

Coding in Python

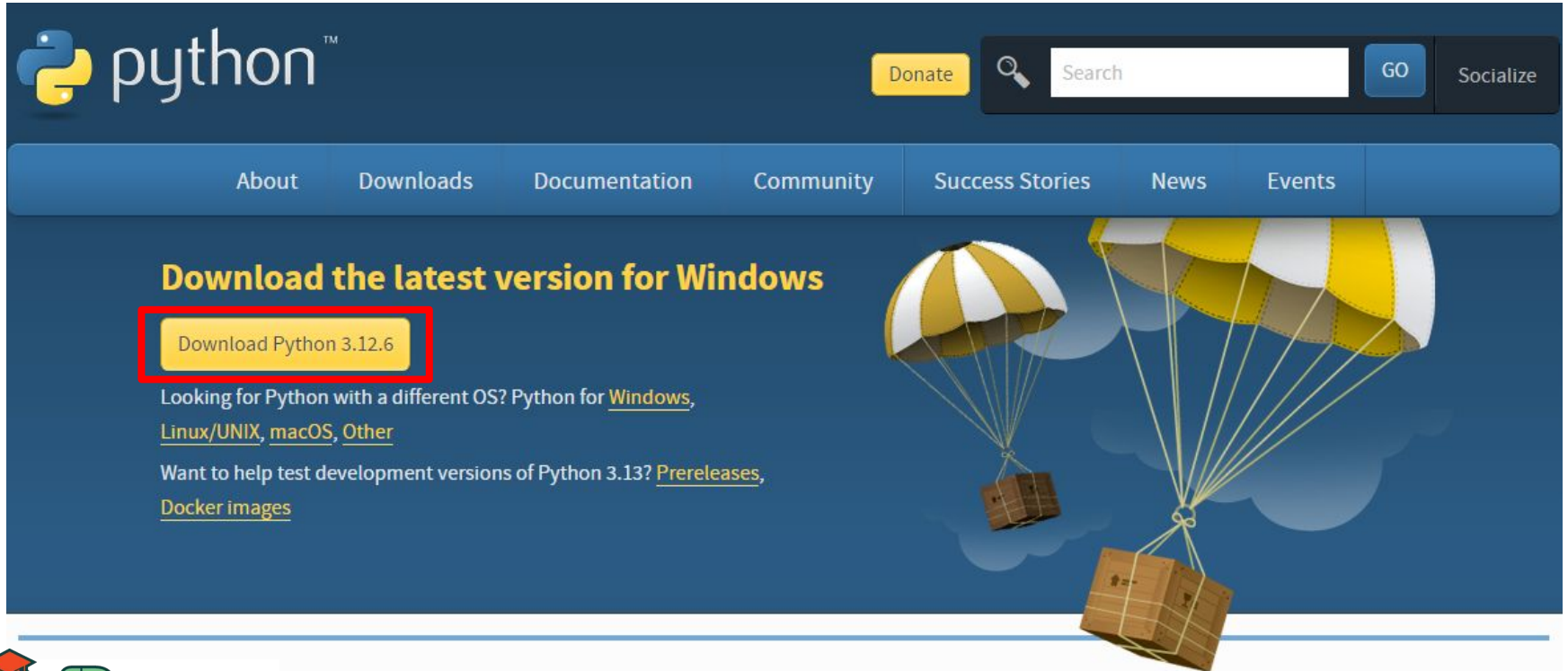
Class 1: How to Think Like a Coder

```
32     check_db()
33     all_books = db.session.query(Book).all()
34     return render_template("index.html", books=all_books)
35
36 @app.route("/edit", methods=["GET", "POST"])
37 def edit():
38
39     if request.method == 'POST':
```



Downloading Python

<https://www.python.org/downloads/>



Install Python 3.11.4 (64-bit)

Select Install Now to install Python with default settings, or choose Customize to enable or disable features.

→ Install Now

C:\Users\EZ\AppData\Local\Programs\Python\Python311

Includes IDLE, pip and documentation
Creates shortcuts and file associations

→ Customize installation

Choose location and features

☐ Use admin privileges when installing py.exe

☒ Add python.exe to PATH

Cancel

Make sure to check the box
"Add python.exe to PATH"

Setup was successful

New to Python? Start with the [online tutorial](#) and [documentation](#). At your terminal, type "py" to launch Python, or search for Python in your Start menu.

See [what's new](#) in this release, or find more info about [using Python on Windows](#).



