

****Python Guidelines for Beginners** **DAY - 1****

Day-1 Activities

- Python Intro
- Python Environment Setup
- Basic Syntax & Variables
- Data Types
- User Input
- Arithmetic Operator
- String & F-String

1. Python Introduction

- * It was created by Guido van Rossum, and released in 1991.
- * We can easily build Desktop GUI applications.
- * General purpose as well as Object Oriented Language.
- * Readable and Maintainable Code
- * It provides libraries for Game Development.
- * Compatible with Major Platforms and Systems.
- * It provides Framework for building websites. i.e, Django, Flask etc.
- * It makes data science tasks easier .

2. Python Environment Setup

- Python Interpreter
- Code-Editor
- Jupyter Notebook
- Google Colaborator

Download Link For [Windows R/0](#) [Version 3.9 will not work in Windows 7]

3. Python basic Syntax & variables

First Python Program

```
In [1]: print("Hello World. ")
Hello World.
```

Variable is declared automatically during Assignment

```
In [2]: x = 10
print(type(x))
y = x + 44
print(y)
<class 'int'>
54
```

Double quotation & Single quotation

```
In [3]: first_name = "Hello"
last_name = 'World'
print(first_name)
print(last_name)
Hello
World
```

Case Sensitivity

```
In [4]: age = 50
Age = 25
print(age, Age)
50 25
```

Assigning values to multiple variable

```
In [5]: num1 = 10
num2 = 20
num3 = 30
print(num1, num2, num3)
10 20 30
```

```
In [6]: num1, num2, num3 = 10, 20, 30
print(num1, num2, num3)
10 20 30
```

Adding Strings & adding Numbers

```
In [8]: full_name = first_name + " " + last_name
print(full_name)
Hello World
```

```
In [9]: number1 = 100
number2 = 200
add = number1 + number2
print(add)
300
```

Python Comments

```
In [10]: #This is a Comment.
"""Multi line comment.
This is a Comment.
This is a Comment.
"""
print("Comment Example. ")
Comment Example.
```

4. Data Types

Basic Types of Data

```
In [11]: #String Type
name = "Test User"
print(name, type(name))
Test User <class 'str'>
```

```
In [12]: #Integer Type
number = 250
print(number, type(number))
250 <class 'int'>
```

```
In [13]: #Float Type
number = 5.000
print(number, type(number))
number2 = 1e4
print(number2, type(number2))
number3 = 12e3
print(number3, type(number3))
5.0 <class 'float'>
10000.0 <class 'float'>
12000.0 <class 'float'>
```

```
In [14]: #Boolean Type
variable1 = True
print(variable1, type(variable1))
variable2 = False
print(variable2, type(variable2))
True <class 'bool'>
False <class 'bool'>
```

```
In [15]: #Range Type
OneToTen = range(1, 11)
print(OneToTen, type(OneToTen))
range(1, 11) <class 'range'>
```

Other Types

- List Type
 - Tuple Type
 - Dictionary Type
- # [We will learn this on the next session]

Type Casting

```
In [16]: #String To Integer
number = "12345"
print(number, type(number))
number2 = int(number)
print(number2, type(number2))
12345 <class 'str'>
12345 <class 'int'>
```

```
In [17]: #Integer To String
value = 12345
print(value, type(value))
value2 = str(value)
print(value2, type(value2))
12345 <class 'int'>
12345 <class 'str'>
```

```
In [18]: #String To Float
number = "12345"
print(number, type(number))
number2 = float(number)
print(number2, type(number2))
#Float To String (Try Yourself)
12345 <class 'str'>
12345.0 <class 'float'>
```

```
In [19]: #Integer To Float
value = 10
print(value, type(value))
value2 = float(value)
print(value2, type(value2))
#Float to Integer (Try Yourself)
10 <class 'int'>
10.0 <class 'float'>
```

5. User Input

Input Function

```
In [20]: # Taking String Input
name = input()
print(name)
python
python
```

```
In [ ]:
```

```
In [21]: # Integer Input
value = input()
print(type(value))
value_int = int(value)
print(type(value_int))
15
<class 'str'>
<class 'int'>
```

```
In [22]: #shortcut way
value = int(input("Enter a number : "))
print(value)
Enter a number : 10
10
```

```
In [23]: #Printing Multiple value
name = input("Enter your name : ")
age = int(input("Enter your age : "))
print("Hello", name, ". You are", age, " years old. ")
Enter your name : karim
Enter your age : 20
Hello karim . You are 20 years old.
```

```
In [24]: #Using f-string
print(f"Hello, {name}. You are {age} years old. ")
Hello, karim. You are 20 years old.
```

