

Introduction to Python (week 2)

⇒ Print statement

- Helps in printing the output to the screen.
- Can be used in various ways

① Printing a group of characters (string)

Syntax → print ("sarthak")

② Printing a variable

[Syntax → print (Name of variable)]

eg : a = 10
 b = 20

Output
30

c = a + b
print (c)

* Variable can be a string as well.

③ Both together

Syntax → print ("string", variable)

eg print ("My name is", n) n = "sarthak"

Output

My name is sarthak

`print ("n, " is my name")`

Output

So that is my name

- * many variable can be printed using comma b/w them

⇒ Variables

- Variable are letters/Alphabets or a string of characters which are not keywords and hold data. ~~One~~

e.g. $n = 10$
~~not~~ ↑ ↗
 constant
 variable.

- if a variable is ever overwritten the old value is lost

e.g. $n = 10$
~~not~~ print("n is", n)
 $n = 5$
 print("n now is", n)

Output
~~not~~ 5
 n is 10
 n now is 5

- A variable can be inc, dec by using following

Syntax - ~~not~~ Variable - Name = Variable - Name + Step

⇒ j command

- ; is used to execute no. of steps/command simultaneously

by

e.g. $a = 1; print(a); a = a + 1; print(a)$

Spiral

⇒ Taking inputs in python

- Input from the user for any variable is done using the syntax → variable-name = input()

```
eg:- n = input()
      b = input("Enter b")
      print(n)
      print(b)
```

This program will ask for input n and b and print their values accordingly.

Q WAP for discount calculation on a bill

Sol. c = input("enter bill amount")
d = int(c)

bill_amount = d * 0.9

discount = d * 0.1

print(c); print("discount=", discount); print("bill", bill_amount)

Output

let c = 100,

100

10

90

⇒ Converting to int

- When we take input of any variable it takes it as a string, so we need to convert it to int to apply the mathematical formulas. So we do the following.

Special

Syntax → New-variable = int(Old-variable)

* Strings can use mathematical statements but Not the same as an integer. e.g. $ABC \times 2 = ABCABC$
 $10^2 = 100$

⇒ if loop

Syntax → if (cond):
 body.

e.g. $c = \text{input}("Enter your choice")$
 $d = \text{int}(c)$

if ($d == 1$):

 print ("You entered 1")

(== for comp
always) if ($d == 2$):

 print ("You entered 2")

if ($d == 3$):

 print ("Enough").

⇒ if-else loops ⇒ if - else loop

Syntax → if (cond):

 body

else:

 body.

e.g. $\text{num} = \text{int}(\text{raw_input}("Enter no."))$

if ($\text{num} >= 0$):

 print num, "is +ve"

else:

 print num, "is -ve"

→ if elif loops

Syntax → if (condⁿ):
 body
elif (condⁿ):
 body
else:
 body.

⇒ for loop

Syntax → for variable-name in range (n):
 body

counter

ex:- for i in range (5):
 print("Hello")
 print(i)

Output

Hello 0

Hello 1

Hello 2

Hello 3

Hello 4

* counter starts from 0 and ends at (n-1) always

if WAP to find sum of n numbers

sol) n= int(input("enter last digit")) ; sum=0
for i in range (n+1):
 sum = sum + i
print(sum)

Spiral

⇒ While loops

Syntax: → while (cond):
 body
 cont = [cont + 1]

eg:- n = 1
 c = 1

while (c == 1)

```
print("n = ", n)
c = input("continue (0/1) ")
c = int(c)
print("n = ! ", n)
```

⇒ lists

- It is a flexible data structure, which is implemented as

Syntax → list-name = [] or list-name = ["items"]

eg shopping = ["Coffee", "Tea", "Bread"]

0 1 2 ← indexing.

→ Traversing a list

Syntax → for i in list-name:
 print(i).

eg for i in shopping:

print(i)

output

Coffee

Tea

Bread. Spiral

→ Appending an item

- we can append items to list using following.

Syntax → list-name.append ("^{item} ~~end~~")

→ Inserting an item

- Inserting an item at given pos",

Syntax → list-name.insert (pos", "item")

e.g shopping.insert (1, "oil")

→ Counting an item in list

- This method is used to count the no. of occurrence of an item in a list.

Syntax → ~~form~~ list-name.count ("^{item} ~~end~~")

→ length of list

- It counts the total no. of items in the list and gives us the length

Syntax → len(list-name) 19

e.g len(~~oppo~~ shopping)

→ Sort operation

- helps sort the list in ascending order.

Syntax:- `list-name.sort()`

* for numeric value acc to the number, for char done on basis of ~~word order~~ Alphabets.

→ Reversing a list

- Helps reversing a given list

Syntax:- `list-name.reverse()`

→ list slicing

- It cuts the part of a list which we need.

