



# Python Basics

## Introduction

In Simple words Programming language is a way to communicate with computer and devices.

## Why Python ?

- Python is easy to learn and understand because of easy syntaxs.
- Widely used and has community support across the internet (Stackoverflow, Discord Python server, Quora space for python enthusiasts)
- Used widely mostly for data science , machine learning as well as general programming
- Lots of resources on internet.

## Setting Up the environment

We will be using google collab for this project

Setting up the environment can be done in one of the following ways :-

1. Download python from microsoft windows store [ recommended ] or from python official web

===== O R =====

2. Go to <https://replit.com/> click on start coding login or create an account. Click on the python logo below the create button name the file click create repl.

===== O R =====

3. Use google collab or any other online editor.

# Code Reference [ Syntax ]

Try this code to get started .

```
# anything that starts with a hashtag is a comment
# It is written for programmer to describe code
# this output nothing special

# To display anything on the screen use print() function
# more on function later
print("Hello! World")

# similar to mathematics you can perform calculation
# numbers can be any real number
x = 7
y = 2
print( x + y ) #addition
print( x - y ) #subtraction
print( x * y ) #multiplication
print( x / y ) #divison
print ( x ** y ) # x to the power y
print( x // y ) #floor division ; it has only integer part
print( x % y ) # remainder

# Strings is the terminology used to refer text in programming
# it can be a word , set of word , sentences etc
a = "Hello "
b = "everyone "
print( a + b ) #add both of them as one
print( a * 2 ) #print this text multiple time
```

## Variables

Computer stores data (i.e number , character etc. ) in **memory locations** . Variables are the storage location where data is stored. It stores value that **changes** as per the use. *It is like a box where you can store a fixed amount of data , but data may vary.*

Literals are the values or data that we assign to the variables. Python's variables can only contain Alpha numeric character and underscore but it cannot start with a numeric character.

Python uses dynamic typing i.e. the type of the variable changes as we assign different kind of value. To see the type of any variable use `type()` function

```
a = 10            #integer
print(type(a))
b = 10.0          #float
print(type(b))
c="So"            #string
print(type(c))
```

you can also delete a variable by using `del` keyword.

```
a = 10
del a            # a is deleted now
```

## Variables Assignment

python support multiple variable assignments.

```
x , y = 2 , 4 #this is a valid variable
x , y = y , x #this interchanged the values
```

## Operators

Operators are used in python to perform calculations and build expression.

Python operators are of three types

1. Arithmetic Operators ( + , - , / , \* , // , \*\* , % )
2. Relational Operators ( > , < , == , >= , <= , != )
3. Logical Operators ( and , or , not , XOR )

```
# Relational operator Example
#Less than
print( 4 < 5 ) #True
print( 5 < 4 ) #False
print( 4 < 4 ) #False

#Less than or equal to
print( 4 <= 5 ) #True
print( 5 <= 4 ) #False
print( 4 <= 4 ) #True

# Greater than
print( 5 > 4 ) #True
print( 4 > 5 ) #False
```

```

print( 4 > 4 ) #False

# Greater than or equal to
print( 5 >= 4 ) #True
print( 4 >= 5 ) #False
print( 4 >= 4 ) #True

# Equal to
print( 4 == 4 ) #True
print( 4 == 5 ) #False

# Not equal to
print( 4 != 5 ) #True
print( 4 != 4 ) #False

```

```

# Logical Operators Example
# Logical AND
print( True and True ) #True
print( True and False ) #False
print( False and True ) #False
print( False and False ) #False

# Logical OR
print( True or True ) #True
print( True or False ) #True
print( False or True ) #True
print( False or False ) #False

# Logical NOT
print( not True ) #False
print( not False ) #True

# Logical XOR
print( True ^ True ) #False
print( True ^ False ) #True
print( False ^ True ) #True
print( False ^ False ) #False

```

Chaining operator : when you use multiple relational operator in your code it is called chaining operator . like `0 < x < 5`

Arithmetic Shorthand Operators ( += , -= , \*= , /= ) is used to perform arithmetic operation as well as assign value.

```

x = 15
x = x + 1          # increment x by 1
x += 1            # increment x by 1

```

In operator is used to check if some value exist in the given variable or not.

```
a = "ab is a ab coder"
print("coder" in a) #returns true
print("coders" in a) #return false
print("Coder" in a) #return false
```

## Input

input() is used to take user input on python consoles . It is a mode of interaction between program and user on console based systems.

```
print("Enter your name to get started")
name = input()
print("Hello! " + name)
```

Input ( ) function takes a parameter that outputs on the console as instruction to user , similar to print.

```
name = input("Enter your name to get started")
print("Hello! " + name)
```

## Data Types

Like numbers in mathematics, variables in programming can be of different type . These are some of the basic types used in programming.

