Value -> AnyValid data types in python, ont, float, complex, str, list, dict, set, tuple

Var-> Container which holds data in memory, ar is kust an identier which points an objecg in memory



"WHat is Class?" class is blue print of an object object -> collection of attributes and methods which can replicate any real world entitiy into computer program

- yphon have 2 types of object
- 1) Mutable -> can change after assignemnet (list, dict, set)
- 2) Non Mutale -> can not be changes after assignment (tuple, forzenset, int ,float etc)

Some built in function in python

- 1. type(value) -> print class of that object
- 2. id(value) -> every object has a uniquw id on python,

```
if two reference have same id means they are pointing to same object
```

- 3. dir(value) -> it list all method of given class/ object
- 4. help(value)-> it will print documentation of a particular

```
help(list) # example

→
```

```
remove(self, value, /)
    Remove first occurrence of value.
    Raises ValueError if the value is not present.
reverse(self, /)
    Reverse *IN PLACE*.
sort(self, /, *, key=None, reverse=False)
    Sort the list in ascending order and return None.
    The sort is in-place (i.e. the list itself is modified) and stable (i.e. the
    order of two equal elements is maintained).
    If a key function is given, apply it once to each list item and sort them,
    ascending or descending, according to their function values.
    The reverse flag can be set to sort in descending order.
Class methods defined here:
__class_getitem__(...) from builtins.type
   See PEP 585
Static methods defined here:
__new__(*args, **kwargs) from builtins.type
    Create and return a new object. See help(type) for accurate signature.
Data and other attributes defined here:
hash = None
```

```
class Student:
  def __init__(self):
    self.name="sachin"
    self.section="A"
    self.roll_no="1234"
    self.dob="01/01/2004"
    self.course="Science'
    #...
#static information
  def info(self): #Getter
    print(f"Name= {self.name}")
    print(f"Section = {self.section}")
    print(f"Roll No= {self.roll_no}")
    #....
  # to change any given data
  def change name(self, new name, new roll no, new section): #Setter
    self.name = new_name
    self.roll_no = new_roll_no
    self.section = new_section
\# in above code, any 2 types of Method are available in a given class
# 1) Attribute ki value get karege -> Getter / get attr
# 2) Attribute ki value set karenge -> Setter / set attr
s1=Student() #object
print(s1.name)
print(s1.section)
print(s1.roll_no)
print(s1.dob)
print(s1.course) #insted of writting like this, we can directly call the info()
print("\n")
s1.info()
print("\n")
s1.change_name("Aayush Gupta",2306165,"A15")
s1.info()
```

```
sachin
A
1234
01/01/2004
Science
```

```
Section = A
Roll No= 1234

Name= Aayush Gupta
Section = A15
Roll No= 2306165
```

Name= sachin

```
l=["Java","C","C++"]
#list-> pre defined object
# indexing
#print(lang.get__getItem__(2)) #__method__ -> magic methods
#magic method are called indirectely
print(1[2]) # this will print the 2nd index of the list
print("\n")
print(1) # print the complete index as it is
print("\n")
1[1]="Python" #overWrite the 1st index
print(1)
```

```
['Java', 'C', 'C++']
```