```
In [11]: | print('Programming', end=' - ')
         print('Python')
         Programming - Python
In [12]: # 05:42:30
In [15]: print(5, 42, 30, sep=':')
         5:42:30
 In [ ]:
In [26]: # len(30)
In [20]: p = len('some action')
In [21]: print(p)
         11
In [22]: type(p)
Out[22]: int
In [ ]:
In [36]: x, y, *z = "1234"
In [37]: | z
Out[37]: ['3', '4']
In [43]: x = 5; y = 10; z = 15
In [44]: print(x, y, z)
         5 10 15
In [39]: x = y = z = 15
In [45]: x, y, z = 5, 10, [4, 7, 8]
```

```
In [49]: type(x)
Out[49]: int
In [42]: | type(x)
Out[42]: tuple
In [ ]:
In [58]: import sys
In [59]: type(sys)
Out[59]: module
In [61]: | # help(sys)
In [ ]:
In [62]: # int, float, complex
In [65]:
         # import numbers
In [64]: # numbers.
In [66]: x = int(3233)
In [67]: x
Out[67]: 3233
In [68]: bin(10)
Out[68]: '0b1010'
In [69]: | # 0b or 0B
         # 00 or 00
         # 0x or 0X
In [70]: hex(10)
Out[70]: '0xa'
```

```
In [71]: oct(8)
Out[71]: '0o10'
In [73]: chr(90)
Out[73]: 'Z'
In [74]: ord('Z')
Out[74]: 90
In [75]: pow(2, 5)
Out[75]: 32
In [76]: x = float(43223.34)
In [77]: x = 5j
In [ ]:
In [79]: # 0, 0.0, 0j
In [82]: x = bool()
In [83]: x
Out[83]: False
In [ ]:
In [85]: # print, help, type, len, pow, chr, ord, hex, oct, bin
         # int, float, complex
         # str
         # bool
         # None, True, False
In [93]: | # Flase, None
         # 0, 0.0, 0j
         # ""
         # [], (), {}
         # set()
```

```
In [94]: b = bool(None)
 In [95]: b
Out[95]: False
 In [ ]:
 In [96]: # Python Outputs
In [97]: # Python Type Conversion
In [105]: | gpa = float(input("Enter gpa: "))
In [107]: type(gpa)
Out[107]: float
In [109]: gpa + 0.2
Out[109]: 3.9000000000000004
  In [ ]:
  In [ ]:
In [111]: x = 4.6556643
In [117]: y = int(x) # Type casting
In [118]: y
Out[118]: 4
In [119]: z = bool(343)
In [120]: z
Out[120]: True
  In [ ]:
In [121]: value = '-3.6'
```

```
In [123]: new_value = float(value)
In [124]: new_value
Out[124]: -3.6
In []:
In [148]: h = hex(10)
In [150]: # type(h)
```

Python String Manipulation

```
In [126]: name = 'umair' # string variable
In [128]: type(name)
Out[128]: str
In [131]: # Access --- Indexing
In [136]: # str.replace?
In [138]: # name[4] = 'B'
In []:
In []:
```