1. Strings : Text , words , sentences , phrases , paragraphs or anything that is a combination of character is a string. A string is usually written with a pair of inverted commas ( all called quotations )
2. Integer : These are similar to integers in mathematics.
3. floats or doubles : these are used for decimal number that is number with fractional part . E.g. 1.2

To change a data type to other , functions are used in python

To change a string to integer use int( ) function.

```

a = "15"
b = "16"
print( a + b ) #will print 1516 as output

c = int( a )
d = int ( b )
print( c + d ) #will print 31 as output

```

## String

```

a = "I am String1" #declare variable with name a and type string
b = "I am String2" #declare variable with name b and type string
print(a + " " + b) #this is concatenation or addition of string
print(a * 3) #prints a for three times [string replication]
print(a[0]) #1st letter of string a
print(a[1]) #2nd letter of string a
print(a[-1]) #first character from last

# string slicing
print(a[1:5]) #print 2nd to 5th characters in string (index 5 excluded)
print(a[:5]) #print first 5 characters of string a
print(a[5:]) #print all characters after 5th character\

#strings can also be compared
print("abc" > "abd") #false. It works like index of english dictionary

```

**Note :** Index in all modern programming language starts with 0 and not 1. so zero is the first element always.

for multiline strings use three quotes

```

a = ''' Python
is cool,
easy
and fun'''

```

for multiline comments also three quotes can be used

Escape characters are used to print special characters in a string

`\t` —> tab

`\n` —> break line

```
a = " Hey \" Python \" "      # output : Hey " Python "  
b = "hey \t python"          # add more space in between
```

## Import

using some built in function (or say predefined program) requires the use of library , library is like a collection of code snippet.

**import** keyword followed by name of library is used to import a library.

```
# here the name of library is random  
# random is a python library, used for generating random numbers  
import random
```

## Practise program 1

make a program to generate random integer number when someone inputs a number between some range a and some range b for any a and b greater than 0.

Hint : [ random.random() generate a random number between 0 and 1]

```
import random  
a = int(input("Enter numbers lower limit"))  
b = int(input("Enter numbers higher limit"))  
# this lines uses function random from random library  
# to generate a random number  
c = random.random()  
d = b - a # here d is the range of number(i.e upper - lower limit )  
e = int( a + d * c )  
print(e)
```

## Strings Methods

| Method       | Description   | Code<br>x = 'pyTHoN sTrIng mEthOdS' | Output                |
|--------------|---|-------------------------------------|-----------------------|
| lower()      | Converts a string into lower case                         | print(x.lower())                    | python string methods |
| upper()      | Converts a string into upper case                         | print(x.upper())                    | PYTHON STRING METHODS |
| capitalize() | Converts the first character to upper case                | print(x.capitalize())               | Python string methods |
| title()      | Converts the first character of each word to upper case   | print(x.title())                    | Python String Methods |
| swapcase()   | Swaps cases, lower case becomes upper case and vice versa | print(x.swapcase())                 | PYThOn StRiNg MeTHoDs |

|           |   |   |       |
|-----------|---|---|-------|
| islower() | Returns True if all characters in the string are lower case | x = 'python'<br>print(x.islower())                | True  |
|           |   | x = 'Python'<br>print(x.islower())                | False |
| isupper() | Returns True if all characters in the string are upper case | x = 'PYTHON'<br>print(x.isupper())                | True  |
|           |   | x = 'PYTHoN'<br>print(x.isupper())                | False |
| istitle() | Returns True if the string follows the rules of a title     | x = 'Pyhton String Methods'<br>print(x.istitle()) | True  |
|           |   | x = 'Pyhton string methods'<br>print(x.istitle()) | False |

