

Multimedia-Programmierung

Übung 1

Ludwig-Maximilians-Universität München
Sommersemester 2012

Good to Know

- Informatiker Forum
<http://www.die-informatiker.net/>
- Mimuc Twitter Account (inoffiziell)
<http://twitter.com/mimuc>
- Medieninformatik LMU Facebook Gruppe (inoffiziell)
<https://www.facebook.com/groups/36775131102/>

Übungsbetrieb

- Informationen zu den Übungen:
<http://www.medien.ifi.lmu.de/mmp>
- Anmeldung über Uniworx
<https://uniworx.ifi.lmu.de/?action=uniworxCourseWelcome&id=51>
- Zwei Stunden pro Woche
- Praktische Anwendungen zum Gebiet
Multimediatechnologie
- Vorbereitung auf die Übungsblätter

- Wöchentliche Übungsblätter

Scheinkriterien und Bonuspunkte

Diplom:

- Keine Klausur
- Scheinkriterium: Bearbeitung der ÜBs (50% der Punkte pro ÜB)
- 2 „Joker“, d.h. zwei Abgaben können gestrichen werden

Bachelor:

- Klausur
- Bearbeiten der ÜBs **keine** Klausurvoraussetzung
- Bonuspunkte für Klausur durch ÜBs:
 - >75% der Punkte eines ÜBs => 1 Bonuspunkt für Klausur
 - max. 10% Bonus in der Klausur

MMP im Nebenfach:

- Trennung zwischen Programmier- und Verständnisaufgaben
- Eine Programmieraufgabe für alle und spezielle wählbare Aufgaben je nach Studium

Plagiate

- Einmalig identifizierte Plagiate führen zur:
 - Aberkennung des aktuellen Bonuspunkts (Bachelor)
 - Nicht-Bestehen des aktuellen Übungsblatts (Diplom)
- Mehrmalige Plagiate (>1) führen zur:
 - Aberkennung aller Bonuspunkte (Bachelor)
 - Nicht-Bestehen der Vorlesung (Diplom)
- Prüfung auf Plagiate kann jederzeit erfolgen (auch am Ende des Semesters)

Today



What is Python?

- Programming language
- Supports object oriented as well as functional programming
- Fully dynamic type system
- Runs on all major operating systems

- Goal: create a **simple, efficient** and **easy-to-learn** programming language

“Wer hat’s erfunden?”
“Die Holländer!”



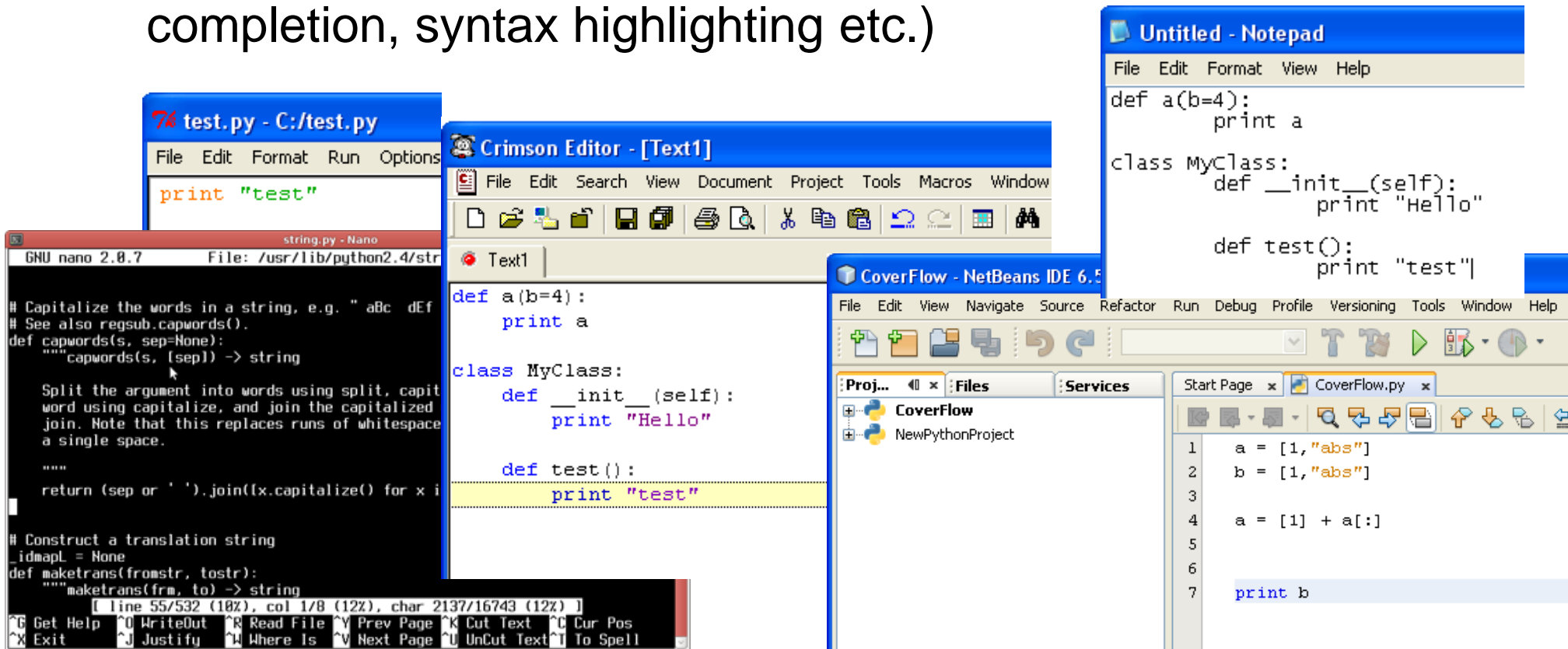
Guido van Rossum. Programmer of Python.
Source: Doc Searls

