for iOS. You can learn more about Buildozer here. You'll probably also see a library like Kivy, which will provide UI graphics that we expect from mobile apps. I've written a guide to building the first mobile app with Python and Kivy, which you can read here. If you want to create an executable file for Windows, then you can use additional tools, it would be PyInstaller.What is important to note however, is that Python is not an officially supported option for creating Android or iOS apps. Nor is it particularly well suited for software development for Windows or Mac. The external tools listed here do not have graphical interfaces, and leave a lot of work for you as a developer. Chances are that the first time you try to build an APK with Buildozer something will go wrong. While combining Python with Kivy and Buildozer for Android development has the advantage of being cross-platform, there are other, much simpler and more powerful cross-platform development tools out there: wonder Xamarin.Also read: make an Android app with XamarinIf you want to build Android apps exclusively, it makes much more sense to learn either Kotlin or Java to use with Android Studio. Interested in going this route? Here's a guide about setting up your first project. If you look at iOS development, you'll want to learn Swift and Xcode IDE. You can learn more about this process in our guide to iOS dev. The only real reason to use Python to develop across these platforms is if you absolutely love Python, you just know Python, or you've already developed something amazing with Python and want to share it quickly with other devsPython's relationship with game development is like its relationship to mobile development. It is technically possible to create games in Python, but this is far from the optimal solution. The best way to create games in Python, is with another external tool called Pygame.Pygame will make more things easier by providing ready-made code to draw shapes and colors on the screen, play sounds, etc. What Pygame doesn't offer, though, is 3D rendering, ready-made physics, controller-input support, or anything else of that nature. That means you still have to code all this yourself: from how objects fall depending on where they are in relation to the ground, to how fast the protagonist accelerates when you press the left key. It also means that you can't build 3D games with Pygame and you will instead have to use something like Panda 3D, which is not easy to start with. Most games built in Python will look a bit basic and spend a lot more in development. Then you have headaches trying to carry these creations to other platforms! A much easier and stronger option for multi-platform gaming development is Unity. I wrote about this at length in our beginner unity guide. Python for professionalsOther than web development, the main use for Python is in building the tools and software you will use. As an information security analyst, you may use a Python script to try to crack passwords, for example. As a data analyst, you can use Python to store and retrieve large amounts of information. I personally have written a script to search my Word documents for keywords a while back. It doesn't matter if this Python code can't be shared easily because you built it for your own use. Python is also popular for fast prototypes. And, of course, it's great for learning! How long does it take to learn Python? The answer depends a lot on what you want to learn. If you want to learn Python for web development, this will take a significant amount of time and effort. If you just want to familiarize yourself with the basics of programming in Python, you can learn the ropes in a few days! Many people mistakenly believe that programmers learn an entire language and every tool associated with that language. Indeed, most developers are in a constant state of learning and updating their knowledge. Every time we are tasked with learning something new, we need to familiarize ourselves with new packages, frames or tools. Often, developers borrow code from other users without really understanding how it works, or vice versa engineer things they have used in the past. Best to start learning Python is to choose a simple project (make a computer, for example) and try this. You will learn the skills needed for this project along the way. After you've done this, add more features or try something more complex. This will structure your learning and you will find that UP the skills you need for your goals in no time. Alternatively, why not try a Python course online? These courses provide a complete education that will take you from beginner status to pro. These will include projects that will help you get started, as well as support and tests. Some will even prepare you for exams, which will provide industry-recognized certification. Android authority readers get major discounts on popular Python courses, which means you can access thousands of dollars worth of courses for about \$30-\$40! You can find a complete list of our recommended courses in our course guide. Getting started with Python – setting upNow you have a good idea of what python is good for - and what it isn't - you're ready to start! \$39.00 Python Programmer & Data Certification Bundle Save \$1761.00 Buy Now Python Programmer & Data Certification Bundle Buy it now Save \$1761.00 \$39.00 To program with Python, you will need two components:The Python interpreterAn editor or IDEYou, you also need to familiarize yourself with the concept of modules and pip. And if you want and are in Windows, you can add Python to PATH. The most important part is the interpreter. By now, you know that the interpreter is the software that runs on your computer and translates the Python code in real time. Imagine you're in the Matrix and want to learn German, so stick the tube in the back of your head and download everything you need to know. Now you can understand anything written in German! This is what the interpreter is for your PC and Python.You can download the interpreter (called Python) here. When you download Python, the question was whether to get the latest version (3.8 at the time of writing) or the older Python 2.7. There are syntax differences between Python 2 and 3, which means that not all Python codes will run