

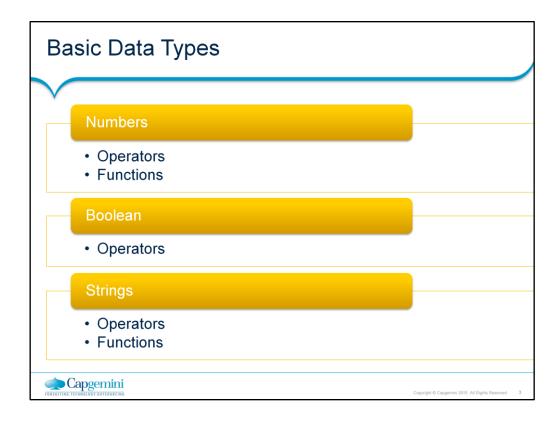
# **Instructor Notes:**

# **Lesson Objectives**

- After completing this lesson, you will learn about:
  - Basic Data types
  - Data Structures
  - Control Structures







#### **Instructor Notes:**

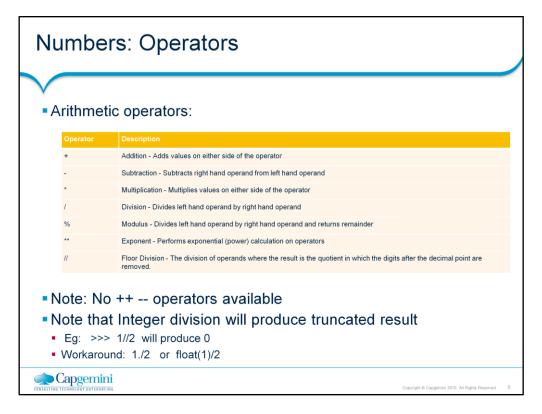
# **Numbers**

- Python supports four different numerical types:
  - int (signed integers) = C long precision
  - long (long integers [can also be represented in octal and hexadecimal]) unlimited precision
  - float (floating point real values) = C double precision
  - complex (complex numbers) = C double precision
- They are immutable data types
- Examples:

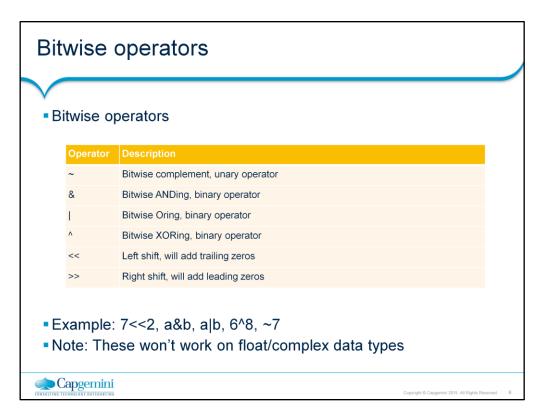
int	long	float	complex	
10	51924361L	0.0	3.14j	
100	-0x19323L	15.20	45.j	
-786	0122L	-21.9	9.322e-36j	
080	0xDEFABCECBDAECBFBA EI	32.3+e18	.876j	
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Immutable means that changing the value of a number data type results in a newly allocated object

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## **Instructor Notes:**

# Numbers: Functions

- Internally each of the objects have functions, e.g. as\_integer\_ratio, numerator, denominator etc
- Support available also from "math" module
  - The math module contains the kinds of mathematical functions you'd typically find on your calculator.
  - Comes bundled with default installation.
    - >>> import math
    - >>> math.pi # Constant pi
    - 3.141592653589793
    - >>> math.e # Constant natural log base
    - 2.718281828459045
    - >>> math.sqrt(2.0) # Square root function
    - 1.4142135623730951
    - >>> math.radians(90) # Convert 90 degrees to radians 1.5707963267948966



#### **Instructor Notes:**

# Python supports bool data type with values True and False Relational operators applicable as below: Operator Description Checks if the value of two operands are equal or not, if yes then condition becomes true. Checks if the value of two operands are equal or not, if values are not equal then condition becomes true. Checks if the value of left operand is greater than the value of right operand, if yes then condition becomes true. Checks if the value of left operand is less than the value of right operand, if yes then condition becomes true. Checks if the value of left operand is greater than or equal to the value of right operand, if yes then condition becomes true. Checks if the value of left operand is greater than or equal to the value of right operand, if yes then condition becomes true.

operand, if yes then condition becomes true.

Logical Operators: and, or, not



#### **Instructor Notes:**

# String

- Strings in python are immutable.
- You can visualize them as an immutable list of characters.

- You can use single quotes, doubles quotes, triple quotes (multiline string) and "r" (raw string)
  - str1 = "Hello World!"
  - str2 = "You can't see me"
- Python has many built-in functions to operate on strings.
- Usual list operations like +, \*, slice, len work similarly on strings.



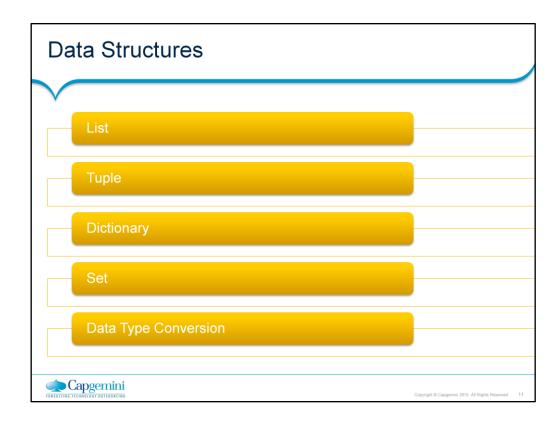
## **Instructor Notes:**

# String

- Some helpful functions
  - find(): finds a substring in a string
  - split(): very useful when parsing logs etc.
  - format(): A very powerful formatting function that uses a template string containing place holders. Refer documentation for completeness
    - s2 = "I am {1} and I am {0} years old.".format(10, "Alice")
- The in and not in operators test for membership

```
>>> "p" in "apple"
True
>>> "i" in "apple"
False
>>> "x" not in "apple"
True
```





