

1st July Task/Practise Basics of Python

```
In [11]: #ARITHMETIC OPERATORS  
1 + 1
```

Out[11]: 2

```
In [2]: 2 * 2
```

Out[2]: 4

```
In [3]: 2-1
```

Out[3]: 1

```
In [4]: 4/6
```

Out[4]: 0.6666666666666666

```
In [5]: 12/6
```

Out[5]: 2.0

```
In [6]: 12//6
```

Out[6]: 2

```
In [7]: 12%6
```

Out[7]: 0

```
In [8]: 2 + 2 * 5
```

Out[8]: 12

```
In [10]: (2+2) //4
```

Out[10]: 1

```
In [12]: 2e4
```

Out[12]: 20000.0

```
In [13]: 2**4
```

Out[13]: 16

```
In [14]: 16 %% 2
```

```
Cell In[14], line 1  
16 %% 2  
      ^  
SyntaxError: invalid syntax
```

```
In [15]: -10//3
```

```
Out[15]: -4
```

```
In [17]: 3 + 'nit' #cant add string with number but can mul
```

```
-----  
TypeError                                Traceback (most recent call last)  
Cell In[17], line 1  
----> 1 3 + 'nit'  
  
TypeError: unsupported operand type(s) for +: 'int' and 'str'
```

```
In [19]: 3 * ' nit'
```

```
Out[19]: ' nit nit nit'
```

```
In [26]: a,b,c,d,e=10,10.7,10+2j,True,'nit' #declare mul var at same time
```

```
In [27]: a
```

```
Out[27]: 10
```

```
In [28]: b
```

```
Out[28]: 10.7
```

```
In [29]: c
```

```
Out[29]: (10+2j)
```

```
In [30]: d
```

```
Out[30]: True
```

```
In [31]: e
```

```
Out[31]: 'nit'
```

```
In [38]: type(e)
```

```
Out[38]: str
```

```
In [39]: 'Full Stack iT'
```

```
Out[39]: 'Full Stack iT'
```

```
In [40]: print('Full Stack iT')
```

```
Full Stack iT
```

```
In [41]: "naresh it tech"
```

```
Out[41]: 'naresh it tech'
```

```
In [42]: s1='naresh it tech'
```

```
s1
```

```
Out[42]: 'naresh it tech'
```

```
In [43]: a = 5  
b = 'hi'  
a + b
```

```
-----  
TypeError                                Traceback (most recent call last)  
Cell In[43], line 3  
      1 a = 5  
      2 b = 'hi'  
----> 3 a + b  
  
TypeError: unsupported operand type(s) for +: 'int' and 'str'
```

```
In [45]: print('max it's"Tech"')
```

```
Cell In[45], line 1  
    print('max it's"Tech"')  
          ^  
SyntaxError: unterminated string literal (detected at line 1)
```

```
In [49]: print('max it\'s "Tech"')
```

```
max it's "Tech"
```

```
In [50]: print('max it','Tech')
```

```
max it Tech
```

```
In [51]: print('I\'m "Affan"')
```

```
I'm "Affan"
```

```
In [52]: 'nit' + 'nit'
```

```
Out[52]: 'nitnit'
```

```
In [55]: 5 * ' nit '
```

```
Out[55]: ' nit nit nit nit nit '
```

```
In [56]: print('c:\nit')
```

```
c:  
it
```

```
In [58]: print(r'c:\nit')
```

```
c:\nit
```

```
In [59]: x = 5  
y = 10
```

```
In [60]: x + y
```

```
Out[60]: 15
```

```
In [68]: name1='fine'
         name1
```

```
Out[68]: 'fine'
```

```
In [69]: name1[1]
```

```
Out[69]: 'i'
```

```
In [70]: name[0]='d'
```

```
-----
NameError                                Traceback (most recent call last)
Cell In[70], line 1
----> 1 name[0]='d'

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

```
In [75]: name1[0:1]
```

```
Out[75]: 'f'
```

```
In [76]: name1[0:1] = 'd'
```

```
-----
TypeError                                Traceback (most recent call last)
Cell In[76], line 1
----> 1 name1[0:1] = 'd'