For this lecture

- Python 2.7.3 <http://www.python.org/download/>
- Pygame 1.9.1 <http://www.pygame.org/download.shtml>
- Recommended IDE:
 - Netbeans 6.9.1 (not 7.0 !) due to enhanced Python and JavaFX support <http://www.netbeans.org/>
- Installation:
 - Install Netbeans (e.g. with JavaFX)
 - Start Netbeans and choose Tools>Plugins from the menu
 - Select all Python plugins and install
 - Choose Tools>Python Platforms>New (Navigate to Python 2.6. Installation path and select e.g. python.exe on Windows)
 - Select Python 2.6. Platform > Make Default

Writing Python Code

- Python scripts are **text files**
- Thus they can be written using **any text editor**
- **IDEs** provide additional support (debugging, code completion, syntax highlighting etc.)



Python code is compact



```
public class Hello {  
  
    public static void main (String args[]) {  
        System.out.println("Hello World!");  
    }  
  
}
```



```
print "Hello World"
```

Python code is intuitive



```
String[] a = ["test1"];  
String[] b = ["test2"];  
  
String[] c = ArrayUtils.addAll(a, b);
```

or

```
String[] a = ["test1"];  
String[] b = ["test2"];  
String[] c = new String[a.length+b.length];  
System.arraycopy(a, 0, c, 0, a.length);  
System.arraycopy(b, 0, c, a.length,  
b.length);
```



```
a = ["test1"]  
b = ["test2"]  
  
c = a + b
```

Python code is fun



```
String a = "test";  
  
String b = "";  
  
for(int i = 0; i<5; i++) {  
    b = b + a;  
}
```

