Programs, Variables &

L'ADRESSIONS

Programming (for biologists) BIOL 7800



In **python**, these are the common (arithmetic) operators

* * / // % **
 addition multiplication integer div. exponent
 subtraction division modulus

Order of Operations

Parentheses are executed first
Exponents are executed second
Mutiplication and Division are executed third
Addition and Subtraction are executed fourth

Operators with the same precedence are run from left to right

Assignment statements

equals vs. equals-equals

VS.

Assignment "set variable to something" e.g. = 5 Equivalence "this is equal to that" e.g. if x == 5: do something

Variable naming

Variable names are typically lowercase, descriptive, and separated by underscores (spaces are not allowed)

my_variable_name = 10

In other languages, variables are often "camel-cased" AKA CapWords

MyVariableName = 10

(This naming scheme is suggested for python classes)

Values and types

Python is an

object-oriented, interpreted, garbage-collected language

Very high-level language

dynamically typed

Values and types

But, just because Python is dynamically typed does not mean variables don't have a type

type() function

type(100) Out[3]: int

type(2.6)

Out[4]: float

type("cat")
Out[5]: str

What about: type("2.6") ??

Expressions v. Statements

Just some programming nomenclature...

expressions are combinations of values, variables, and operators n = 12n + 24 * 36

statements are "units of code" that have some effect

print("dog")
type(2.6)

String Operations

Can you add a string?

"brrrrp" "is a" "onomatopoeia"

Why, yes, you can!

"brrrrp" + "is a" + "onomatopoeia"

"brrrrpis aonomatopoeia"

This is known as "string concatenation"

String Operations

But what about multiplication?

"brrrrp" * 10

Out[6]: 'brrrrrpbrrrr



There are several kinds of comments you will see in Python programs

standard comment above something followed by the something you are commenting



There are several kinds of comments you will see in Python programs

code you are commenting # followed by a comment (these are called "in-line" comments)



There are several kinds of comments you will see in Python programs

111

here is a giant block of code that you would like to make a giant comment about.

This is also used for preambles, license info, novels, etc.

(these are called "block" comments)

Comments

Generally, comments should be informative and document non-obvious parts of the code

This is redundant

set variable dogs to "stinky"
dogs = "stinky"

This is better, but still somewhat redundant # get values 0 to 50 by 5 [elem for elem in range(0,51) if elem % 5 == 1]



We will get to "fancy" debugging, but one of the first debugging "tools" to use is the **print()** function

for number in range(0, 100):
 if number % 5 == 0:
 my_special_function(number)



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Debugging

We will get to "fancy" debugging, but one of the first debugging "tools" to use is the **print()** function

for number in range(0, 100):
 if number % 5 == 0:
 my_special_function(number)
 else:
 print(number)

Programs

How to run them



In [1]:

Programs How to run them



Programs

How to run them

hello_world.py



2. zsh

bcf at wasabi in ~/Desktop

\$ python hello_world.py

Python sys.version_info(major=2, minor=7, micro=11, releaselevel='final', serial=0)
Hello world



How to structure them





How to structure them



Programs

How **not** to structure them

You <u>do not</u> want GIANT, monolithic functions

1	<pre>def combineLoci(self, record, min_distance):</pre>
	'''combined adjacent loci – this is somewhat cumbersome due to the
	format of the matches returned from msat (a dict with keys = motif).
	Essentially, we are running a pairwise comparison across all motifs
	located to determine which are within a predetermined distance from
	one another'''
	<pre>temp_combined = []</pre>
	reorder = ()
	# turn our dict into something more useful for this purpose
	for motif in record.matches:
	for pos,val in enumerate(record.matches[motif]):
	reorder += ((motif, pos, val[0][0], val[0][1], val[1], val[2]),)
	# sort it
	<pre>reorder = sorted(reorder, key=operator.itemgetter(2))</pre>
	# combine adjacent loci at < min_distance
	for i in reorder:
	included = False
	<pre>if not temp_combined: temp_combined([i])</pre>
	<pre>temp_combined.append([i])</pre>
	else:
	<pre>for gp, g in enumerate(temp_combined):</pre>
	for elem in g:
	<pre>if i[2] - elem[3] <= min_distance:</pre>
	<pre>temp_combined[gp].append(i)</pre>
	included = True
	break
	if not included:
	<pre>temp_combined.append([i])</pre>
	# re-key
	<pre>for key, group in enumerate(temp_combined): motifs = []</pre>
	if len(group) > 1:
	gs = group[0][2]
	ge = group[-1][3]
	gp = group[0][4]
	gf = group[-1][5]
	else:
	gs, ge = group[0][2], group[0][3]
	<pre>gp, gf = group[0][4], group[0][5]</pre>
	name = ''
	<pre>member_count = 0 for any member_in any member.</pre>
	<pre>for pos,member in enumerate(group): if non- i for a log(second);</pre>
	if pos + 1 < len(group):
	dist = group[pos + 1][3] - group[pos][3]
	if dist > 1:
	spacer = ''
	else:
	spacer = ''
	else:
	spacer = ''
	<pre>length = (member[3]-member[2])/len(member[0])</pre>
	<pre>name += '%s(%s)%s' % (member[0], length, spacer)</pre>
	<pre>motifs.append([member[0],length])</pre>
	<pre>member_count += 1</pre>
	<pre>record.combined[key] = (((gs, ge), gp, gf, member_count, motifs, name),</pre>
	return record

Programs

How to structure them

You want **small**, **atomic** functions.

	import sys	
	. 5.	
	import ConfigParser	
	from phyluce import lastz	
	#from operator import itemgetter from collections import defaultdict	
	import shutil	
	import pdb	
	class FullPaths(argparse.Action):	
	"""Expand user- and relative-paths"""	
	<pre>defcall(self, parser, namespace, values, option_string=None):</pre>	
	<pre>setattr(namespace, self.dest, os.path.abspath(os.path.expanduser(values)</pre>))
	<pre>class CreateDir(argparse.Action):</pre>	
	<pre>defcall(self, parser, namespace, values, option_string=None): # cot the full path</pre>	
	<pre># get the full path d = os.path.abspath(os.path.expanduser(values))</pre>	
	# check to see if directory exists	
	if os.path.exists(d):	
	answer = raw_input("[WARNING] Output directory exists, REMOVE [Y/n]?	")
	if answer == "Y":	
	shutil.rmtree(d)	
	else:	
	print "[QUIT]"	
	sys.exit()	
	os.makedirs(d)	
	# return the full path	
	<pre>setattr(namespace, self.dest, d)</pre>	
	<pre>def is_dir(dirname):</pre>	
	if not os.path.isdir(dirname):	
	<pre>msg = "{0} is not a directory".format(dirname)</pre>	
	raise argparse.ArgumentTypeError(msg)	
	else:	
	return dirname	
	<pre>def is_file(filename):</pre>	
	<pre>if not os.path.isfile: msg = "{0} is not a file".format(filename)</pre>	
	raise argparse.ArgumentTypeError(msg)	
	else:	
	return filename	
	<pre>def get_name(header, splitchar = "_", items = 2):</pre>	
	"""use own function vs. import from match_contigs_to_probes - we don't want	lowercase
	if splitchar:	
	<pre>return "_".join(header.split(splitchar)[:items]).lstrip('>')</pre>	
67	else:	