Syntax !:- `list-name [start:end+1]`

e.g to slice 4 things from list `students`,

`students[0:5]`

* Default value for start is the min value `[0]`.

* Default end value is the ~~end value~~ len(`list`)

• `list-name[:]` will print whole list

* if values not specified default value is taken

Spiral

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Syntax:- `list-name.sort()`

* for numeric value acc to the number, for char done on basis of ~~accents~~ Alphabets.

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e.g to slice 4 things from list `students`,

`students[0:5]`

* Default value for start is the min value `[0]`.

* Default end value is the ~~endless~~ value `len(list.)`

`list-name[:]` will print whole list

if values not specified default value is taken

Spiral

Q WAP to print fizz when multiple of 3, buzz if multiple of 5 and fizzbuzz if multiple of both.

Sol for i in range(1, 51):

```
if (i%3 == 0) and (i%5 == 0)  
    print ("fizz buzz str(i) + "= fizzbuzz")
```

else:

```
if (i%3 == 0):  
    print ("fizz str(i) + "= Fizz")
```

else:

```
if (i%5 == 0):  
    print ("buzz str(i) + "= Buzz")
```

else:

```
print (str(i))
```

Q What is ~~go~~ crowd computing?

Solⁿ Outsourcing your problem to the crowd to find a sol^m is known as crowd computing. This way we can solve complicated problems, which even super intelligent power cant.

Q WAP to show ~~to~~ Crowd computing 10% trimmed mean concept

To explain this concept first ~~a~~ data is collected from the crowd and stored in a list (75 values for estimation)

From Statistics import mean.

Estimates = [75 values]

Estimate = sort()

trim_val = $(0.1 * \text{len}(\text{Estimates}))$

Estimate = Estimate [: - trim_val :] \leftarrow removes small val

Estimates = Estimates [: len(Estimate) - trim_val]

point (mean(Estimates))

\leftarrow removes last value

Or) easier way.

From stats import mean

From scipy import stats

Estimates = [75 values]

Estimates = sort()

m = stats.trim_mean(Estimates, 0.10)

point(m)

\leftarrow direct calc of trim. mean

\Rightarrow Putting data on a curve

To plot we need to import a library as follows,

import matplotlib.pyplot as plt

Now to plot

plt.plot ([1, 2, 3]) \leftarrow y values

* x values are passed automatically if not passed

Passing x values,

plt.plot ([1, 2, 3, 4], [1, 4, 9, 16])

x val

y val.

Special

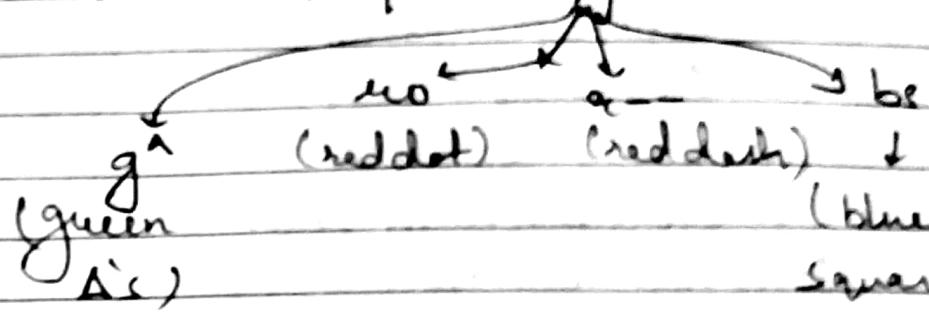
Date _____

- Labelling axis

Syntax → libname - ylabel ("Name")
libname - xlabel ("Name").

- Adding Additional types

Syntax → libname . plot ([xval], [yval], type)



~~all~~ ~~the~~ ~~time~~

Q What are the advantages and disadvantages of python?

Sol^m. → Advantages

- (i) Easy to use.
 - (ii) Expressive lang.
 - (iii) Interpreted lang.
 - (iv) It is complete
 - (v) Cross platform lang.
 - (vi) Free and open source.

Disadvantages

- (i) Not the fastest
 - (ii) less libraries than C, java, perl
 - (iii) Not strong on type binding.
 - (iv) Not easily convertible

⇒ Data types

1.) Numbers

(i) integer's

(a) Plain Integer:— Uses only 32 bits (4 byte) generally to store a value.

