

Python features:

- Simple syntax
- OOPS
- Dynamic typing
- Cross-platform support
- Huge community
- Easy to understand

Typecasting: process of changing datatype from one to another

String: are sequence of chars enclosed between `"`, `'`, `"""`, `'''`

- `"`, `'` used to represent single line as string
- `"""`, `'''` used to rep multiple line as string
- Can be indexed by positive(from front) negative(from end)

Datastructure:

- Built in: `Tuple()`, `list[]`, `Dict{}`, `set`
- User defined: Stack, queue, tree, linked list, graph

Tuple: ordered collection of elements enclosed within `()`, order of indexing is maintained as in array

- Can store heterogeneous elements
- Tuples are immutable(once the values are set it cannot be changed)
- Two tuples can be joined using `join()` function, eg `str="".join(tup1)`

List: ordered collection of elements stored within `[]`

- Can be heterogeneous
- List are mutable
- Elements can be inserted in a list using `append()`, eg `list.append(cse)`
- `List.sort()` can be used to sort elements in a list
- Follows positive and negative indexing methods

Dictionary: unordered collection of key-value pair enclosed within `{}`

- Heterogeneous in nature
- Mutable in nature
- Updating one dictionary with another using `update()`, eg: `x.update(y)`
- Popping an element from dictionary using `pop()`, `x.pop(xyz)`

Sets: unordered and unique collection of elements enclosed within `{}`

- Can store heterogeneous elements

- Union and intersection operations can be performed
union: `x.union(y)`, intersection: `x.intersection(y)`
- Creating a set from a tuple, `t=(1,2,3)`, `s=set(t)`

Function: block of code that does a particular job

Lambda function: special function in python that does not need to be defined. It is an anonymous function a function with no name, eg `s="hello"`, `b={lambda string:len(string)}`

Lambda with filter: it is used to eliminate unwanted values `filter()`

eg: `l=[1,2,3]`, `l2=list(filter(lambda X:x>2,l))`, `print(l2)`, output:[3]

Lambda with map: used along with lambda fun to manipulate value of a list `map()`

eg: `l=[1,2,3]`, `l2=list(map(lambda x:x+2,l))`, `print(l2)`, output:[3,4,5]

Lambda with reduce: reduce functiontools can be used if we want to reduce the elements of the list to a consolidated value.

eg from `functiontools` import `reduce`, `l=[1,3,2]`, `l2=reduce(lambda x,y:x+y,l)`, `print(l2)`, output:[6]

OOP in python:

Class in python:

- Class name starts with capital letters
- Self is required to allow the object to call the method
- Self is an inbuilt parameter, whenever we create a method inside the class, the first parameter will always be class

Public Member Function:

Class A:

<code>def start(self):</code>	output:
<code> print("Car started")</code>	Car Started
<code>def stop(self):</code>	Car Stopped
<code> print("Car Stopped")</code>	

`obj=A()`

`obj.start()`

`obj.stop()`

For Private Member Function: add two underscore before member function, and how to access private member function

Class A:

def __start(self):	output:
print("Car started")	Inside Show
def __stop(self):	Car Started
print("Car Stopped")	Car Stopped
def show(self):	
print("Inside Show")	
self.__start()	
self.__stop()	

```
obj=A()
obj.show()
```

Protected Member Function: Accessed Through Inheritance

Class Car:	output:
def _start(self):	Car Started
print("Car Started")	Car Stopped
def _stop(self):	Bike Started
print("Car Stopped")	Bike Stopped

```
Class Bike(Car):
    def show():
        print("Bike Started")
        print("Bike Stopped")
```

```
b=Bike()
b._start()
b._stop()
b.show()
```

using __init__() with class:

- Works as constructor in python
- Used to initialize attributes of the class
- Preceded and succeeded by two underscores , __init(self)__
- Called automatically when object is declared

class Student:

```
def __init__(self,name,roll):
    self.name=name
    self.roll=roll
def show():
    print("Student Details:")
    print("Name",self.name)
    print("Roll",self.roll)
```

s=Student("XYZ",20)

s.show()

output

Student Details:
Name: XYZ
Roll: 20

overriding in init() in base/super class: using super()

class A:

```
def __init__(self,x):
    self.x=x
def showA(self):
    print("Inside A")
    print("Value of x:"self.x)
```

output:

Inside A
Value of x:20

Inside B
Value of x:20

class B(A):

```
def __init__(self,x):
    super().__init__(x)
def showB(self):
    print("Inside B")
    print("Value of x:",self.x)
```

obj=B(20)

obj.showA()

obj.showB()

Inheritance:

- Single Inheritance
- Multiple Inheritance
- Multilevel Inheritance
- Hierarchical Inheritance
- Hybrid Inheritance

Graphics User Interface(GUI) in Python: Tkinter is a library to developed GUI in python. It is embedded in the standard python installation

Container: component used to store and organize interface objects, in our the objects we want to store are termed widgets

Widgets: Represent any screen elements it can be button, label, textbox etc

Event Handler: action, routine, or function executed when we click a button

From tkinter import*

#create a window

r=Tk()

r.geometry(500x500)

r.title("GUI")

#create screen variables

a=Stringvar()

res=Stringvar()

#button function

def display():

 b=a.get()

 res.set("Welcome"+a+"!")

#create Entry details

lbl=Label(r,text="Enter Your name",font=10,bd=1)

lbl.pack(pady=10)

txt=Entry(r,textvariable=a,font=10,bd=1)

txt.pack(pady=10)

btn=Button(r,text="Enter",font=10,bd=1,command=dis)

btn.pack(pady=10)

#display variables

lbl1=Label(r,textvariable=res,font=10,bd=1)

lbl.pack(pady=10)

#call main loop

r.mainloop()