TypeError: 'str' object does not support item assignment
```

```
In [77]: name1
```

```
Out[77]: 'fine'
```

```
In [81]: 'w'+name1[1:] #this is how u can change the string value through index slicing
```

```
Out[81]: 'wine'
```

```
In [87]: help()
```

Welcome to Python 3.12's help utility! If this is your first time using Python, you should definitely check out the tutorial at <https://docs.python.org/3.12/tutorial/>.

Enter the name of any module, keyword, or topic to get help on writing Python programs and using Python modules. To get a list of available modules, keywords, symbols, or topics, enter "modules", "keywords", "symbols", or "topics".

Each module also comes with a one-line summary of what it does; to list the modules whose name or summary contain a given string such as "spam", enter "modules spam".

To quit this help utility and return to the interpreter, enter "q" or "quit".

Help on class list in module builtins:

```
class list(object)
| list(iterable=(), /)
|
| Built-in mutable sequence.
|
| If no argument is given, the constructor creates a new empty list.
| The argument must be an iterable if specified.
|
| Methods defined here:
|
| __add__(self, value, /)
|     Return self+value.
|
| __contains__(self, key, /)
|     Return bool(key in self).
|
| __delitem__(self, key, /)
|     Delete self[key].
|
| __eq__(self, value, /)
|     Return self==value.
|
| __ge__(self, value, /)
|     Return self>=value.
|
| __getattr__(self, name, /)
|     Return getattr(self, name).
|
| __getitem__(self, index, /)
|     Return self[index].
|
| __gt__(self, value, /)
|     Return self>value.
|
| __iadd__(self, value, /)
|     Implement self+=value.
|
| __imul__(self, value, /)
|     Implement self*=value.
|
| __init__(self, /, *args, **kwargs)
|     Initialize self. See help(type(self)) for accurate signature.
|
| __iter__(self, /)
|     Implement iter(self).
|
| __le__(self, value, /)
|     Return self<=value.
|
| __len__(self, /)
|     Return len(self).
|
| __lt__(self, value, /)
|     Return self<value.
|
| __mul__(self, value, /)
|     Return self*value.
```

```

    __ne__(self, value, /)
        Return self!=value.

    __repr__(self, /)
        Return repr(self).

    __reversed__(self, /)
        Return a reverse iterator over the list.

    __rmul__(self, value, /)
        Return value*self.

    __setitem__(self, key, value, /)
        Set self[key] to value.

    __sizeof__(self, /)
        Return the size of the list in memory, in bytes.

    append(self, object, /)
        Append object to the end of the list.

    clear(self, /)
        Remove all items from list.

    copy(self, /)
        Return a shallow copy of the list.

    count(self, value, /)
        Return number of occurrences of value.

    extend(self, iterable, /)
        Extend list by appending elements from the iterable.

    index(self, value, start=0, stop=9223372036854775807, /)
        Return first index of value.

        Raises ValueError if the value is not present.

    insert(self, index, object, /)
        Insert object before index.

    pop(self, index=-1, /)
        Remove and return item at index (default last).

        Raises IndexError if list is empty or index is out of range.

    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 the
m,  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__(...)
|       See PEP 585
|
| -----
| Static methods defined here:
|
|   __new__(*args, **kwargs)
|       Create and return a new object.  See help(type) for accurate signature.
|
| -----
| Data and other attributes defined here:
|
|   __hash__ = None
```

Help on class tuple in module builtins:

```

class tuple(object)
|   tuple(iterable=(), /)
|
|   Built-in immutable sequence.
|
|   If no argument is given, the constructor returns an empty tuple.
|   If iterable is specified the tuple is initialized from iterable's items.
|
|   If the argument is a tuple, the return value is the same object.
|
|   Built-in subclasses:
|       asyncgen_hooks
|       MonthDayNano
|       UnraisableHookArgs
|
|   Methods defined here:
|
|   __add__(self, value, /)
|       Return self+value.
|
|   __contains__(self, key, /)
|       Return bool(key in self).
|
|   __eq__(self, value, /)
|       Return self==value.
|
|   __ge__(self, value, /)
|       Return self>=value.
|
|   __getattr__(self, name, /)
|       Return getattr(self, name).
|
|   __getitem__(self, key, /)
|       Return self[key].
|
|   __getnewargs__(self, /)
|
|   __gt__(self, value, /)
|       Return self>value.
|
|   __hash__(self, /)
|       Return hash(self).
|
|   __iter__(self, /)
|       Implement iter(self).
|
|   __le__(self, value, /)
|       Return self<=value.
|
|   __len__(self, /)
|       Return len(self).
|
|   __lt__(self, value, /)
|       Return self<value.
|
|   __mul__(self, value, /)
|       Return self*value.

```