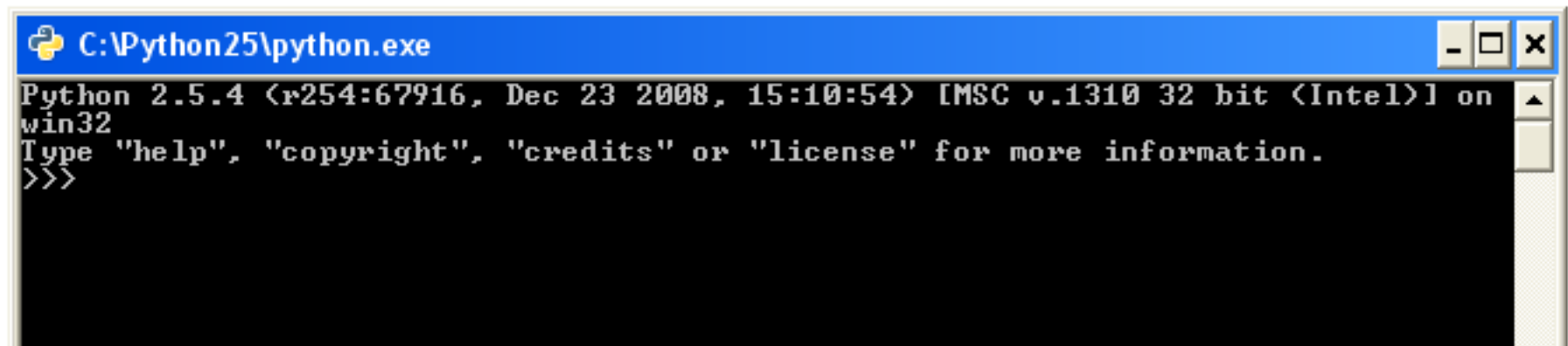


```
a = "test"  
b = a * 5
```

Executing Python Code

Interactive Mode

- Lines of Python code can be directly interpreted by the Python interpreter
- Results are immediately visible
- Comes with all standard Python installations
- Mac OS X/Linux: type “python” in the command shell/Terminal
- Windows: e.g. start python.exe from your Python folder

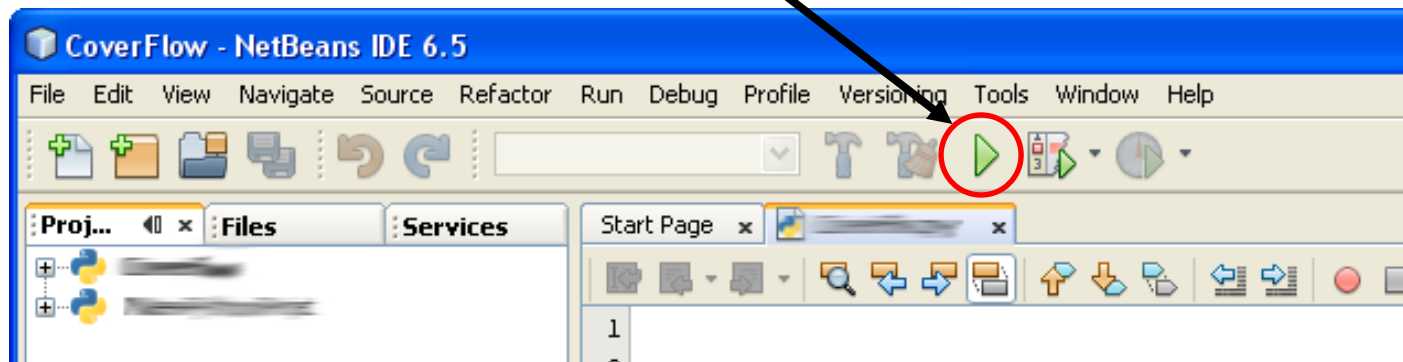


```
C:\Python25\python.exe
Python 2.5.4 (r254:67916, Dec 23 2008, 15:10:54) [MSC v.1310 32 bit (Intel)] on
win32
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

Executing Python Code

Python Scripts

- Python programs are usually called scripts
- Script files end on .py, sometimes .pyw in Windows
- To execute a script use the python interpreter followed by the location of the script
- For example: `python helloworld.py`
- In Netbeans just click the “run” button



Where the %\$&§ are my delimiters?

- Python does not use special characters as delimiters (e.g. '{' and '}' in Java)
- Blocks are delimited by indentations/whitespaces

```
a = 1
b = 2

if a > b:
    a = 10
    print a
else:
    a = 100
    print a
```

- editor support recommended
- forces the programmer to write clean and readable code
- a line of code cannot exceed several lines

allowed:

```
a = 1 + 2
```

forbidden:

```
a = 1
+ 2
```

allowed:

```
a = 1 \
+ 2
```

Everything's an Object

with Consequences

Define:

```
def b():  
    x = 0  
    print x
```

```
b()  
b = 4  
b()
```

Output:

```
0  
...  
TypeError: 'int' object is not callable
```



`id()` returns the identifier of the object
`is` can be used to check whether two objects are the same

Everything's an Object

Types

Define:

```
def b():  
    x = 0  
    print x  
  
print type(b)  
b = 4  
print type(b)  
  
print isinstance(b,int)
```

Output:

```
<type 'function'>  
<type 'int'>  
True
```

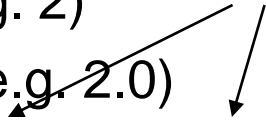
`type()` can be used to get the type of an object

`isinstance()` returns true if an object has a specific type

Types - Examples

- None
 - None
- Numbers
 - int (e.g. 2)
 - float (e.g. 2.0)
 - bool (**T**True and **F**False)
- Sequences
 - str (e.g. "zwei")
 - tuple (e.g. (1,2))
 - List (e.g. [1,2])
- Callable types
 - functions
 - methods

Yes, capital letters!!



and many many more ...

Comments

or: Being a Good Programmer

