PYTHON CLASS

# Chapter 1

* Runtime:- the time at which the executable code starts running; Divisible by 0
* Compile time:- the time at which source code is changed into executable code; syntax errors
* Interpreter:- Program that converts source code to machine code line by line; python, ruby
* Compiler:- Program that converts source code into machine code in one go and generates executable file; C, C++
* Interactive Mode:- the way of executing a python in which statements are written in cmd and display the result in the same
* Script Mode:- Written in file
* Create \* pattern
* Create a calculator using function/class

Operator

* Arithmetic (+, -, /, \*)
* Assignment(=, +=)
* Comparison(==, !=, >)
* Logical(AND, NOT, OR)
* Identity(is, is not) compare variables

Variables

* Container for storing data
* Variables are stored in temporary memory

Naming Conventions:-

* Camel Case
* Snake Case

Keywords

* Reserved words
* Cannot use as a variable, or function

Here is a list of the Python keywords. Enter any keyword to get more help.

False class from or

None continue global pass

True def if raise

and del import return

as elif in try

assert else is while

async except lambda with

await finally nonlocal yield

break for not

* Type Casting:-

The process of converting data type of one type to another.

Two types:-

1. Implicit Type Casting
2. Explicit Type Casting