```

|  __ne__(self, value, /)
|      Return self!=value.
|
|  __repr__(self, /)
|      Return repr(self).
|
|  __rmul__(self, value, /)
|      Return value*self.
|
|  count(self, value, /)
|      Return number of occurrences of value.
|
|  index(self, value, start=0, stop=9223372036854775807, /)
|      Return first index of value.
|
|      Raises ValueError if the value is not present.
|
|  -----
|  Class methods defined here:
|
|  __class_getitem__(...)
|      See PEP 585
|
|  -----
|  Static methods defined here:
|
|  __new__(*args, **kwargs)
|      Create and return a new object.  See help(type) for accurate signature.

```

You are now leaving help and returning to the Python interpreter.
 If you want to ask for help on a particular object directly from the interpreter, you can type "help(object)". Executing "help('string')" has the same effect as typing a particular string at the help> prompt.

```
In [88]: PI = 3.14 #in math this is alway constant but python we can chang
PI
```

```
Out[88]: 3.14
```

```
In [91]: PI = 3.69
PI #hence there are no constant values in python we can change them as when we w
```

```
Out[91]: 3.69
```

```
In [92]: type(PI)
```

```
Out[92]: float
```

```
In [93]: a = 5.0
b= int(a)
```

```
In [94]: a
```

```
Out[94]: 5.0
```

```
In [95]: b
```

```
Out[95]: 5
```

```
In [96]: k=float(b)
```

```
In [97]: k
```

```
Out[97]: 5.0
```

```
In [98]: k1 = complex(b,k)
```

```
In [99]: k1
```

```
Out[99]: (5+5j)
```

```
In [100... type(k1)
```

```
Out[100... complex
```

```
In [101... type(k)
```

```
Out[101... float
```

```
In [102... condition = b>k  
condition
```

```
Out[102... False
```

```
In [103... type(condition)
```

```
Out[103... bool
```

```
In [104... range(10)
```

```
Out[104... range(0, 10)
```

```
In [105... r = range(0,10)  
r
```

```
Out[105... range(0, 10)
```

```
In [107... r1 = list(r)  
r1
```

```
Out[107... [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
In [108... print(type(r1))
```

```
<class 'list'>
```

```
In [109... #ASSIGNMENT OPERATOR
```

```
In [110... x = 2
```

```
In [111... x = x + 2  
x
```

```
Out[111... 4
```

```
In [112... x += 2
```

```
In [113... x
```

```
Out[113... 6
```

```
In [114... x -= 2
```

```
In [115... x
```

```
Out[115... 4
```

```
In [116... x *= 2  
x
```

```
Out[116... 8
```

```
In [117... x /= 4  
x
```

```
Out[117... 2.0
```

```
In [118... x%=8  
x
```

```
Out[118... 2.0
```

`unary means 1 || binary means 2` Here we are applying unary minus operator(-) on the operand n; the value of m becomes -7, which indicates it as a negative value.

