

# Beginner's Guide to Learning Python

## 1. Introduction to Python

Python is a high-level, easy-to-read programming language used for web development, automation, data analysis, machine learning, and more. Its simplicity makes it great for beginners.

## 2. Installing Python

Visit: <https://www.python.org/downloads/>

Download the latest version and follow the instructions.

Make sure to check "Add Python to PATH" during installation.

Check installation:

```
python --version
```

## 3. Running Python Code

Run Python in IDLE, VS Code, Terminal, or online platforms like Replit.

Example:

```
print("Hello, world!")
```

## 4. Variables and Data Types

```
age = 25
```

```
height = 5.9
```

```
name = "Alice"
```

```
is_student = True
```

```
fruits = ["apple", "banana", "cherry"]
```

## 5. Operators

```
x = 10 + 5
```

```
print(x > 5)
```

```
print(True and False)
```

## 6. Control Flow

### # If/Else

```
if age >= 18:
```

```
    print("Adult")
```

```
else:
```

```
    print("Minor")
```

### # Loops

```
for i in range(5):
```

```
    print(i)
```

```
count = 0
```

```
while count < 5:
```

```
    print(count)
```

```
    count += 1
```

## 7. Functions

```
def greet(name):
```

```
    print("Hello, " + name + "!")
```

```
greet("Alice")
```

```
def add(a, b):
```

```
    return a + b
```

```
print(add(3, 5))
```

## 8. Input and Output

```
name = input("Enter your name: ")
```

```
print("Welcome, " + name + "!")
```

## 9. Simple Project: Calculator

```
def calculator():
```

```
    a = float(input("Enter first number: "))
```

```
    b = float(input("Enter second number: "))
```

```
    op = input("Choose operation (+, -, *, /): ")
```

```
    if op == "+":
```

```
        print("Result:", a + b)
```

```
    elif op == "-":
```

```
        print("Result:", a - b)
```

```
    elif op == "*":
```

```
        print("Result:", a * b)
```

```
    elif op == "/":
```

```
        print("Result:", a / b)
```

```
    else:
```

```
        print("Invalid operation")
```

```
calculator()
```

## 10. What's Next?

- Learn about dictionaries, sets, tuples
- Explore file handling
- Try modules like math, random, and datetime

- Build more projects!

## 11. Lists, Tuples, and Dictionaries

```
colors = ["red", "green", "blue"]
```

```
point = (3, 4)
```

```
person = {"name": "Alice", "age": 30}
```

```
print(person["name"])
```

## 12. Error Handling

```
try:
```

```
    result = 10 / 0
```

```
except ZeroDivisionError:
```

```
    print("You can't divide by zero!")
```

## 13. Using Modules

```
import math
```

```
print(math.sqrt(16))
```

```
import random
```

```
print(random.randint(1, 10))
```

## 14. Working with Files

```
with open("sample.txt", "w") as f:
```

```
    f.write("Hello, file!")
```

```
with open("sample.txt", "r") as f:
```

```
    content = f.read()
```

```
print(content)
```

## 15. Basic Object-Oriented Programming

```
class Person:
```

```
    def __init__(self, name):
```

```
        self.name = name
```

```
    def greet(self):
```

```
        print("Hello, I am " + self.name)
```

```
p = Person("Alice")
```

```
p.greet()
```

## 16. Practice Exercises

- Create a number guessing game
- Build a to-do list app using lists
- Make a simple quiz using input() and scoring
- Write a program that counts vowels in a sentence