on each version. For this reason, many organizations that have invested large amounts of time-developing projects in Python 2 did not want to make the leap. Also, many crucial external tools would only support Python 2 (including Pygame at some points in the history!). However, Python 2 has since lost official support, and so far most organizations and developers have finally made the leap. For this reason, 99% of people should download the latest version of Python 3. This is still worth knowing about, however, if you ever run into trouble trying to use a module or library that only works on the previous iteration! You can learn more about this in our update guide. And if you want more detailed instructions to help you install Python on Windows, Mac, or Linux than you'll want to go to our installation guide. Python and our IDEOur installation guide will also talk to you through the process of choosing and installing an IDE/editor. When you install Python, it will only come with a very basic editor called Shell. While you can write Python code here and run it, it won't highlight mistakes or allow you to easily juggle more IDE is an integrated development environment that provides access to all the useful tools and features you might need, while providing strong formatting, highlighting, and code writing tips. Two of the best options, and the ones I use personally, are PyCharm and Visual Studio. Both options are free for occasional use. As a part, if you just want to start experimenting with Python programming and have an Android or iOS device, you can also get some simple and cheap editors that will work out-of-the-box:iOS: Python3IDEAndroid: QPython 3LPand installing modulesOne of the most important aspects of Python programming, is to learn to use modules and libraries/packages. Modules are bits of code that contain definitions and statements. Essentially, these are bits of code that have been written by other people, which you can then refer to in your own code in order to perform powerful operations. For example, a Python module I often use is python-docx. This module makes it easy to open, analyze, and display .docx files (Word format) or create new files. Also read: write in a file in Python - Txt, Docx, CSV, and more! A package is simply a collection of modules, which must contain a file __init__.py. They offer a lot of functionality, usually linked along with a common theme. An example would be Kivy! Libraries are package collections. To use modules, packages, and libraries, you will usually use a tool called Pip. This is a package management system and is included in the default python installation. Ls Ps from the terminal or CMD or Win The PIP installer, downloading python-docx is as simple as typing the following commandpython --m pip install python-docxNote that you want to be able to run commands from the terminal, so you will want to set up your environment on Windows and Linux. PIP then takes care of getting the dependencies for you. The next step is to actually import the module into your Python interpreter, and then use it. So let's say you want to edit a file, and a familiarity with how to add new modules through a tool called Pip. What's next? There we'll write a small program that I normally type when I start any new programming language one that prints Hello World! We do this as so:print('Hello world!') This will bring up the words 'Hello world!' to the terminal. There are a lot of little tricks you can use when printing on-screen in Python, so check out our guide about printing in Python for more details. The next thing to learn about in any new programming language are variables. Variables are containers that we can use as stand-ins for values and data. First of all, value of an arbitrary name. Then we can use this name whenever we want to refer to this information: hello = 'Hello World!' print(hello) This comes at very handy if you need to refer to some information throughout the code. Or, more likely, if you want to trigger changes in the programme. Variables can come in different types. For example, a variable that consists only of integers is called integer or int. Numbers that require decimal places are called floats or doubles. Alpha-numeric character sequences are called strings ('Hello world' is a string). Related: Use strings in PythonBecause Python is dynamically typed, which means we don't have to choose what type of variable we use when we enter it. Lists and dictionaries are even stronger because they allow you to store more values. You can learn more about them here:How to use lists in PythonHow to use dictionaries in PythonThere are specific naming and formatting conventions in Python that suggest how you should name variables and functions and how you should set everything. For example, variables and functions will typically use snake cases, which means they are written in lowercase letters with underlines that separate each word. You can learn more by referring to the PEP 8 style guide. Read also: Comment in Python: Tips and Best PracticesHow to Use Python if statementsOnce you're familiar with these basics, you can start controlling the flow of your programs. You're doing this using a statement if. If the instructions allow you to check if something is true, then display a code segment only if it is. For example:name = User if name == User: print(Access granted!) This will now display the words Access granted on the screen, but only if the variable name is User.value. Try changing the string to everything else and you'll see that the program comes out without showing anything on the screen. Anyway that you want to display after the check is indented after two points. This is what you call a code block. Indents are used to create blocks of code which this whenever we want to group a code. Once the indentation is complete, the statements will be considered part of the main flow of the code. In this next example, the words Anyways... You're? will show on the screen, regardless of whether access has been granted.name = User if the name == User: print(Access granted!) print(Anyways... how are you?) Functions and classes in PythonAnother basic skill to learn when using Python, is how to call functions. Functions are blocks of code that

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