

Additional stuff

# Python tutorials

<https://docs.python.org/3.9/tutorial/index.html>

<https://wiki.python.org/moin/FrontPage#start>

<https://developers.google.com/edu/python>

# Arrays

["a", "b", "c"] - elements  
0 1 2 - indexes

a = [1, 2, 3, 4, 5]

a[2] = 3

a[5] = "error"

# Strings

```
s = "Hello"
```

```
s[1] = "e"
```

```
s[-1] = "o"
```

[https://www.tutorialspoint.com/python/python\\_strings.htm](https://www.tutorialspoint.com/python/python_strings.htm)

<https://developers.google.com/edu/python/strings>

# More about data types

Data types in Python can be immutable or mutable:

Immutable = variable is created and can not be changed

Mutable = variable can be changed

List, Dictionary, set, classes - mutable

[https://www.tutorialspoint.com/python/python\\_lists.htm](https://www.tutorialspoint.com/python/python_lists.htm)

[https://www.tutorialspoint.com/python/python\\_dictionary.htm](https://www.tutorialspoint.com/python/python_dictionary.htm)

Integer, float, decimal, bool, string, tuples, range - immutable

[https://www.tutorialspoint.com/python/python\\_tuples.htm](https://www.tutorialspoint.com/python/python_tuples.htm)

# Functions

```
Def function_name(argument1, argument2, ...):
```

```
    print("This text is printed in the function")
```

```
function_name(arguments...)
```

[https://www.tutorialspoint.com/python/python\\_functions.htm](https://www.tutorialspoint.com/python/python_functions.htm)

# Functions examples

```
import random # imported random module
```

```
def add_two_numbers(number1, number2):
```

```
    sum = number1 + number2
```

```
    return sum
```

```
def get_two_random_numbers():
```

```
    a = [random.randrange(1,100), random.randrange(1,100)]
```

```
    return a
```

```
print(add_two_numbers(5, 6))
```

```
print(add_two_numbers(3, 2))
```

```
print(get_two_random_numbers())
```