Disable path length limit

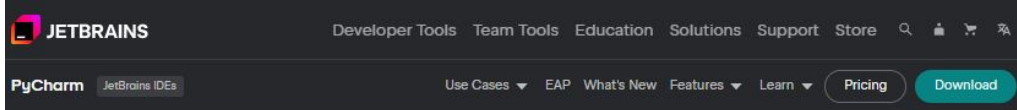
Changes your machine configuration to allow programs, including Python, to bypass the 260 character "MAX_PATH" limitation.

Close

Downloading PyCharm

<https://www.jetbrains.com/pycharm/download>

Make sure you download
the **Community Edition**.
The Professional edition
costs money!



Windows macOS Linux



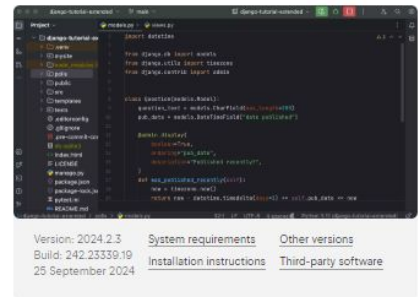
PyCharm Professional

The Python IDE for data science and web development

Download

.exe (Windows)

Free 30-day trial



We value the vibrant Python community, and that's why we proudly offer the PyCharm Community Edition for free, as our open-source contribution to support the Python ecosystem.



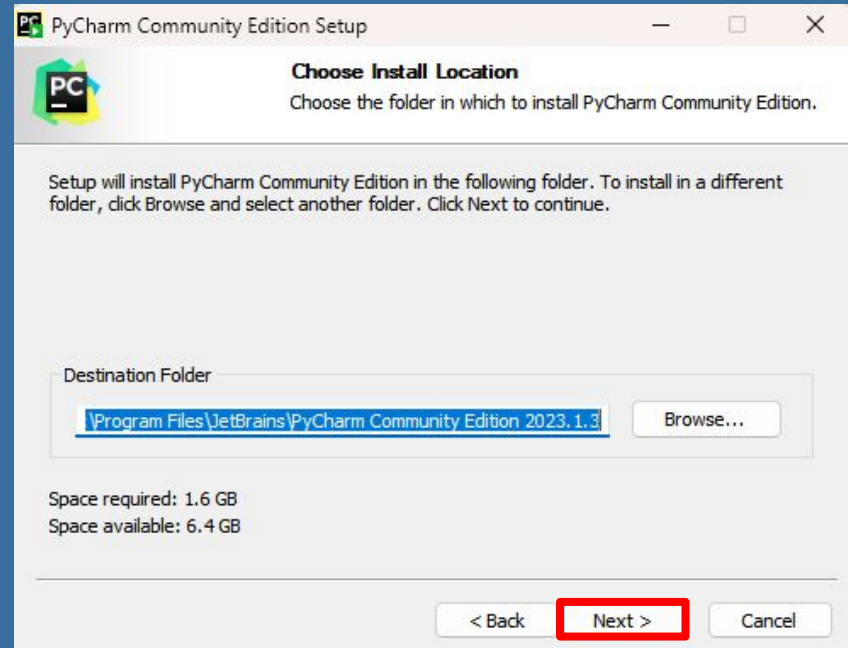
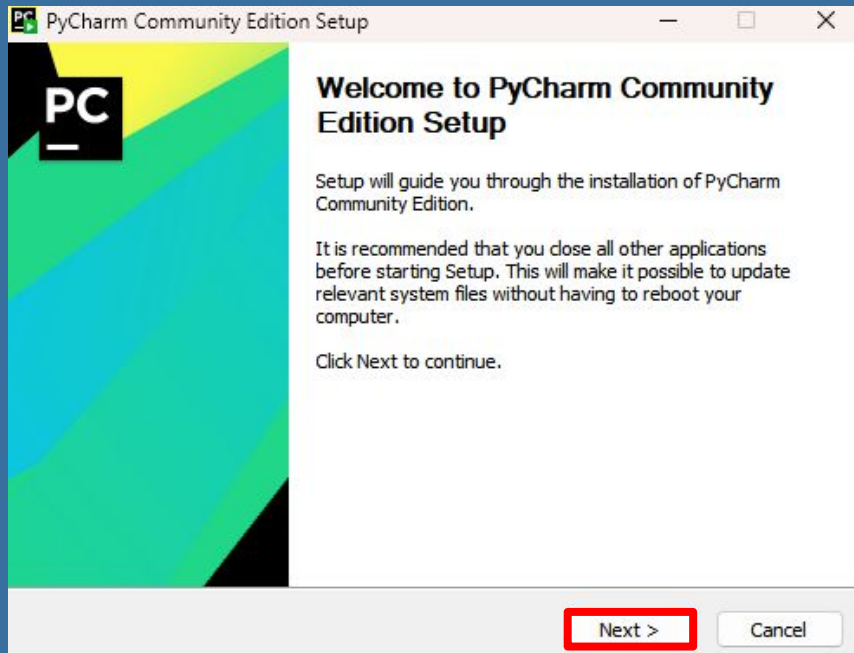
PyCharm Community Edition