#### **Instructor Notes:**

# List

- A list is an ordered collection of values.
- Similar to arrays in C. One difference between them is that all the items belonging to a list can be of different data type.

```
a = [] #Empty list
b = [10, 20.1, "ABC"] #List with different data types
nested = ["hello", 2.0, 5, [10, 20]] #Nested List
print b[0]
print nested[3][1]
```

Accessing elements

```
>>> numbers[o] #Returns first element
```

- >>> numbers[-1] #Returns last element
- >>> numbers[9-8] #Index can be any expression resulting in integer
- >>> numbers[1:3] #Slice: returns value at index 1 and 2
- >>> numbers[:4] #Slice: returns elements from 0 to 3
- >>> numbers[3:] #Slice: returns elements from 3 to last element
- >>> numbers[:] #Slice: returns all elements
- Lists are mutable: we can change their elements
- The function len returns the length of a list, which is equal to the number of its elements



#### **Instructor Notes:**

# List

- The "+" operator concatenates list and "\*" operator repeats a list a given number of times.
- List Methods: Many in-built methods are available to work on lists.
  - append, extend, pop, reverse, sort .....
- The "pop" method will default pop the last element (LIFO), else can pop by passing the index
- Use "del" to delete an element from a list.



## **Instructor Notes:**

# Tuple

- Tuples are similar to lists, but immutable.
- Creating tuples
  - rec = ("Ricky", "IKP", 1234)
  - point = x, y, z # parentheses optional
  - empty = () # empty tuple
- Tuple assignment: useful to assign multiple variables in one line
  - x, y, z = point # unpack
  - (a, b) = (b, a) # swap values
- Tuples can be used to return multiple values from a function.



## **Instructor Notes:**

# Dictionary

- Dictionaries are hash tables or associative arrays.
- They map keys, which can be any immutable type, to values, which can be any type.
- Example:

```
>>> eng2sp = {}
>>> eng2sp["one"] = "uno"
>>> eng2sp["two"] = "dos"
>>> print(eng2sp)
{"two": "dos", "one": "uno"}
```

- Dictionaries are designed for very fast access using complex algorithms
- Dictionaries are mutable.



#### **Instructor Notes:**

# Dictionary

 As mentioned, the keys can be any immutable type. This allows even a tuple to be a key.

```
>>> matrix = {(0, 3): 1, (2, 1): 2, (4, 3): 3}
```

Useful Functions:

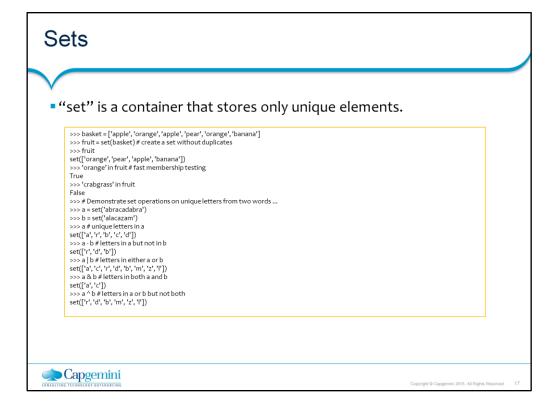
dct.keys() #return a list of keysdct.values() #return a list of values

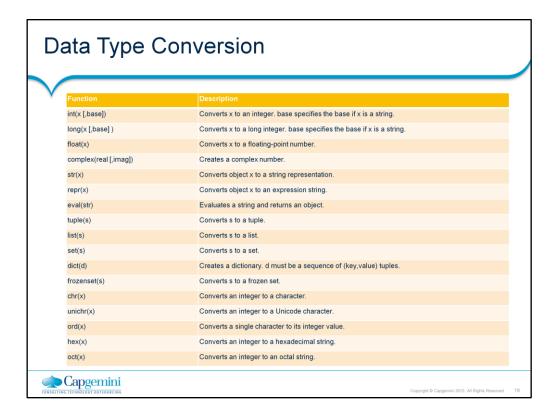
dct.items() #return a list of key-value pairs

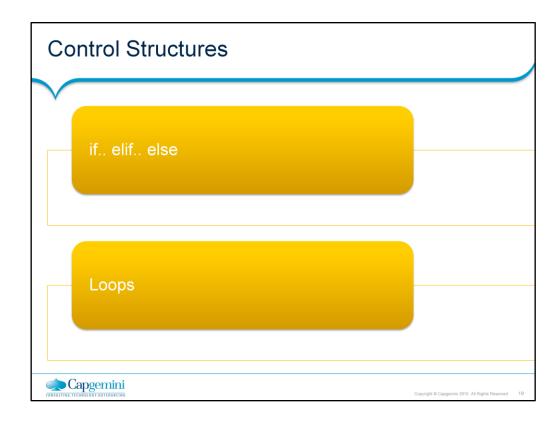
dct.get('key', 1)#here if 'key' does not exist, then 1 will be returned

- Since dictionaries are mutable, so be aware of "aliasing". Use the copy() method to create a copy of original.
- Use del to delete elements in dictionary.









## **Instructor Notes:**

if.. elif.. else..

If... elif... else...

```
if x < y:
    STATEMENTS_A
elif x > y:
    STATEMENTS_B
else:
    STATEMENTS_C
```

- Ternary operator supported but generally avoided for clarity
   i=1 if 10>20 else 2
- Single line if statement

if (var == 100): print "Value of expression is 100"



