```
In [4]: def outer(): #2
              def inner(): #4
                  x=10 #local variable. declared in the body of current function
                  print(x)
              inner() #3
 In [5]: outer() #1
         10
 In [6]:
          #local variables are either passed to a method/functions or defined inside it
          def outer(): #2
              def inner(y): #4
                  x=10 #local variable. declared in the body of current function
                  print(x, y , sep="\n")
              inner("local y") #3
 In [7]: outer()
         local y
 In [ ]: #local
          #enclosing
          #global
          #built-in
 In [9]: def outer(): #2
              z="enclosing z"
              def inner(y): #4
                  x=10 #local variable. declared in the body of current function
                  print(x, y , sep="\n")
                  print(z)
              inner("local y") #3
          outer()
         10
         local y
         enclosing z
          name="global variable" #global
In [10]:
          def outer(): #2
              z="enclosing z"
              def inner(y): #4
                 x=10 #local variable. declared in the body of current function
                  print(x, y , sep="\n")
                  print(z)
                  print(name)
              inner("local y") #3
          outer()
         10
         local y
         enclosing z
         global variable
In [12]: #local
          #enclosing
          #global
          #built-in
          name="global variable" #global
```

```
def outer(): #2
    z="enclosing z"

    def inner(y): #4

        name="local name"

        x=10 #local variable. declared in the body of current function
        print(x, y, sep="\n")
        print(z)
        print(name)
        print(xyz)
    inner("local y") #3
```

local name

```
NameFrror
                                          Traceback (most recent call last)
<ipython-input-12-23ae16e6aca6> in <module>
    22
    23
---> 24 outer()
<ipython-input-12-23ae16e6aca6> in outer()
    19
               print(name)
    20
               print(xyz)
---> 21
            inner("local y") #3
    22
     23
<ipython-input-12-23ae16e6aca6> in inner(y)
    18 #
                print(z)
    19
                print(name)
---> 20
               print(xyz)
    21
           inner("local y") #3
     22
NameError: name 'xyz' is not defined
```

[1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 3 1, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100]

```
In [14]: #expression, conditions and range
#type 1 expression range

#s1 is a set of all elements x such that x is a natural number
#s1= { x | x E N }

#l1 is a list of all values x such that x is in the range of numbers 1 to 100
l1=[ x for x in range(1,101,1) ]
print(l1)
```