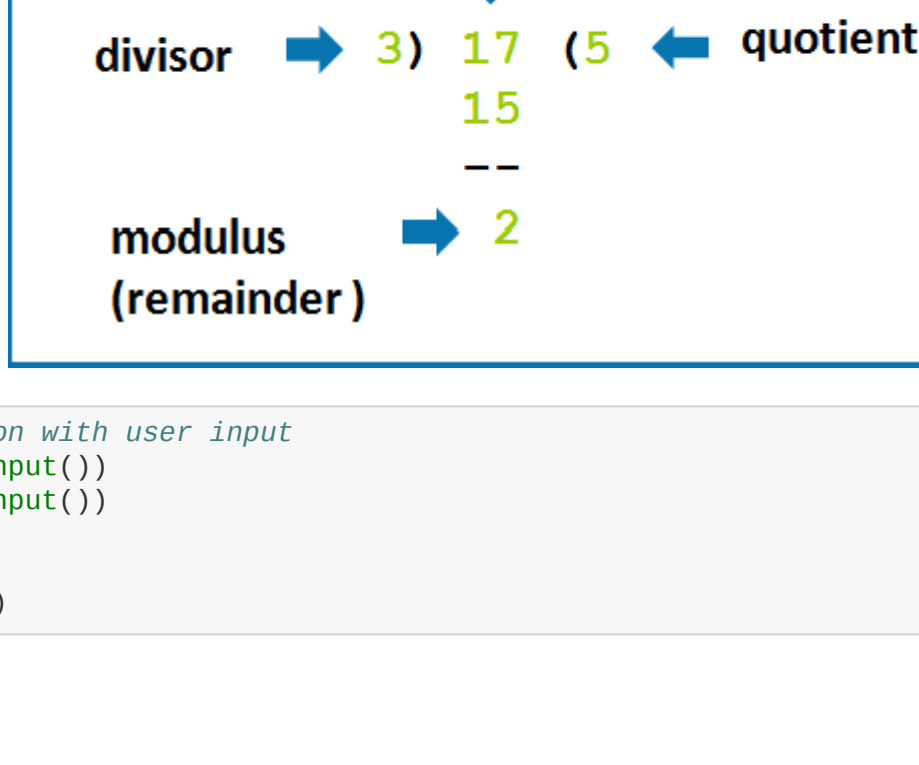
6. Python Operators

Arithmetic Operator

```
In [25]: #addition
x = 50
y = 12
z = x + y
print(z)
62
```

```
In [27]: #Subtraction with user input value
x=int(input())
y=int(input())
z= x-y
print(z)
10
5
5
```

```
In [28]: #Multiplication with user input
x=int(input())
y=int(input())
z= x*y
print(z)
10
20
200
```



```
In [29]: #Division with user input
x=int(input())
y=int(input())
z= x/y
print(z)
10
2
5.0
```

```
In [30]: #Modulus with user input
x=int(input())
y=int(input())
z= x%y
print(z)
10
3
1
```

```
In [31]: #Exponential operator
x=int(input())
y=int(input())
z= x**y
print(z)
2
2
4
```

```
In [32]: #Floor Division
x=int(input())
y=int(input())
z= x//y
print(z)
10
3
3.3333333333333335
```

Assignment Operator

```
In [33]: #swaping values of two variable (the common way)
a = 10
b = 5
print(f"a={a}, b={b}")
temp = a
a = b
b = temp
print(f"a={a}, b={b}")
a=10, b=5
a=5, b=10
```

```
In [34]: #swaping values of two variable (the python way)
a = 10
b = 20
print(f"a={a}, b={b}")
a, b = b, a
print(f"a={a}, b={b}")
a=10, b=20
a=20, b=10
```

```
In [35]: #Addition & Assignment
x = 20
x = x + 5
print(x)
#shortcut assignment operator
y = 10
y += 5
print(y)
25
15
```

Operator	Example	Same As
=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3
//=	x //= 3	x = x // 3
**=	x **= 3	x = x ** 3

Comparison Operator

```
In [36]: # == operator (double equal)
print(5==5)
True
```

```
In [37]: # != operator (not equal)
x = 10
y = 6
print(x != y)
True
```

```
In [38]: # > operator (greater than)
x = 5
y = 10
print(x > y)
False
```

```
In [39]: # < operator (less than)
x = 5
y = 10
print(x < y)
True
```

```
In [40]: # <= operator (less than or equal)
x = 5
y = 10
print(x <= y)
True
```

```
In [41]: # >= operator (greater than or equal)
x = 5
y = 10
print(x >= y)
False
```

Logical Operator

```
In [42]: # and operator
a = 6; b = 7; x = 10; y = 5
print(a < b and x > y)
True
```

```
In [43]: # or operator
a = 6; b = 7; x = 10; y = 5
print(a < b or x > y)
True
```

```
In [44]: # not operator
x = 10
print(not(x<5))
True
```

Membership Operator

```
In [45]: # in operator
movie_title = "Aynabaji"
print('Ayna' in movie_title)
print('bazi' in movie_title)
True
False
```

```
In [46]: # not in operator
quote = "Time stops, when lies become the truth."
print('Time' not in quote)
print('truth' in quote)
False
True
```

Identity Operators, Bitwise Operator

[We can skip it for now]

7. Some Common String Methods

Multiline String

```
In [47]: a = """Lorem ipsum dolor sit amet,
consectetur adipiscing elit,
sed do eiusmod tempor incididunt
ut labore et dolore magna aliqua."""
print(a)
Lorem ipsum dolor sit amet,
consectetur adipiscing elit,
sed do eiusmod tempor incididunt
ut labore et dolore magna aliqua.
```

Length of a String

```
In [48]: length = len(a)
print(length)
name = input()
length = len(name)
print(length)
123
python
6
```

Making string UpperCase

```
In [49]: name = "Test Name"
upper_name = name.upper()
print(name)
Test Name
```

Making String LowerCase

```
In [50]: name = "Test Name"
lower_name = name.lower()
print(lower_name)
test name
```

Strip Method

```
In [51]: string = " Hello, World! "
string2 = string.strip()
print(string2)
Hello, World!
20 13
```

Split Method

```
In [52]: string = "person1,person2,person3"
names = string.split(',')
print(names)
['person1', 'person2', 'person3']
```

Replace Method

```
In [53]: message = "Hello World."
new_message = message.replace('Hello', 'GoodBye')
print(new_message)
GoodBye World.
```

```
In [ ]:
```