

Getting Started with Python 3 on Linux

By Dan Hyde July 27, 2011

1. Log on to one of the Linux machines in room 164 Breakiron or 213 Dana.

2. To run the Python interpreter by itself in interactive mode:

```
python3.1
```

Type one line of Python at >>> interactive prompt to try out a snippet of code.

Type `quit()` or `Control-d` to quit.

3. To use Python 3's simple integrated development environment, type:

```
idle3.1
```

which opens a window with interactive prompt >>>. Try

```
>>> 6*7
```

To enter a Python program, select `File->New Window` to open an editor window.

```
# Simple Python program
def big_number(n):
    return 2**n

x = int(input('Enter integer value: '))
y = big_number(x)
print('2 to the power of ' + str(x) + ' is ' + str(y))
```

Enter the above program. Save your file with `.py` extension.

To run your program, select `Run->Run Module` in the editor window. Try 100 for input.

4. Use `dir(module_name)` to see a listing of all the functions in a module. Try the following at the >>> interactive prompt.

```
import random    # import the module random
dir(random)
```

5. Use `help(module_name)` to see man page on a module. Try

```
help(random)
```

6. Use `help(module_name.function_name)` to see short description of the function. Try

```
help(random.choice)
```

7. You may use `dir()` and `help()` on a variable that has been assigned a value. Try

```
s2 = 'Bison'
dir(s2)
help(s2.lower)
```