

```
#!/usr/bin/env python
# coding: utf-8
```

```
# In[1]:
```

```
print("Python is fun")
```

```
# In[2]:
```

```
print("Print is here")
```

```
# In[3]:
```

```
print("KAPIL","PYTHON","2020")
```

```
# In[4]:
```

```
print("Hello","World",sep='-')
print("Hi","Jaipur",sep='$')
```

```
# In[5]:
```

```
print("Hello","World",sep='-',end=' ')
print("Hi","Jaipur",sep='$',end='&')
print("Regex")
```

```
# In[6]:
```

```
#a = 10, b = 20 okay in C/C++
a,b = 10,20 #This is right way in python code....
print(a,b)
a,b = b,a #code for swapping the value
print(a,b)
```

```
# In[7]:
```

```
s1 = 'Python'
print(s1[0])
print(s1[-6])
```

```
# In[8]:
```

```
s1 = """This is  
my code"""  
print(s1)
```

```
# In[9]:
```

```
"""  
This is simple code  
for swapping numbers  
"""  
a,b = 10,20  
a,b = b,a  
print(a,b)
```

```
# In[10]:
```

```
a = 1  
print(a,id(a))  
a = a + 1  
print(a,id(a))
```

```
# In[11]:
```

```
a = 10  
b = 10  
c = 10  
print(a,id(a),b,id(b),c,id(c))  
c = 11  
b = 12  
print(a,id(a),b,id(b),c,id(c))  
c = c - 1  
print(a,id(a),b,id(b),c,id(c))
```

```
# In[12]:
```

```
a = 10  
b = 10  
c = 10  
print(a,id(a),b,id(b),c,id(c))  
#value 10 has 3 references  
del a  
del b  
#value 10 has 1 reference that is c  
print(c,id(c))  
del c  
#value 10 has no references now memory is eligible for garbage  
collection
```

```
# In[13]:
```

```
print(9/5)  
print(9//5)
```

```
# In[14]:
```

```
print(2**3) #2 raised to the power 3
```

```
# In[ ]:
```

```
print(2**3**2)
```