|           |  |                                       |       |
|-----------|--|---------------------------------------|-------|
| isdigit() | Returns True if all characters in the string are digits        | x = '123'<br>print(x.isdigit())       | True  |
|           |  | x = '123abc'<br>print(x.isdigit())    | False |
| isalpha() | Returns True if all characters in the string are in alphabets  | x = 'abc'<br>print(x.isalpha())       | True  |
|           |  | x = 'abc123'<br>print(x.isalpha())    | False |
| isalnum() | Returns True if all characters in the string are alpha-numeric | x = 'abc123'<br>print(x.isalnum())    | True  |
|           |  | x = 'abc123@*#'<br>print(x.isalnum()) | False |

| Method   | Description                                | Code<br>x = '-----Python-----' | Output      |
|----------|--|--------------------------------|-------------|
| strip()  | Returns a trimmed version of the string    | print(x.strip('-'))            | Python      |
| lstrip() | Returns a left trim version of the string  | print(x.lstrip('-'))           | Python----- |
| rstrip() | Returns a right trim version of the string | print(x.rstrip('-'))           | -----Python |



| Method       | Description  | Code<br><code>x = 'Python'</code>     | Output |
|--------------|--|---------------------------------------|--------|
| startswith() | Returns True if the string starts with the specified value | <code>print(x.startswith('P'))</code> | True   |
|              |  | <code>print(x.startswith('p'))</code> | False  |
| endswith()   | Returns True if the string ends with the specified value   | <code>print(x.endswith('n'))</code>   | True   |
|              |  | <code>print(x.endswith('N'))</code>   | False  |

| Method    | Description  | Code<br><code>x = 'Python String Methods'</code>  | Output                |
|-----------|--|---|-----------------------|
| count()   | Returns the number of times a specified value occurs in a string                         | <code>print(x.count('t'))</code>  | 3                     |
|           |  | <code>print(x.count('s'))</code>  | 1                     |
| index()   | Searches the string for a specified value and returns the position of where it was found | <code>print(x.index('t'))</code>  | 2                     |
|           |  | <code>print(x.index('s'))</code>  | 20                    |
| replace() | Returns a string where a specified value is replaced with a specified value              | <code>x = x.replace('S', 's')</code><br><code>x = x.replace('M', 'm')</code><br><code>print(x)</code> | Python string methods |

```
# exaple code

a = "heYY i am A pYthOn proGrammEr"

print(a, " ---> ", a.upper())
print(a, " ---> ", a.lower())
print(a, " ---> ", a.capitalize())
print(a, " ---> ", a.title())
print(a, " ---> ", a.swapcase())

b = "Hehe123@"
print("a is lower? ---> ", a.islower())
print("b is lower? ---> ", a.islower())
print("a is upper? ---> ", a.isupper())
print("b is upper? ---> ", a.isupper())

# test all the methods in a similar way
```

## Conditions in python

The program in conditions only execute if the condition matches. For e.g.

```
# check if a number is even or odd
```

```

a = int( input("Enter a number: ") )
if(a % 2 == 0):
    print("even")
else:
    print("odd")

```

```

# you have a digital form where user enters his name
# to make sure it's a valid name check if the number of letters
# are more than 2.

a = input(" Enter you name: ")
if(len(a) < 3):
    print(" Please enter your full name ")
else:
    print("welcome ! " , a )

```

If-else condition can only check for a single condition what if we have multiple cases . For multiple cases you can use if-elif - else .

```

# you have a digital form where user enters his first name and
# last name both must be greater than 2

#approach 1

a = input(" Enter you first name: ")
b = input(" Enter you last name: ")

if(len(a) < 3):
    print("no. of character in first name must be greater than 3")
elif(len(b) < 3):
    print("no. of character in last name must be greater than 3")
else:
    print("welcome ! " ,a)

#approach 2

a = input(" Enter you first name: ")
b = input(" Enter you last name: ")

if(len(a)<3 or len(b)<3):
    print("no. of character in first or last name is less than 3")
else:
    print("welcome ! ",a)

```

## Practise

Write a program that return alphabet corresponding to it's numerical position.  
position can be any positive number . This program should take output infinitely till the user enter 0 or negative number

```
alphabets = 'abcdefghijklmnopqrstuvwxyz'
a = True

# while is used to run a piece of code again and again
while(a):
    print("Enter a number to get a corresponding letter")
    n = int(input())
    # code inside if else statetment only run if condition is true
    if n>0:
        print(alphabets[(n-1)%26])
    else:
        print("quiting program")
        a = False
```