

# Teaching Python: The Hard Parts

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# Background

# Community Data Science Workshops





**Total Beginners**

# Platform Diversity

- Majority of mentors use OS X or Linux machines
- Majority of students use Windows machines
- Mentors may not have the experience to diagnose common Windows-specific issues
  - “python.exe not found” (PATH problems)
  - String encoding for unicode on the console
  - Binary files and line ending conversions

# Platform Diversity

```
# Example from PWFb

from urllib2 import urlopen

site = urlopen('http://placekitten.com/250/350')

data = site.read()

kitten_file = open('kittteh.jpg', 'w')

kitten_file.write(data)

kitten_file.close()
```

# Platform Diversity



```
# demon kitty!
```

```
open('kittteh.jpg', 'w')
```



```
# normal kitty
```

```
open('kittteh.jpg', 'wb')
```



# Platform Diversity

- **Takeaway:**
  - You must anticipate cross-platform issues for your participants
  - Make sure you test your examples on multiple platforms, especially Windows

# The Command Line

- Most Python tutorials start by running `python` or `ipython` on the command line
- Most total beginners have never used the command line before
- We don't tend to spend a lot of time teaching about the OS shell before jumping into the Python shell

# The Command Line

- Beginners get confused between shells, typing OS commands into the Python shell and vice versa

```
me@mylaptop:~$ python
```

```
Type "help", "copyright", "credits" or "license"  
for more information.
```

```
>>> ls
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
NameError: name 'ls' is not defined
```

# The Command Line

- **Platform Diversity:** Windows users may need to use `dir` instead of `ls` to list files; most OS shell tutorials don't cover these users
- **Takeaway:**
  - When teaching your students to interact with the Python shell, first spend some time talking about the OS shell
  - Teach students specific commands for each shell
  - Show students how to differentiate between them

# Python 2 vs. Python 3

- “What version do I install?”
- Worse: no one asks and the whole class has installed a variety of different versions of Python
- Python 3 libraries are incompatible with Python 2 and have different documentation
- Search engine indexing is not as good for Python 3 stuff, so beginners may accidentally fetch the wrong docs

# Python 2 vs. Python 3

- **Takeaway:**

- Making everything Python 2/3-compatible can take your time away from curriculum-building and may end up confusing beginners
- *Advice:* Pick one version of Python that's right for you and your group
- Be aware of Python versioning at install time
- Make sure your entire class uses the same version of Python uniformly

**A little more advanced**

# Methods vs. Functions, OOP

- “Why do we write `foo.keys()` but `range(10)`? Why not `keys(foo)`?”
  - “One is a function and one is a method”
- “When do I use `foo.sort()` versus `sorted(foo)`?”
  - “One mutates `foo` and the other doesn't”
- Trying to explain this to beginners can overwhelm them
- Students don't have the tools to understand this yet



# Methods vs. Functions, OOP

- **Takeaway:**

- Different syntax for invoking subroutines can be confusing to beginners and mentors should be aware of this
- This is a good point to start introducing students to documentation, to clarify what syntax to use
- *Advice:* don't introduce OOP to students that don't have prior programming experience. Or, put it near the end of your curriculum

# Testing

- Tests are a common blind spot for curriculum
- The later you introduce testing, the more optional it seems to your students
- You want to fit as much shiny and cool stuff as possible!
  - Testing = “eating your vegetables”
- Is this something that has a place in curriculum for complete beginners?

# Testing

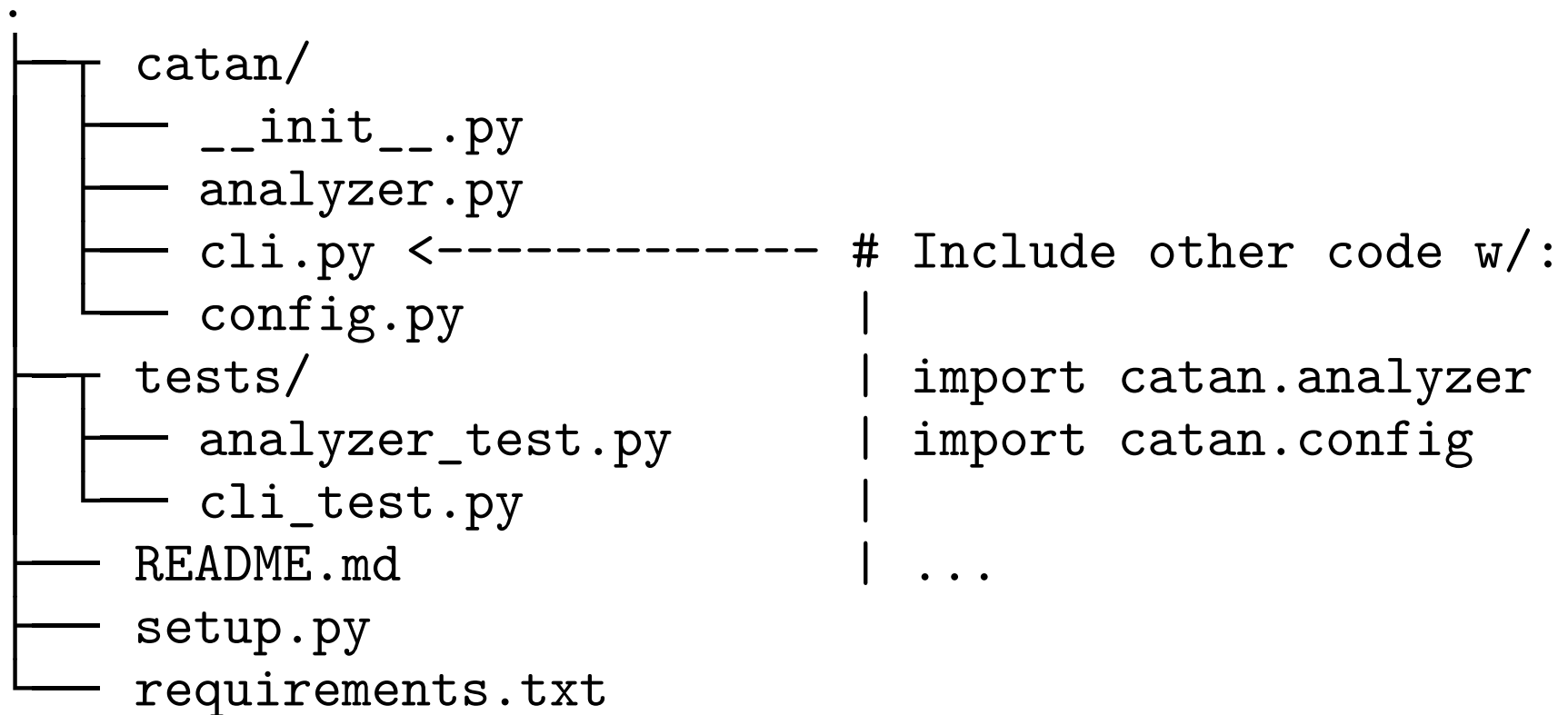
- `unittest` is easy to set up and get working
- Tests are a powerful tool for reasoning about the correctness of code and building confidence as a developer
- **Takeaway:**
  - Consider including some curriculum on testing
  - Lead by example: include tests in your sample code

