

CSC 223 - Advanced Scientific Programming

Basic Python Semantics

Syntax and Semantics

- The *syntax* of a programming language refers to structure of the language, that is, what constitutes a legal program.
- The *semantics* of a programming language refers to the meaning of a legal program.

Variables

- A Python variable binds a name to a value.
- New bindings are established using the assignment statement:

```
# assign 4 to the variable x  
x = 4
```

- Variable naming rules:
 - A variable name may include only the characters a-z, A-Z, 0-9, and the underscore
 - A variable name must start with a letter or an underscore
 - Variable names are case sensitive

Python Objects

- Every value in Python is an object
- Objects have attributes (state) and methods (behavior)
- Syntax for using a method:

```
object.method([parameters])
```

- Example:

```
>>> x = 4.5  
>>> x.is_integer()  
False
```

Arithmetic Operators

Expression Type	Operator	Description
Addition	$a + b$	Sum of a and b
Subtraction	$a - b$	Difference of a and b
Multiplication	$a * b$	Product of a and b
Division	a / b	Quotient of a and b
Floor Division	$a // b$	Quotient, removing fractional parts
Modulus	$a \% b$	Remainder after division of a by b
Exponentiation	$a ** b$	a raised to the power of b

Bitwise Operators

Expression Type	Operator	Description
Bitwise AND	<code>a & b</code>	Bits defined in both a and b
Bitwise OR	<code>a b</code>	Bits defined in a or b
Bitwise XOR	<code>a ^ b</code>	Bits defined in a or b, not both
Bit shift left	<code>a << b</code>	Shift bits of a left by b units
Bit shift right	<code>a >> b</code>	Shift bits of a right by b units
Bitwise NOT	<code>~a</code>	Bitwise negation of a

Assignment Operators

Operator	Equivalent to
<code>a += b</code>	<code>a = a + b</code>
<code>a -= b</code>	<code>a = a - b</code>
<code>a /= b</code>	<code>a = a / b</code>
<code>a //= b</code>	<code>a = a // b</code>
<code>a %= b</code>	<code>a = a % b</code>
<code>a *= b</code>	<code>a = a * b</code>
<code>a &= b</code>	<code>a = a & b</code>
<code>a = b</code>	<code>a = a b</code>
<code>a ^= b</code>	<code>a = a ^ b</code>
<code>a <<= b</code>	<code>a = a << b</code>
<code>a >>= b</code>	<code>a = a >> b</code>

Comparison Operators

Operator	Description
a == b	a equal to b
a != b	a not equal to b
a < b	a less than b
a > b	a greater than b
a <= b	a less than or equal to b
a >= b	a greater than or equal to b

Logical Operators

Operator	Description
a and b	True if both a and b are true
a or b	True if either a or b is true
not a	True if a is False

Identity and Membership Operators

Operator	Description
<code>a is b</code>	True if a and b are identical objects
<code>a is not b</code>	True if a and b are not identical objects
<code>a in b</code>	True if a is a member of b
<code>a not in b</code>	True if a is not a member of b