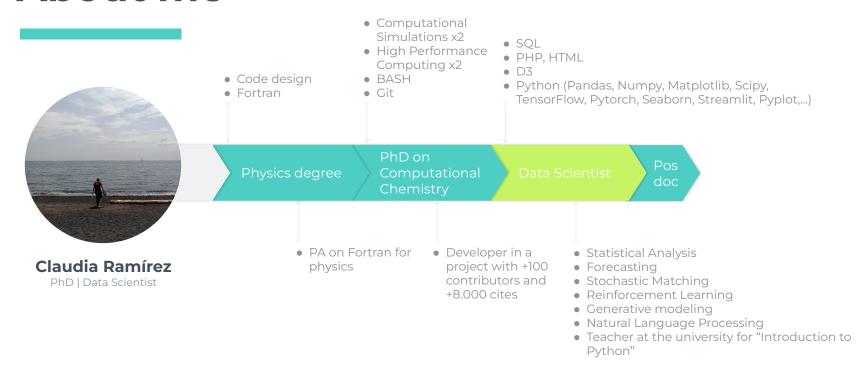
Good practices on Python

(or coding can be fun and less difficult)

About me





datacamp we're HIRING

CONTENTS

12 Top Data Science Programming Languages in 2023

Python

R

SQL

Java

Julia

Scala

#C/C++

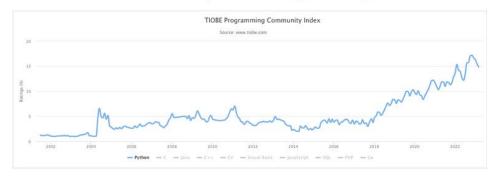
JavaScript

Swift

Go

MATLAB

Ranked first in several programming languages popularity indices, including the **TIOBE** Index and the **PYPL** Index, the popularity of Python has boomed in recent years and it remains the most popular programming language. Python is an open-source, general-purpose programming language with broad applicability not only in the data science industry, but also in other domains, like web development and video game development.



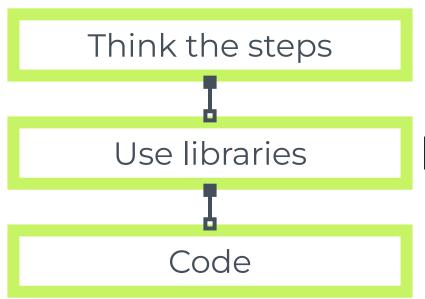
Source: TIOBE Index

>>> import this
The Zen of Python, by Tim Peters

Beautiful is better than ugly. Explicit is better than implicit. Simple is better than complex. Complex is better than complicated. Flat is better than nested. Sparse is better than dense. Readability counts. Special cases aren't special enough to break the rules. Although practicality beats purity. Errors should never pass silently. Unless explicitly silenced. In the face of ambiguity, refuse the temptation to guess. There should be one-- and preferably only one --obvious way to do it. Although that way may not be obvious at first unless you're Dutch. Now is better than never. Although never is often better than *right* now. If the implementation is hard to explain, it's a bad idea. If the implementation is easy to explain, it may be a good idea.

Namespaces are one honking great idea -- let's do more of those!

How to start coding something?



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Think the steps

Use your brain

Organize your ideas: think on computer steps, sizes, dimensions, inputs/outputs and everything you may need. **Don't start coding without knowing what to code.**

- . Initialize variables
 - a. Read input* variables
 - b. Define random variables



- a. Do some calculation
- b. Update variables (and maybe store them)

*create

folders!

- c. Calculate metric(s)
- 3. Store results*
- 4. Analyze results* (tables, plots, etc.)
- 5. Make README (you will thank yourself)

Something general that could help (or not)

Years coding	Average Lines Per Day
1-5	100
5-10	80
10-15	60
15-20	40
20+	20

According to medium

Use libraries

Save time

Every basic (and even not that basic) thing is already coded in an optimal way.

Use their knowledge, please.



Ask to your favorite search engine

Be as detailed as possible, you want to find the closest solution to you problem but on "mainstream"

2.

Read the documentation

(and then some others)

Look at the examples, run the notebooks: **see** how easy it is to customize

Find someone to explain it

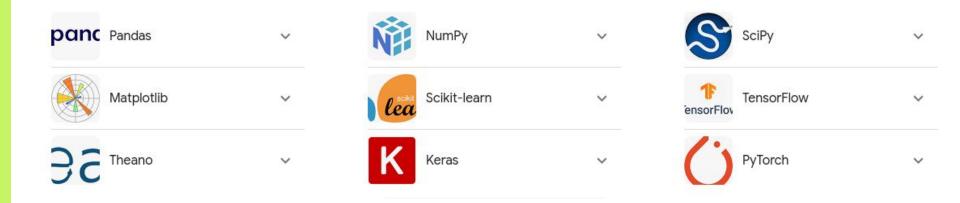
On YouTube:

- DataEngineerOne
- QuantumBlack
- ...find your flavor

To read:

- Towards Data Science
- Medium
- •

Common libraries



https://www.linkedin.com/pulse/top-10-python-libraries-data-science-2023-akshay-gangshettiwar

https://www.datacamp.com/blog/top-python-libraries-for-data-science

https://www.dataguest.io/blog/15-python-libraries-for-data-science/

https://www.simplilearn.com/top-python-libraries-for-data-science-article

3.