```
print "Who stole my Monkey?" # weird but I'll let it in
a = 1
b = 2
print a + b # I hope it'll output 3

# print "bye"
```

NebeansTip:

str+shift+c comments the whole selection

Output:

```
Who stole my Monkey?
3
```

Documentation

or: Being a Good Programmer 2

```
def a():  
    """This is function a"""  
    return 1  
print a.__doc__
```



“Good
Boy”

Output:

```
This is function a
```

Functions

Define:

```
def a():  
    print "I am function a"  
  
def b(text):  
    return "I don't like "+text
```

Use:

```
a()  
print b("function a")
```

Output:

```
I am function a  
I don't like function a
```

Functions

Default Parameters

Define:

```
def test(a=1,b=2,c=3):  
    print a+b+c
```

```
test(1)  
test(2,2)  
test(c=2)
```

Output:

```
6  
7  
5
```

Keyword arguments can be used to manipulate specific parameters only.

Namespaces

Local and Global Variables I

Define:

```
def b():  
    x = 0  
    print x
```

```
x = 2
```

```
b()  
print x
```

Output:

```
0  
2
```

Namespaces

Local and Global Variables II

Define:

```
def b():  
    global x  
    x = 0  
    print x
```

```
x = 2
```

```
b()  
print x
```

Output:

```
0  
0
```


Namespaces

Local and Global Variables - Episode III

Define:

```
def b():  
    x = 0  
    print locals()
```

```
b()
```

Output:

```
{'x': 0}
```

The functions `locals()` and `globals()` can help to get an overview.

Strings

Working with Strings

Define:

```
a = "hello"  
print a[0]  
print a[0:]  
print a[0:2]  
print a[0:len(a)]  
print a[2:]  
print a[:2]
```

Output:

```
h  
hello  
he  
hello  
llo  
he
```

Attention: strings are immutable!

```
a[2] = "c"
```

```
...  
TypeError: 'str' object does  
not support item assignment
```

Strings

Formatted Text

Define:

```
print """lalala  
test:  
    aha"""
```

Output:

```
lalala  
test:  
    aha
```

Formatted strings are defined using `"""`.

Strings

raw Strings

Define:

```
print "lalala\ntest"
```

```
print r"lalala\ntest"
```

Output:

```
lalala  
test
```

```
lalala\ntest
```

Adding an “r” to the string creates a **raw string**.

Lists a.k.a. Arrays

Define:

```
a = [1,3,"a","b"]
print a
print a[0]

a[0] = 2
print a

print 2 * a
```

Output:

```
[1, 3, 'a', 'b']
1
[2, 3, 'a', 'b']
[2, 3, 'a', 'b', 2, 3, 'a', 'b']
```

Lists can contain any types (even mixed).

Dictionaries

Define:

```
priceDict = {'mehl': 99, 'butter': 78}

print priceDict['mehl']
print priceDict.keys()

priceDict['oel'] = 112

print 'oel' in priceDict
```

Output:

```
99
['butter', 'mehl']
True
```

Dictionaries store key-value-pairs.

IF-Statement

Define:

```
a = 0
if a > 0:
    print "a>0"
elif a == 0:
    print "a=0"
else:
    print "none"
```

Output:

```
a=0
```

if...elif...else

Loops

Define:

```
a = [1,3,"a","b"]  
  
for x in a:  
    print x  
  
while True:  
    print "This will never end. :-s"
```

Don't try this at home!

Output:

```
1  
3  
a  
b  
This will never end. :-s  
...
```

`break` stops a loop

`continue` skips to the next part of the loop

Classes

Constructor and Methods

Define:

```
class HelloWorld:  
    def __init__(self):  
        print "Hello World"  
  
    def test(self):  
        print "test"
```

Use:

```
a = HelloWorld()  
a.test()
```

Output:

```
Hello World  
test
```

Modules

File test.py:

```
def a():  
    print "there we are"  
  
def b():  
    print "function b"
```

Use:

```
import test  
  
test.a()
```

Or:

```
from test import a  
  
a()
```

Output:

```
there we are
```

Working with Files

Reading Lines

example.txt:

```
line1  
line2  
cheese cake  
cat
```

Open File:

```
file = open("example.txt", "r")  
print file.readline()  
print file.readline()  
file.close()
```

Output:

```
line1  
line2
```

`open(filename,mode)`

mode: 'r' for read, 'w' for write

'a' for append

Working with Files

Iterating all Lines

example.txt:

```
line1  
line2  
cheese cake  
cat
```

Open File:

```
file = open("example.txt", "r")  
for line in file:  
    print line
```

Output:

```
line1  
line2  
cheese cake  
cat
```

Command Line Arguments

Console:

```
python test.py argument1
```

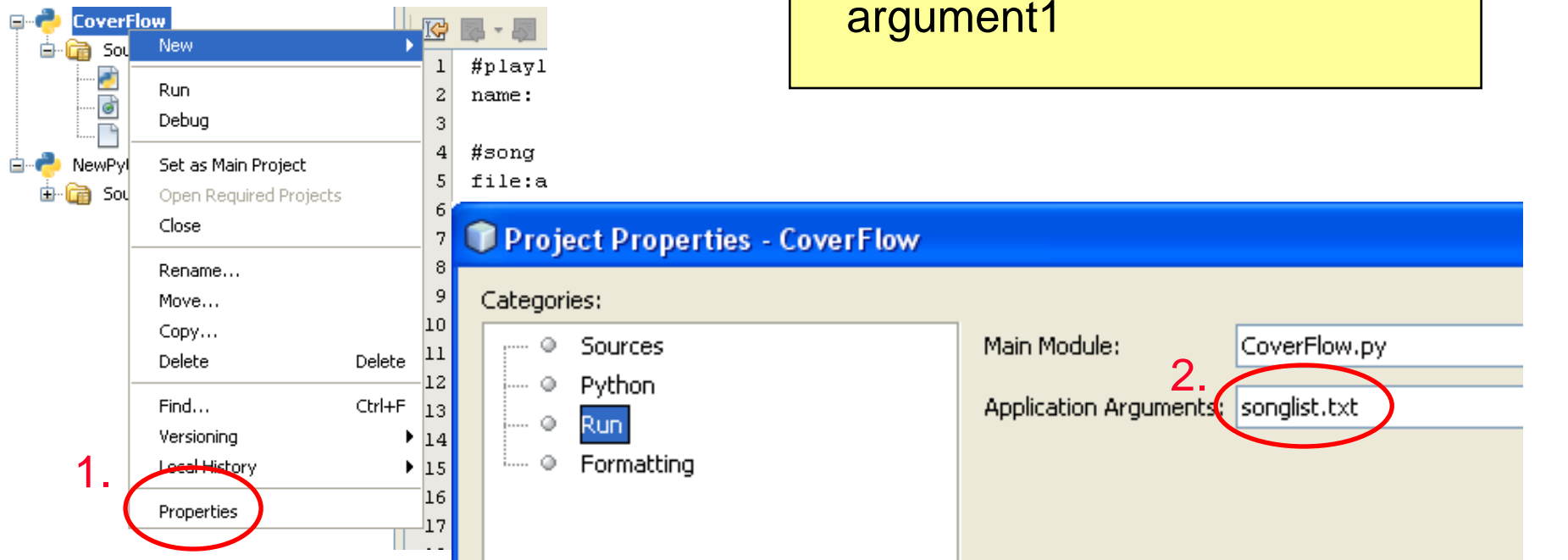
Use:

```
import sys
print sys.argv[1]
```

Output:

```
argument1
```

Netbeans:



The screenshot shows the NetBeans IDE interface. On the left, the 'Project Properties' dialog is open for the 'CoverFlow' project. The 'Run' category is selected, and the 'Application Arguments' field is set to 'songlist.txt', which is circled in red and labeled with a '2.'. The 'Sources' category is also visible. In the background, the 'New' menu is open, and the 'Properties' option is circled in red and labeled with a '1.'. The code editor shows a Python script with the following content:

```
1 #playl
2 name:
3
4 #song
5 file:a
6
7
8
9
10
11
12
13
14
15
16
17
18
```

Reading Input from the Command Line

Console:

```
a = raw_input("Name:")
```

Output:

```
Name:
```



Waits for user input. If
necessary it waits forever. ;-)

`input(prompt)` is used to get
input that is already converted
to a type (e.g. an integer)

Useful Links

- Python 2.7.3 documentation
<http://docs.python.org/release/2.7.3/>
- Python 2.7.3 tutorial
<http://docs.python.org/release/2.7.3/tutorial/index.html>
- File objects
<http://docs.python.org/release/2.7.3/library/stdtypes.html#file-objects>
- String methods
<http://docs.python.org/release/2.7.3/library/stdtypes.html#string-methods>