# Putting Together Modules

- Students in workshops are usually taught how to work with the Python interpreter or single files
- What do you do when code gets too big to fit in a single file?
  - Ask a mentor
  - Despair
- Documentation is poor
- Version differences can make this very challenging on multiple axes

# Putting Together Modules

- Teach your students by example. Provide templates:



# Putting Together Modules

- We can help ease the documentation gap/student confusion by covering this
- This is a common curriculum gap, possibly because it's so “obvious”
- **Takeaway:**
  - If you want students to walk away from your workshop with the ability to ship working software, you should cover this topic or provide future resources

**Intermediate students**

# Scoping

- Intermediate students will ask questions about Python's scoping to learn how to reason about their code
  - Is it lexical? Dynamic? Something else?
- Let's go over a common, confusing example



# Scoping

```
cat = 'meow'  
  
def cat_changer():  
    cat = 'purr'  
    print 'inside cat: ', cat  
  
cat_changer()  
  
print 'outside cat: ', cat  
  
# => inside cat: purr  
# => outside cat: meow
```

# Scoping

- **Putting Together Modules:** sharing state between two files can be tricky because of scoping rules
- *Advice:* reference shared state using caution and fully-qualified namespaces
  - Good pattern: have your students create a `config.py` package that stores all shared global state

# Scoping

```
# catan/config.py
```

```
CAT_DB = 'postgres://localhost:5555'
```

```
CAT_LOG = '/home/catlover/var/log/cat.log'
```

```
# catan/cli.py
```

```
def main():
```

```
    # ...
```

```
    catan.analyzer.run_analyzer(catan.config.CAT_DB,  
                                catan.config.CAT_LOG)
```

# Scoping

- **Takeaway:**
  - Python's scoping rules can be tricky for even experienced programmers new to the language
  - Try to cover the rules in detail and cover “heads-up” scenarios where students may run into trouble
  - Guide your students on how to use global variables/state

# Packaging and Deployment

- Students want to ship their code and see it in action!
  - “How do I write a web app in Python?”
  - “A mobile app?”
  - “How do I package and deploy a command-line Python application?”
  - “How do I write a Python service/daemon?”
- Maybe abandon hope

# Packaging and Deployment

- There are lots of different moving parts to packaging and developing Python software
  - Learning to navigate `setuptools` and `setup.py`
  - Package managers: `pip/easy_install/conda?`
  - Virtual environments for development: `virtualenv` vs. `pyenv`
- This is important operational knowledge for new Python programmers
- *Advice:* Sharing “one true way” for your students is better than confusing them with too many options

# Packaging and Deployment

- Okay, we know how to develop the software and how to package it at a Python-level; let's deploy it
- How do we address dependency management?
  - At the system or user-level? What about OS-level dependencies?
- What about deployment processes?
  - git and pip?
  - Docker?
  - PEX?
  - dh-virtualenv and Debian packages?

# Packaging and Deployment

- **Takeaway:**

- If you have the time, briefly walk through `setup.py` and `setuptools` for building packages
- If you work with external libraries and installing them is in scope of your workshop, cover virtual environments
- Deployment: walk your students through one option that makes sense for their background and will enable them to sustainably run their software



**For all levels**

# General advice

- Be aware of your own shortcomings
- Less is more
- Bring together a supportive educational team
- Seek feedback from your students and mentors
- Treat your students with patience, empathy, and respect
- Encourage your students to build community



**Questions?**

# Thank you!

Thanks to: Peter Barfuss, Murphy Berzish,  
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*Talk links and resources can be found at*  
<https://hashman.ca/pycon-2016/>