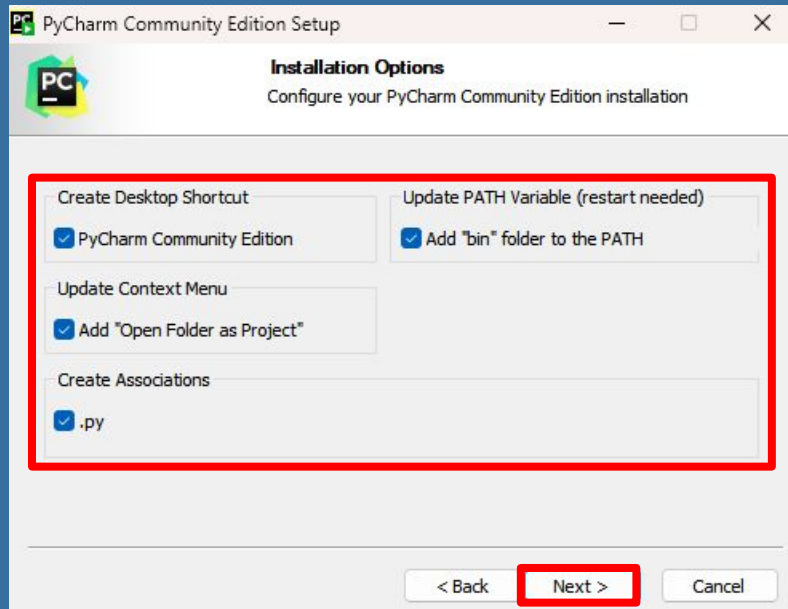
The IDE for Pure Python Development

Download

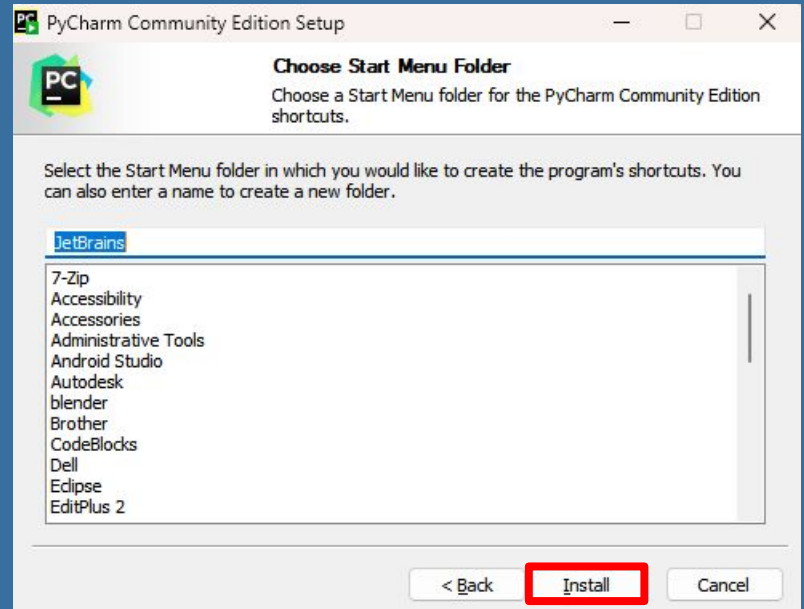
.exe (Windows)