[1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 3 1, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100]

```
alphabets=[ chr(x) for x in range(65,91,1) ]
                     print(alphabets)
                    ['A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W
                     ', 'X', 'Y', 'Z']
In [16]: name="harshit shukla"
                     demo=[ letter for letter in name ]
                     print(demo)
                    ['h', 'a', 'r', 's', 'h', 'i', 't', ' ', 's', 'h', 'u', 'k', 'l', 'a']
In [17]: #type 2 expression range if condition part
                     #list of numbers divisible by 4 between 1 to 100(both inclusive)
                     div_4=[ x for x in range(1,101,1) if x%4==0 ]
                     print(div 4)
                    [4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52, 56, 60, 64, 68, 72, 76, 80, 84, 88, 92, 96, 100]
In [19]: #list of all numbers divisible by 7 and greater than 20 between 1 and 50 (both inclusive)
                     div_7=[ x for x in range(1,51,1) if x%7==0 and x > 20 ]
                     print(div 7)
                    [21, 28, 35, 42, 49]
In [20]: #list of vowels from a given name
                     vowels=['a','e','i','o','u']
                     name="harshit"
                     vowel_chars=[ letter for letter in name if letter in vowels ]
                     print(vowel_chars)
                    ['a', 'i']
In [22]: #list of vowels from a given name
                     vowels=['a','e','i','o','u']
                     vowel chars=[ letter for letter in input("Enter a name: ") if letter in vowels ]
                     print(vowel chars)
                    Enter a name: harshit
                    ['a', 'i']
In [23]: #type 3 expression if -else block range
                     #list of values "Yes" and "No" where yes corresponds to even numbers and no corresponds to odd numbers between
                     #1 and 20
                     ans=[ "Yes" if num%2==0 else "No" for num in range(1,21,1)
                     print(ans)
                    ['No', 'Yes', 'No', 'No
                    es', 'No', 'Yes']
In [27]: class Student:
                              #constructor! #dunder methods
                              def __init__(self,name, sid):
                                       self.s name=name
                                      self.s id=sid
```

```
s1=Student(sid=1,name="Harshit")
          s2=Student(sid=2,name="John")
          s3=Student(sid=3,name="Smith")
         print( vars(s1) )
print( vars(s2))
In [29]:
         {'s_name': 'Harshit', 's_id': 1}
         {'s_name': 'John', 's_id': 2}
In [30]: print(s1)
         <__main__.Student object at 0x7f9c786aadf0>
In [31]: class Student:
              #constructor! #dunder methods
              def __init__(self,name, sid):
                 self.s name=name
                 self.s_id=sid
             def __repr__(self):
    return f"{vars(self)}"
          s1=Student(sid=1,name="Harshit")
          s2=Student(sid=2,name="John")
          s3=Student(sid=3,name="Smith")
          print(s1) #works now!
         {'s_name': 'Harshit', 's_id': 1}
In [34]: #<----student{'s_name': 'Harshit', 's_id': 1}---->
          class Student:
              #constructor! #dunder methods
              def __init__(self,name, sid):
                  self.s_name=name
                 self.s id=sid
              def __repr__(self):
                  return f"<------{vars(self)}----->"
          s1=Student(sid=1,name="Harshit")
          s2=Student(sid=2,name="John")
          s3=Student(sid=3,name="Smith")
          print(s1) #works now!
         <-----{'s_name': 'Harshit', 's_id': 1}----->
In [37]: #<-----student{'s_name': 'Harshit', 's_id': 1}---->
          class Student:
              #constructor! #dunder methods
              def init _(self,name, sid):
                 self.s_name=name
                 self.s_id=sid
                   _repr__(self):
                  return f"<----->"
          s1=Student(sid=1,name="Harshit")
          s2=Student(sid=2,name="John")
```

```
s3=Student(sid=3,name="Smith")
         print(s1) #works now!
         <---->
In [40]: #<----student{'s_name': 'Harshit', 's_id': 1}---->
         #s qpa
         class Student:
             #constructor! #dunder methods
             def __init__(self,name, sid,gpa):
                 self.s name=name
                 self.s id=sid
                 self.s_gpa=gpa
             def __repr__(self):
                 return f"<------ {self.s_name}, ID: {self.s_id} GPA: {self.s_gpa}----->"
             def changeName(self,new_name):
                 self.s name = new name
         s1=Student(sid=1,name="Harshit",gpa=3.6)
         print(s1) #works now!
         s1.changeName("Harshit Pradeep Shukla")
         print("After changing name",s1,sep="\n")
         <-----Name: Harshit, ID: 1 GPA: 3.6---->
         After changing name
         <---->Name: Harshit Pradeep Shukla, ID: 1 GPA: 3.6---->
In [ ]: # create a class Employee which has 3 properties ename, eid and esalary
         # add a suitable representation mechanism of your own choice
         # create a method raiseSalary that increases the salary of the current object by 10 % of its original value
In [47]: class Student:
             #class variable
             School_Name="TJSC" #common for the entire class
             landline number=27547765
             #special dunder method
             def __init__(self,name, sid,gpa): #constructor
                 #instance variables
                 self.s name=name
                 self.s_id=sid
                 self.s_gpa=gpa
             #special dunder method
             def repr (self):
                 return f"<----- Name: {self.s name}, ID: {self.s id} GPA: {self.s gpa}----->"
             #instance methods
             def changeName(self,new_name):
                 self.s_name = new_name
         s1=Student(sid=1,name="Harshit",gpa=3.6)
         s2=Student(sid=2,name="John",gpa=3.7)
         print(s1.landline_number)
         27547765
```

```
IN [48]: Student.landline_number = 333456/8
In [49]: print(s1.landline_number)
         33345678
In [ ]: #class methods
In [55]: class Employee:
              factor=0.1
              def __init__(self,name,eid,sal):
                  self.e name = name
                  self.e eid = eid
                  self.e_sal = sal
              def __repr__(self):
                  return f"1..Name: {self.e name}, 2..ID: {self.e eid}, 3..Salary: {self.e sal}"
              #instance method
              def raiseSalary(self):
                 self.e_sal = self.e_sal + self.e_sal*Employee.factor
              @classmethod
              def changeFactor(cls,new factor):
                 cls.factor=new_factor
          e1= Employee(eid=1,name="Sukesh", sal=10000)
          print(e1)
          el.raiseSalary()
          print(e1)
         1..Name: Sukesh, 2..ID: 1, 3..Salary: 10000
         1..Name: Sukesh, 2..ID: 1, 3..Salary: 11000.0
In [56]: Employee.changeFactor(0.4) #changing attribute of the class!
          el.raiseSalary()
          print(e1)
         1..Name: Sukesh, 2..ID: 1, 3..Salary: 15400.0
 In []: #Note
          #Class variables MUST be modified by class methods
          #instance variables need to be modifed by instance method
In [57]:
          class Student:
              #class variable
              School Name="TJSC" #common for the entire class
              landline number=27547765
              #special dunder method
              def __init__(self,name, sid,gpa): #constructor
                  #instance variables
                  self.s name=name
                  self.s id=sid
                  self.s_gpa=gpa
              #special dunder method
              def __repr__(self):
                  return f"<----- Name: {self.s name}, ID: {self.s id} GPA: {self.s gpa}----->"
              #instance methods
              def changeName(self,new name):
                  self.s_name = new_name
          s1=Student(sid=1,name="Harshit",gpa=3.6)
          s2=Student(sid=2,name="John",gpa=3.7)
          print(s1.landline number,s2.landline number,sep="\n")
```

```
In [58]: #change class variable, such that ALL OBJECTS SEE THE NEW CHANGE
          Student.landline number = 33456789 #IMP
          print(s1.landline_number,s2.landline_number,sep="\n")
         33456789
         33456789
In [59]: s1.landline_number = 11111111
          print(s1.landline number,s2.landline number,sep="\n")
         11111111
         33456789
In [60]:
          print(vars(s1))
          print(vars(s2))
         {'s_name': 'Harshit', 's_id': 1, 's_gpa': 3.6, 'landline_number': 11111111}
         {'s name': 'John', 's id': 2, 's gpa': 3.7}
In [ ]: Employee
          Manager Directors Executives
In [71]:
          class Employee:
              factor=0.1
                    init (self,ename,eid,esal):
                  print("INSIDE PARENT")
                  self.e_name = ename
                  self.e_eid = eid
              self.e_sal = esal
def __repr__(self):
    return f"1..Name: {self.e_name}, 2..ID: {self.e_eid}, 3..Salary: {self.e_sal}"
              #instance method
              def raiseSalary(self):
                  self.e_sal = self.e_sal + self.e_sal*Employee.factor
              @classmethod
              def changeFactor(cls,new factor):
                  cls.factor=new factor
          class Manager(Employee):
              factor=0.1
              def __init__(self,department,eid,esal,ename):
                  print("INSIDE CHILD")
                  self.department = department
                  print("Department set")
                  super().__init__(ename=ename,esal=esal, eid=eid )
              def
                   repr (self):
                  return f"Department: {self.department} {super().__repr__()}"
             method overriding-->concept of changing an inherited method inside the child
              def raiseSalary(self):
                  data=float(input("Enter a factor: "))
                  self.e_sal = self.e_sal + self.e_sal*data
          m1=Manager(department="IT",eid=10,esal=29000,ename="john")
          m1.raiseSalary()
          print(m1.e_sal)
          print(m1)
```