```
In [121... n = -7  
n
```

```
Out[121... -7
```

```
In [122... -(n)
```

```
Out[122... 7
```

```
In [123... m = -(n)  
m
```

```
Out[123... 7
```

```
In [124... -n
```

```
Out[124... 7
```

```
In [125... # RELATIONAL OPERATOR
```

```
In [126... a = 5  
b = 6
```

```
In [127... a < b
```

```
Out[127... True
```

In [128... `b > a`

Out[128... `True`

In [129... `a != b`

Out[129... `True`

In [130... `a <= b`

Out[130... `True`

In [131... `a >= b`

Out[131... `False`

In [132... `a == b`

Out[132... `False`

In [133... `#LOGICAL OPERATOR`

In [136... `a > 5 and b < 5`

Out[136... `False`

In [137... `b < a and a > b`

Out[137... `False`

In [138... `a > 6 or b < 5`

Out[138... `False`

In [140... `not a`

Out[140... `False`

In [141... `not b`

Out[141... `False`

Number System Conversion

In [142... `25`

Out[142... `25`

In [143... `bin(25)`

Out[143... `'0b11001'`

In [144... `oct(25)`

Out[144... '0o31'

In [145... `hex(25)`

Out[145... '0x19'

In [152... `int(0b1110) #binary '0b'`

Out[152... 14

In [153... `int(0o31) #octal '0o'`

Out[153... 25

In [154... `int(0x19) #hexadecimal '0x'`

Out[154... 25

In [155... `0o31`

Out[155... 25

In [156... `type(0o31)`

Out[156... int

In [158... `0xa`

Out[158... 10

In [159... `0xb`

Out[159... 11

In [160... `hex(1)`

Out[160... '0x1'

In [161... `hex(25)`

Out[161... '0x19'

Swap 2-var in python

In [174... `a = 10`
`b = 5`

In [175... `a`

Out[175... 10

In [176... `b`

Out[176...] 5

```
In [177...] temp = a
a = b
b = temp
print(a)
print(b)
```

5
10

```
In [178...] #another way to swap is:
```

```
In [180...] a,b = b,a
print(a)
print(b)
```

5
10

```
In [182...] a = 10
b = 5
a = b + a
b = a - b
a = a - b
```

```
In [183...] print(a)
print(b)
```

5
10

```
In [184...] 0b101
```

Out[184...] 5

```
In [185...] 0b100
```

Out[185...] 4

```
In [186...] type(0b100)
```

Out[186...] int

```
In [187...] bin(11)
```

Out[187...] '0b1011'

```
In [189...] #XOR
#0 0 - 0
#0 1 - 1
#1 0 - 1
#1 1 - 0
```

```
In [190...] a2 = 5
b2 = 9
```

In [191... *#there is other way to work using swap variable also which is XOR because it wil*
`a2 = a2 ^ b2`
`b2 = a2 ^ b2`
`a2 = a2 ^ b2`

In [192... `print(a2)`
`print(b2)`

9

5

In [193... `a ^ b`

Out[193... 15

In [194... `a < 5 ^ b > 6`

Out[194... True

In [195... `a2 = 10`
`b2 = 20`

In [196... `a2,b2=b2,a2`
`print(a2)`
`print(b2)`

20

10

#BITWISE OPERATORWE HAVE 6 OPERATORS COMPLEMENT (~) || AND (&) || OR (|) || XOR (^) || LEFT SHIFT (<<) || RIGHT SHIFT (>>)

In [198... `12 & 13` *#in back it calculates with their binary form using 'and' table*

Out[198... 12

In [199... `12 | 13`

Out[199... 13

In [200... `1 & 0`

Out[200... 0

In [201... `0 | 1`

Out[201... 1

In [202... `1 ^ 1`

Out[202... 0

In [203... `bin(13)`

Out[203... '0b1101'

In [204... `35 & 40`

Out[204... 32

In [205... `35 | 40`

Out[205... 43

In [206... `25^30`

Out[206... 7

In [209... `10<<1` *#in backend it add zeros at the end*

Out[209... 20

In [210... `10<<2`

Out[210... 40

In [212... `10>>2` *#it loses the digits by 2*

Out[212... 2

In [213... *# BIT WISE LEFT SHIFT OPERATOR*
in left shift what we need to do we need shift in left hand side & need to shift
#bit wise left operator by default you will take 2 zeros ()
#10 binary operator is 1010 | also i can say 1010
`10<<2`

Out[213... 40

In [214... `bin(10)`

Out[214... '0b1010'

In [215... `10 >> 1`

Out[215... 5

In [216... `10>>4`

Out[216... 0

In [217... `10>>5`

Out[217... 0

In [218... `10>>10`

Out[218... 0

In [219... `10>>1`

Out[219... 5

In [220... `10>>3`

Out[220...] 1

In [221...] `bin(20)`

Out[221...] '0b10100'

basic python practise completed

In []: