

python

high level, interpreted, oops, dynamically typed, indented programming language

Features - 4

- ① simple syntax easy to learn
- ② indent
- ③ Open source
- ④ libraries
- ⑤ Support all kind of development
- ⑥ less memory
- ⑦ platform independent

Future of python

Guido van Rasmus - 4 python 1 - 1989 - 1990

python 2 - 2000 - notebook

python 3 - 2008

Applications of python

- ① web development
- ② mobile app
- ③ Machine Learning / deep-L
- ④ AI
- ⑤ cyber security
- ⑥ Graphics
- ⑦ IoT
- ⑧ automation
- ⑨ desktop app development

Comments

there are part of code but they won't consider in execution type.

Two types

- * single line comment
- * multi-line comment

① Single line Comments are Represented by
 # my program

② Multi-line Comment
 " " or " " " "

Advan

* If some error pops up we can have idea to solve the logic in the comments

Keywords

They are reserved words used for particular task and they cannot be used as identifier (variable, for name etc)

Ex: True, False, for, if, else, while, break, try, except, finally... etc

Variables -

it is place ^{to} store our

value

Ex: $a = 5$ $b = 10$
 $s = a + b$
 $m = s \times 10$
 $D = m / s$

Ex $a = 5$
 a is variable 5 is value

Rules

* Valid variable declaration

$a = 5$, $A = 7$, $num = 11$, $Num1 = 89$, $Num2 = 10$
 $empid = 123$, $emp_name = "priya"$ or $'priya'$

To assign
in single
line.

a = a; b = b; c = c

a, b, c = a, b, c

Date

Page

SPLASH

* Invalid variable declaration.

* Variable not allowed to use the number.

2n = 35

stuff name @ = "aron" - not allowed

stu_id = 35

space not allowed.

Data types

* Its pre-defined component and specify the data category.

Type — (i) int, float, complex — it is single

(2) str

(3) Bool

single real data type

special datatypes (data structures)

(1) list

(2) set

(3) tuple

(4) dict

a = 5

Type (a)

O/P = int

Input / output function

↳ everything taking from user

↳ everything giving to the user is called O/P

Input function = input()

Output function = print()

Ex

```
print ("hello gm")
```

~~hello gm~~

```
a = int(input("enter a number"))
```

enter a number 7

```
type(a)
```

int

```
b = int(input())
```

0

```
type(b)
```

int

a+b

"7"

Q) Write a program to read employee id, employee name, employee phone num and print the details

Q) take 2 float numbers from user

```
a = float(input("enter a number:"))
```

```
b = float(input("enter a number:"))
```

```
print(a)
```

```
print(b)
```

```
print(a+b)
```

```
print(a, "+", b, "=", a+b)
```

```
print("sum of: ", a, "+", b, "=",  
a+b)
```

Variable \rightarrow without codes

Number \rightarrow manually value \rightarrow should be
codes separated by [,]

dot . Format Method.

print ("sum of {x} + {y} = {z} ".format(x, y, x+y))

f string Method.

print(f"sum of {x} + {y} = {x+y}")

Operator

① identity Operator x is y is not

ex : a = 9
 b = 9

a is b

o/p True

a = 9
 b = 8

a is not b

o/p True

② Membership Operator in not in

ex: i am a member of your family - False in
 i am not a member of your family - True not

you are a member of your family - True in
 you are not a member of your family - False not in

pet = ['dog', 'cat', 'cow', 'rabbit']

'cat' in pet → True

'lion' in pet → False

'cat' not in pet → False

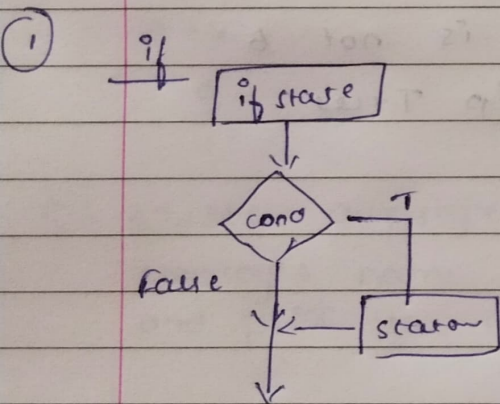
'lion' not in pet → True

Conditional Statement

-> it is allow us to make decision in code. They check condition (Expression that result in True or False) and execute different blocks of code accordingly.

Types of Conditional Statements

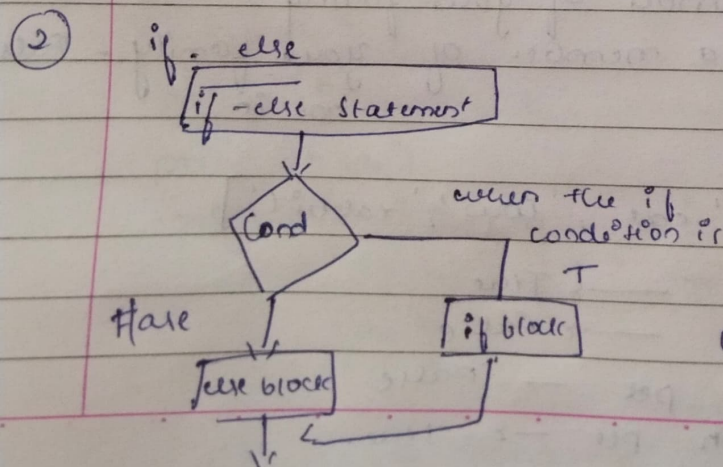
- ① if statement - execute a block only if the condition is true.
- ② if -- else statement - provides two paths, one if condition is True, another if False.
- ③ if -- elif -- else ladder :- multiple condition checked one by one.
- ④ Nested if - using one if inside another.



Ex:
`x = 10`
`if x > 5:`
`print ("x is greater than 5")`

Syntax

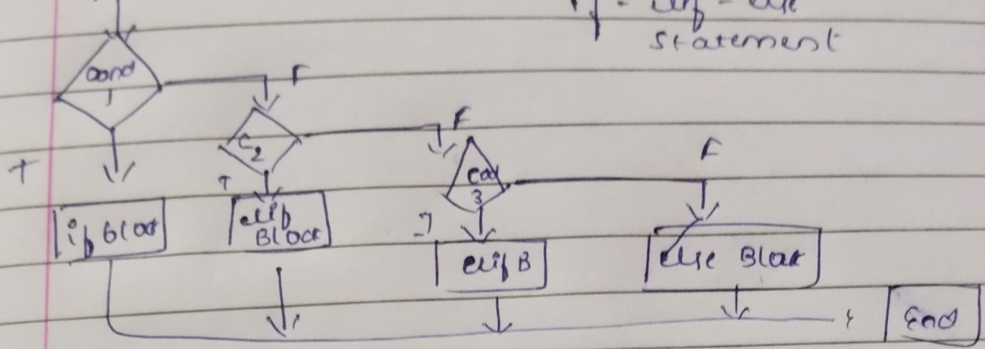
`if (condition):`
`statements`



`x = 2`
`if (x > 5):`
`print ("x is greater than 5")`
`else:`
`print ("x is not greater than 5")`
o/p : x is not greater than 5

③ if-elif-else [ladder]

if-elif-else
 statement



Syntax

```

if (condition 1):
    statement 1
else:
    if (condition 2):
        statement 2
    else:
        if (condition 3):
            statement 3
        else:
            statements
    
```

```

if (condition 1):
    statement 1
elif (condition 2):
    statement 2
elif (condition 3):
    statement 3
else:
    statements
    
```