INSIDE CHILD
Department set

```
Department: IT 1..Name: john, 2..ID: 10, 3..Salary: 46400.0
        0.00
 In [ ]:
          Types of inheritance
          1) single inheritance----> only one parent, 2 levels--> parent and child
          2) Multi-level inheritance---> more than 2 levels. Possibility of parent, grand parent, great grandparent and so
In [79]:
          class Employee:
              factor=0.1
              def __init__(self,ename,eid,esal):
    print("INSIDE PARENT")
                  self.e name = ename
                  self.e_eid = eid
                  self.e_sal = esal
              def repr (self):
                  return f"1..Name: {self.e name}, 2..ID: {self.e eid}, 3..Salary: {self.e sal}"
              #instance method
              def raiseSalary(self):
                  self.e_sal = self.e_sal + self.e_sal*Employee.factor
              @classmethod
              def changeFactor(cls,new_factor):
                  cls.factor=new_factor
          class Manager(Employee):
              factor=0.1
              def __init__(self,department,eid,esal,ename):
                  print("INSIDE CHILD")
                  self.department = department
                  print("Department set")
                  super().__init__(ename=ename,esal=esal, eid=eid )
              def repr (self):
                  return f"Department: {self.department} {super(). repr ()}"
              def raiseSalary(self):
                  data=float(input("Enter a factor: "))
                  self.e_sal = self.e_sal + self.e_sal*data
          class Director(Manager):
                    _init__(self, secretary_name, equity_percent,department, eid, esal, ename):
                  self.secretary_name = secretary_name
                  self.equity_percent = equity_percent
                  super().__init__( department, eid, esal, ename)
                    repr (self):
                  return f"{super().__repr__()} Secretary:{self.secretary_name} Equity:{self.equity_percent}"
          dl=Director(secretary name="Ajay", equity_percent= 45.00, department="IT",eid=101,esal=101000, ename="Joseph")
          print(d1)
         INSIDE CHILD
         Department set
         INSIDE PARENT
         Department: IT 1..Name: Joseph, 2..ID: 101, 3..Salary: 101000 Secretary:Ajay Equity:45.0
 In [ ]: """
          Types of inheritance
          1)single inheritance----> only one parent, 2 levels--> parent and child
          2) Multi-level inheritance---> more than 2 levels. Possibility of parent, grand parent, great grandparent
          and so on
          3) Multiple Inheritance---> More than 1 immediate parent classes for a child
In [81]: class Mother:
```