Take your time

This may seem as a "waste of time", but it's not: you will earn time on the long run

Code

Where the fun begins

Here are some tips that could help you make a more "pythonic" code (aka: a better code)

Use a venv

Avoid problems

Separate your project dependencies with your system dependencies. Allow reproducibility in time.

Use structure

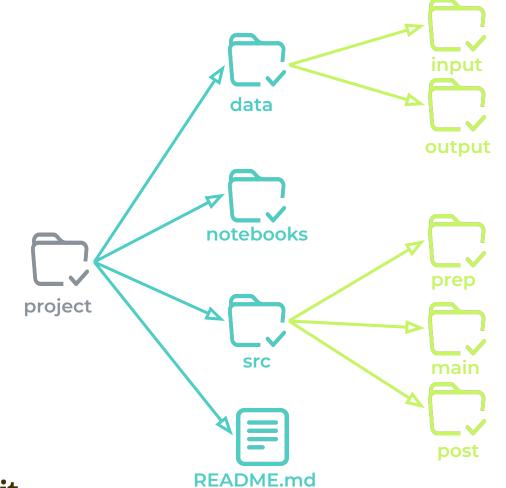
Avoid headaches

Separate your I/O files and your pipelines into folders, name your files in a useful way.



For large projects I recommend **kedro**.

If it's a small project, it may not be worth it (or will it be?)





Make functions

Save energy

Put as many steps as you can into functions with descriptive names

1.

Add readability

Everyone who will deal with your code will thank you (even your self after holidays)

Initial code

38 BAD lines

Final code

64
BETTER
lines
(including functions)

```
def gp sampler (
```



If you have to scroll to read a complete function, you need to add more functions

2.

Recycle (also when coding)

If you have code that is used in another place (even once)

Initial code

26 BAD lines

Final code

13 BETTER lines

```
def create dict(df: pd.DataFrame name: str, color: str) -> Dict:
```



Don't copy-paste

When you copy-paste code and latter need to modify it, you will have to do so in all the places (and you will have to remember all those places). Instead **use functions**

Create good variable names

Save lives

Nobody charges you for writing more letters, and the limitation in characters doesn't exist in python. There is no excuse: **Use descriptive variable names.**

Naming matters

Snake case	Capwords	Uppercase
		UPPERCASE or also
this_is_snake_case	ThisIsCapWords	THIS_IS_UPPER_CASE
	·	Use it for constants
Use it for variables	Use it for classes	
and functions		Kebab case
		this-is-kebab-case
		Use it on git*

Readability counts

- x, y, i, j, *_clean_* are not good variable name
 (unless you are programming something extremely flexible that you could use
 for many different problems, but probably is not the case)
- train, test, res, idx, n_row, n_col, batch_size are ok

(this are names that could be "broad" but their are still clear)

Tips

Make your work easier

There are things that make coding easier, use those things.

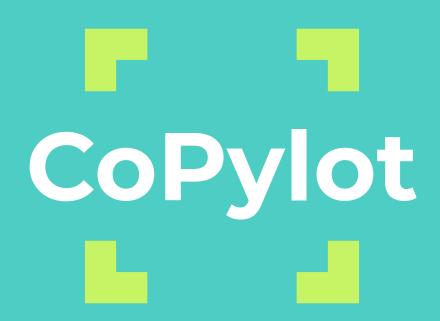


Integrated Development Environment

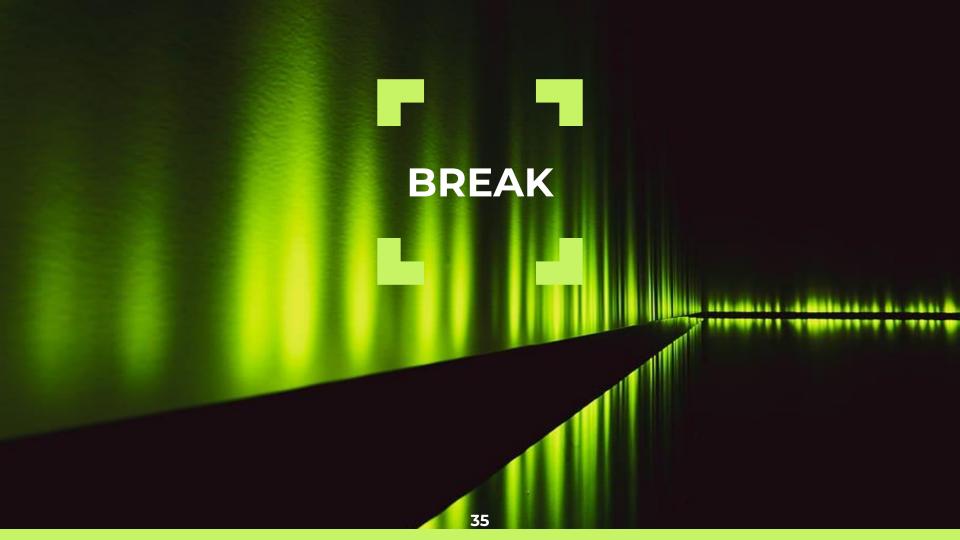




Documenting, reducing overhead and exploiting your IDE, all in one hint



Tool that suggest you coded functions (if you have a clear name), and it's free for students!



Let's code!

Have some fun

On a terminal:

- > cd <working-dir>
- > source seminar-venv/bin/activate
- > jupyter lab

Thanksl

Any questions?

You can find me at Room A45 clramirez@laas.fr