**Need To Know**

server side 🡪 backend

client Side 🡪 frontend UserInterface

**SoftWare** --> Software is a set of instructions that tells a computer exactly what to do.

**Hardware** --> Hardware is a physical part of the computer that causes the processing of data.

in python we can develop simple application to complex applications

**Pascal** is called purposed based language

sceintafic applications

**Fortron** evaluated complicated mathematic applications

**cobal** developing bussiness applications

the above three are developed for specific Reason

a language which is Suitable for developing any type of applications that language is called as General Purpose programming Languages

**python is gendral purpose programming language**

**PYTHON**

**1) History of Python ?**

Python was Developed by **Guido van Rossum** in 1991 in Netharland

Guido van Rossum was a fan of the popular comedy Show "**Monty Python's Flying Circus**"

broad casted by BBC(1969 -1974) so decided to pick the named his language as **Python**.

**2) what is Python?**

Python is a Programming language

Python is a General purpose , dynamically typed , High Level programming language

Programming ?

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--> programming language is a computer language.

==> Instructions are provided to computer to accomplish specific tasks.

Such instructions are known as program and the act of creating a program is known as programming

Did you know? WhatsApp, Facebook, YouTube, Gmail are all programs!

--> Although many languages share similarities, each has its own syntax.

**Syntax**

**--------------------------------**

Syntax is the set of rules that define combinations of symbols.

Syntax tells the computer how to read the code.

**language**

----------- is nothing but a Software,

which provides set predefined Instructions to develop applications.

language is a mediater blw software and Hardware

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languages are classified into Two Catageries

i) **low level Languages** --> like assembly language

--> Machine languages

non poratbale languages

this languages are Hardware Dependend

we need to write programms only low level language in Hardware arcitecture

to over come that they deveoped High level languages

ii) **High level Languages**  --> User understandable language

portable languages

under this high level language

Java

python

.net

C

C++

Python is a High level Programming language

and all high level Language are Portable

3) **what is Advantages or features of Python?**

**--> Python is a Open Source, that is getting lot of attension from the market**

**--> Pythom is a High level language , but it is easy to learn**

**--> python syntax is Very easy to Understand** ==> print("HELLO WORLD")

**--> python is Platform Indipendent** ==> python language supports different OS like Windows , linux, and Mac

**--> python is Portable programming language** ==> For example, if we have Python code for windows and if we want to run this code on other platforms such as Linux, Unix, and Mac then we do not need to change it, we can run this code on any platform.

**--> python is a Dynamic programming language** ==> data type does not need to be specified before . the variables

**--> in python we can develop simple application to complex applications**

**--> it supports Both OOPs and POPS**

**--> python supports Different programme Paradiams**

programme paradiam is noting but

programming language follows some Rules and Regulations

python is a ..

Objected oriented

procedural and functional

python supports a Multi paradiams

which makes a application development easier

By using Python We can Develop

Web applications

Artificial Intelligence

Deep learning

Database Access

Desktop GUI Applications

Science and Numeric

Software Development

Network Programming

Games and 3D Graphics

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c My World

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**#include <stdio.h>**

**int main() {**

**// printf() displays the string inside quotation**

**printf("My World!");**

**return 0;**

**}**

C++ My World

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**#include <iostream>**

**int main() {**

**std::cout << "My World!";**

**return 0;**

**}**

or

**#include <iostream>**

**using namespace std;**

**// Main() function: where the execution of program begins**

**int main()**

**{**

**// prints hello world**

**cout << "My World! ";**

**return 0;**

**}**

C# My world

----------------------------------------

**namespace HelloWorld**

**{**

**class Hello {**

**static void Main(string[] args)**

**{**

**System.Console.WriteLine("My World!");**

**}**

**}**

**}**

java My World Programme

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**class HelloWorld {**

**public static void main(String[] args) {**

**System.out.println("My World!");**

**}**

**}**

JavaScript My World Programme

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**console.log('My World!');**

Python My World Programme

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**print("My World!")**