INSIDE PARENT Enter a factor: 0.6

46400.0

```
mother_tongue= "Hindi"
          class Father:
              lastName="Singh"
          class Child(Mother, Father):
              def repr (self):
                  return f"Language: {Child.mother tongue} Surname: {Child.lastName}"
          c1=Child()
          print(c1)
         Language: Hindi Surname: Singh
In [82]: #exception handling
          print("hello")
          print( 10+20 )
          print( 10 + "harshit")
          print(20 + 30)
         hello
         30
         TypeError
                                                   Traceback (most recent call last)
         <ipython-input-82-f00763f35634> in <module>
               4
               5
         ----> 6 print( 10 +"harshit")
         TypeError: unsupported operand type(s) for +: 'int' and 'str'
In [83]: print( 10 / 0 )
         ZeroDivisionError
                                                   Traceback (most recent call last)
         <ipython-input-83-8086fce235bb> in <module>
         ----> 1 print( 10 / 0 )
         ZeroDivisionError: division by zero
In [84]: l1=[1,2,3,4,5]
          #string class function on list object?
          #when you call a method / access a property which is not applicable for given object
         AttributeError
                                                   Traceback (most recent call last)
         <ipython-input-84-cac7627171c6> in <module>
              1 l1=[1,2,3,4,5]
         ----> 3 l1.split()
               4 #string class function on list object?
         AttributeError: 'list' object has no attribute 'split'
In [85]: int(input("Enter a number "))
         Enter a number hhjkkdslfjljgldskjg
```

```
ValueError
                                                   Traceback (most recent call last)
         <ipython-input-85-4d45652f3b2b> in <module>
         ----> 1 int(input("Enter a number "))
         ValueError: invalid literal for int() with base 10: 'hhjkkdslfjljgldskjg'
In [86]: ord('A')
Out[86]: 65
In [90]: #write a program to take 2 numbers from the user. Print the result for division of the 2 numbers
          # 4 keyswords for exception handling - try, except, else and finally block
          #added feature--->Creating & throwing custom exceptions
          give users unlimited chances for giving a correct input. If something goes wrong, explain to the user.
          Allow then to Try again
          flag = True
          while flag:
             try:
                  n1= int(input("Enter a number: "))
                  n2 = int(input("Enter second number"))
              except ValueError:
                           print("sorry. This is not valid. Try again!")
              else:
                  try:
                      print(n1/n2)
                      flag=False #make my loop stop
                  except ZeroDivisionError:
                      print("cannot divide by zero. please try again")
         Enter a number: hhh
         sorry. This is not valid. Try again!
         Enter a number: kk
         sorry. This is not valid. Try again!
         Enter a number: 10
         Enter second number20
         0.5
 In [ ]:
          try---->write code that MAY throw exception here
          except--->these blocks handle exception that MAY arise inn try block. You can write multiple except blocks
          for every try
          else----> we write the steps to be taken IF NO EXCEPTIONS ARISE IN try inside this else block
          finally----> any activity that needs to be performed in both cases, exception or no exception
In [93]: flag=True
          while flag:
                  n1= int(input("Enter a number: "))
                  n2 = int(input("Enter second number"))
              except ValueError:
                           print("sorry. This is not valid. Try again!")
              else:
                  try:
                      print(n1/n2)
                      flag=False #make my loop stop
                  except ZeroDivisionError:
                      print("cannot divide by zero. please try again")
              finally:
                  print("CONNECTION CLOSE. GOOD BYE!")
```

Enter a number: 10 Enter second number0

```
cannot divide by zero. please try again CONNECTION CLOSE. GOOD BYE! Enter a number: 10 Enter second number2 5.0 CONNECTION CLOSE. GOOD BYE!
```

```
In [95]: #verify if number given by user is valid
   import re

pattern = re.compile( r"^\+91[6-9][0-9]{9}$" )

data=input("Enter your mobile number: ")
   if re.search(pattern, data ):
        print("SUCCESS")
   else:
        print("failure")

Enter your mobile number: +18779092028
```

Loading [MathJax]/extensions/Safe.js

failure