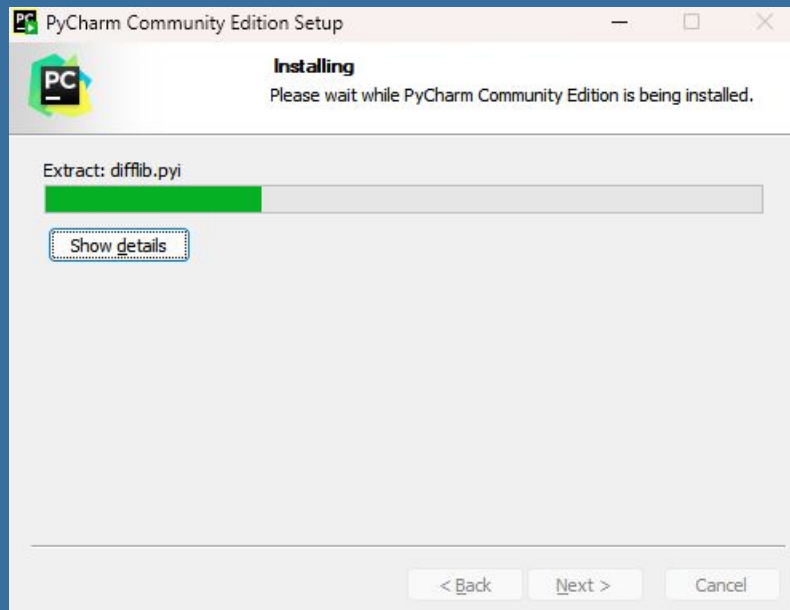
Free, built on open source



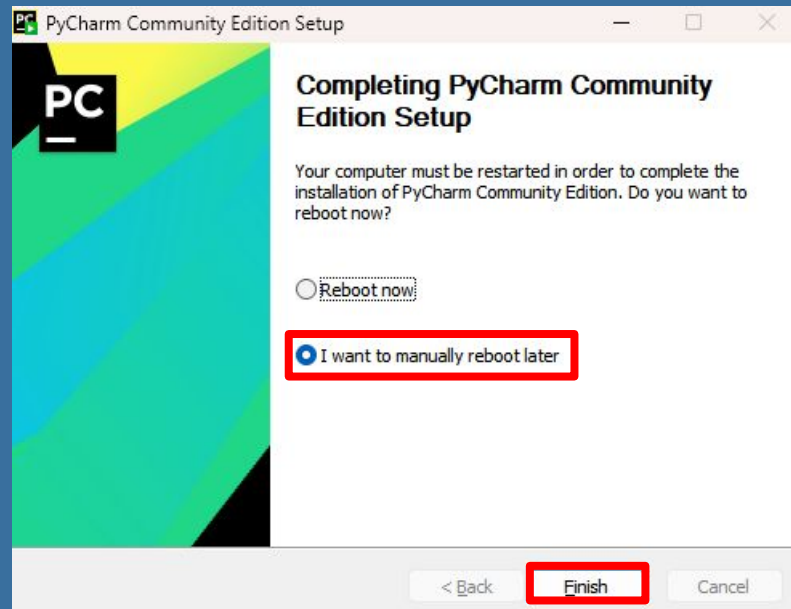


Check all the boxes here.





If you are in class, please check “**I want to manually reboot later**” and reboot your computer after class.





Google Classroom

We will be posting our class notes on Google Classroom. Please join using a private email (i.e. do NOT use your school email.)

Code:

pll6jbv

Thinking Like a Coder

How to think like a coder and what to do when faced with a problem



[1] Break it Down

Break down the issue into smaller pieces. This makes it easier to apply the fundamentals!

Ex: **What are the parts of a car?**

- **Body** (protects passengers)
- **Wheels** (help the car move)
- **Engine** (“heart” of the car)
- **Seats** (where people sit in the car)
- **Steering wheel** (helps driver control direction)
- **Pedals** (helps driver control speed)

What are some other components of a car?

[2]

Look for Patterns

There are patterns everywhere,
even in coding!

Ex: What are some patterns in our daily lives?

- Days of the week, days in a month, days in a year, etc.
- Pattern in words
- Cycles in nature
 - Water cycle
- Traffic Signals

Can you think of some others?

[3] Critical Thinking

Your solutions should look like an instructions manual or a recipe.

Think: is every step necessary?

Ex: **How would you open a jar?**

1. Drink some water
2. Pick up jar with left hand
3. Put right hand over the lid
4. Tighten both hands
5. Rotate right hand and rotate left hand other way until lid comes off
6. Rotate until lid comes off
7. Loosen both hands

Are there any steps that aren't needed?

Things to Know

Your code should be...

1. **Organized:** your code should be structured in a way such that it is easily readable
 2. **Simple:** complicated is not necessarily better; if your code is too complicated, it's going to confuse you.
 3. **Short:** no one wants to look through hundreds of lines of code; make sure to use different strategies to make it shorter!
-



Coder Mindset

How **should** you approach a coding problem?

- Do not memorize pieces of code! Understanding what goes on behind is much more valuable
- Break down the problem into smaller pieces.
- If you don't know something, don't be afraid to ask others.



Coder Mindset

What **shouldn't** you do when you encounter a problem?

- **Blame the computer:** the computer is only following your instructions; if something's not working, there must be something wrong with your instructions
- **Think you are dumb:** a typo or a missing line can be the reason a piece of code isn't running; don't make assumptions too soon!