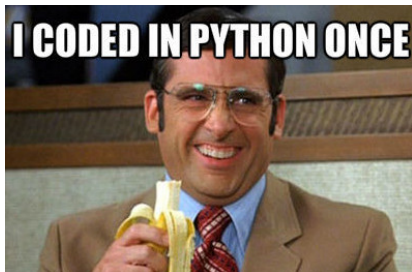


# Introduction to python

Jadavpur University Code Club



# The hello world program

```
print("hello world")
```

# The hello world program

```
print("hello world")
```



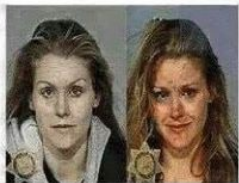
## BEFORE AND AFTER CODING



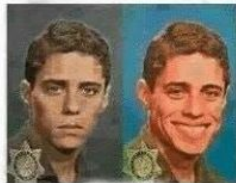
c++



javascript



java



python

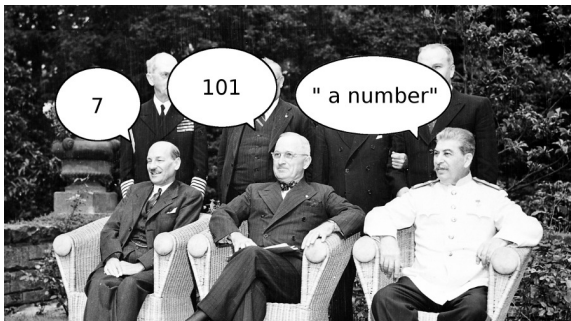
# Running the code

Two ways to do it:

- Interactive mode
- Shell mode

# Variables

```
x = 1.0  
y = "hello world"
```



# Variable naming conventions and rules

You must assign a value to a variable before you can use it, even if that value is zero or empty.

## Rules:

- Variable names must start with a letter or an underscore (\_)
- The reminder of your variable name may consist of letters numbers and underscores
- The names are case sensitive

# Data types

- int
- float
- list
- tuple
- strings



# If Else

```
if x<0:  
    print("Negative")  
elif x==0:  
    print("Zero")  
else:  
    print("Positive")
```

# Indentation is important

```
if foo:
    if abc(x):
        print(x)
else:
    print(y)
```

