

Learning Python

Curated RAG-Friendly Content

TeachMate AI Agent – Knowledge Base Upload

Prepared for: Retrieval■Augmented Generation (RAG) demos

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1. Introduction to Python

Python is a high-level, general-purpose programming language created by Guido van Rossum and first released in 1991.

Why Python?

- Simple, readable syntax
- Large standard library & vibrant ecosystem
- Cross-platform (Windows, macOS, Linux)
- Ideal for data science, web development, automation, and more

Python executes line by line (interpreted) but can be compiled to bytecode for performance.

2. Getting Started

1. Install Python 3.x from python.org or via package managers (e.g., Homebrew, apt).

2. Verify installation: `$ python --version`

3. Use an IDE or text editor (VS Code, PyCharm) OR the built-in REPL by typing `$ python`

4. Create virtual environments to isolate dependencies:

`$ python -m venv venv && source venv/bin/activate` (Unix)

`venv\Scripts\activate` (Windows)

3. Variables & Data Types

- Numbers: int, float, complex
- Boolean: True / False
- Strings: immutable sequences of Unicode characters
- Lists: ordered, mutable collections [1, 'a', 3]
- Tuples: ordered, immutable collections (1, 2)
- Sets: unordered, unique elements {1, 2, 3}
- Dicts: key-value pairs {'name': 'Ada', 'age': 30}

Python uses dynamic typing: variable types are determined at runtime.

4. Control Flow

Conditional statements:

```
if condition:
```

```
    ...
```

```
elif other_condition:
```

```
    ...
```

```
else:
```

```
    ...
```

Loops:

```
for item in iterable:
```

```
    ...
```

```
while condition:
```

```
    ...
```

Use 'break' to exit, 'continue' to skip to next iteration.

5. Functions & Modules

Define reusable blocks with def:

```
def add(a, b=0):  
    """Return the sum of a and b."""  
    return a + b
```

Everything in Python is an object; functions are first-class.

Import modules:

```
import math  
  
from pathlib import Path
```

Create your own modules (files ending in .py) and packages (folders with __init__.py).

6. Core Data Structures

List comprehensions:

```
squares = [x**2 for x in range(10)]
```

Dictionary comprehensions:

```
mapping = {c: ord(c) for c in 'abc'}
```

Built-in functions: `len()`, `sorted()`, `enumerate()`, `zip()`, `map()`, `filter()`.

7. Object■Oriented Programming (OOP)

Python supports classes & multiple inheritance.

```
class Animal:

    def __init__(self, name):

        self.name = name

    def speak(self):

        raise NotImplementedError

class Dog(Animal):

    def speak(self):

        return 'Woof!'
```

Key concepts: encapsulation, inheritance, polymorphism, composition.

8. Popular Libraries

- NumPy & Pandas: data manipulation
- Matplotlib & Seaborn: visualization
- scikit-learn: machine learning
- FastAPI, Django, Flask: web frameworks
- LangChain, OpenAI, transformers: LLM & NLP
- Streamlit & Gradio: data apps & demos

9. Next Steps & Resources

- Official Docs: docs.python.org/3/
- Interactive Tutorials: realpython.com | learnpython.org
- Books: 'Automate the Boring Stuff with Python', 'Fluent Python'
- Community: [/r/Python](https://www.reddit.com/r/Python), Python Discord, local meetups

Project Ideas:

- Build a CLI todo app
- Create a Streamlit dashboard
- Automate file organization
- Train a small ML model with [scikit-learn](https://scikit-learn.org)

Happy Coding!