

Programming in Sage

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Introduction

This is a phenomenally brief introduction to programming in Sage. For more details and functionality see: <http://www.sagemath.org/doc/tutorial/programming.html>

External Files

When programming in Sage, it is easier to write your program in a separate file than use the command line. To write a program, use `emacs` or some other editor, save the file with extension `.sage` then run the command,

```
sage file.sage
```

If you need to save the output of a program to a file, use the `>` operator.

```
sage file.sage > output
```

Using `>>` will append to the needed output file.

Loops and Control

If Statements

```
a = 10
if gcd(a,4) > 1:
    print "not coprime"
elif gcd(a,4)==2:
    print "both even"
else:
    print "coprime"
```

Loops

```
for i in range(5):
    print i^2
```

Note that the range function is extremely powerful. By default `range(a)` gives the list from 0 to a-1. In general, `range(a,b,d)` produces a list of numbers from a to b in steps of d.

Functions, Iteration

```
def plusk(n,k):
    return n+k
```

Don't forget the colon or indentation. You can make a default value for k by:

```
def plusk(n,k=7):
    return n+k
```

but this can be overridden.

Lists and Dictionaries

<code>l = [1,2,3, "hello world"]</code>	create a list
<code>l[0]</code>	the first element in the list
<code>l.append(5)</code>	add the element 5 to the list
<code>len(l)</code>	length of l
<code>del l[i]</code>	delete the i-th element of the list
<code>[a^2 for a in range(20)]</code>	makes a list of the squares up to 20
<code>a[i:k]</code>	gives the sublist of a between indices i,k
<code>d = {3:2, 6:7, 2/3:"hiya"}</code>	create a dictionary
<code>d['a'] = 'b'</code>	appends a new rule to the dictionary
<code>d.clear()</code>	empty a dictionary
<code>d.keys()</code>	a list of keys