(b) long Integer - No size limit. To store phone
int as long we add L to name
eg:- 254, 36L Special

~~QUESTION~~ (c) Boolean :- True and False or 0 and 1

e.g. `bool(0) = False`
`bool(1) = True`

(ii) Floating point

@ fraction form :- 32.1, 36.4 etc

① exponential form :- `3.50E03, 0.5E-04`

(iii) Complex Number

e.g. `0.5 + 1.2j`

to print real part we use `z.real`

to print imaginary part we use `z.imag`

2.) Strings

(i) ASCII strings :- e.g., 'boy', 'abc', etc

(ii) Unicode String :- e.g., u'abe', u'beta', etc

3.) Lists and Tuples

(i) Lists :- It is a collection of data separated by commas that can be manipulated or changed

e.g. `a = ['a', 'b', 1, 2]`

Spiral

(ii) Tuples :- It is same as lists but cannot be manipulated

e.g. $\text{z} = ('a', 'b', 'c', 'd')$
 $\text{q} = (1, 2, 3, 4)$

4.) Dictionaries

- Unordered set of comma separated 'key: value' pairs within {}.
- In Dictionary no two keys can be the same ever.

e.g. vowels = {'a': 1, 'e': 2, 'i': 3, 'o': 4, 'u': 5}

vowels ['a']	→ 1	key	value
		↓	
vowels ['e']	→ 2		
vowels ['u']	→ 5		

⇒ Functions

- functions are a block of code which take an input perform an operation and return

e.g. Syntax → def funct-name (argument) :
 body.

eg def calc(x):
 r = 2*x**2 ← $2x^2//$
 return r

- functions needs to be called by a function call for operating.

Syntax :- funct-name (argument)

eg a=int(raw_input("Enter value of x"))
 print calc(a)
 this calls
 that func

→ Types of functions

1.) Built in function

- pre defined by python , eg len(), int()

2.) Function in module

- pre defined in ~~one~~ particular module. eg, sin(), cos()
 from math library.

3) User defined functions

- functions made up by a user eg calc() in above example.

eg def calculate(x):
 $r = 2 * x^{**} 2 \leftarrow 2x^2 //$
 return r

- functions needs to be called by a function call for operating.

Syntax :- func-name (argument)

eg a=int(raw_input("Enter value of x"))
 print calc(a)

this calls
that func

→ Types of functions

1.) Built in function

- pre defined by python , eg len(), int()

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from math library.

3.) User defined functions

- functions made up by a user eg calc() in above example.

⇒ Scope of variables

→ Global scope :- Variable declared in - main - has a global scope and can be used all over the program, even in func's

→ Local scope :- Variables declared in a func body has a local scope and can be used in only that function and their sub blocks.

e.g def calsum(x, y):

$z = x + y$ ← x, y, z local variables
return z

→ num1 = int(input("No. 1"))

→ num2 = int(input("No. 2"))

~~print~~ sum = calsum(num1, num2)

global variables
print "sum if given no's", sum.

Q1 WAP to find largest of 3 given numbers.

Soln x = float(input("Enter No"))

y = ["] _" ["] _" ("Enter No")

z = ["] _" ["] _" " "

max = x

if (y > max):

 max = y

if (z > max):

 max = z

print "Largest No is", max

Date.....

Q WAP that returns the sum of unequal no out of 3 no's.

SQ def sum (a, b, c):
if (a != b and a != c):
 sum = sum + a
if (b != a and b != c):
 sum = sum + b
if (c != a and c != b):
 sum = sum + c
return sum.

x = int (raw_input ("No 1"))
y = int (raw_input ("No 2"))
z = int (raw_input ("No 3"))
sum = sum (x, y, z)
print "Sum of unequal no is", sum.

* Read imp Questions from Pg 342 to 346.

\Rightarrow String Manipulation

- String are a set of characters.
- Strings are immutable.
- Indexing is done like

0 1 2 3 4 5
P Y T H O N
-6 -5 -4 -3 -2 -1

Syntax \rightarrow string-name = 'string-val'

e.g. subject = 'computer'

- We can access string like

string-name [Index]

↳ both types.

\rightarrow length of string

Syntax \rightarrow len(string-name)

e.g. len(subject) = 9.

- Max element index possible is len-1.

\therefore subject [9] \leftarrow error.

↳ len Not Possible.

→ Traversing a string

- Accessing each element individually is known as traversing.
- Program to traverse any string.

new ~~ng~~

```
name = 'superb'
for ch in name:
    print(ch, end=',')
```

Output → S-U-P-U-R-B.

WAP to display a string in Reverse without making new string.

```
str1 = raw_input("Enter string")
length = len(str1)
for a in range(-1, -length - 1, -1) → To include last index
    print(str1[a])
```

~~for a in range(0, length, 1)~~

→ String operations

(i) Concatenation (+)

- It joins 2 strings to form a new string.
eg 'car + 'tak' = car tak

(ii) Replication (*)

- The operator multiplies or replicates the string 'n' no. of times.
eg $3 * 'go' \Rightarrow go go go$
- Needs 1 number and 1 string
'1' ~~'*~~'s' not valid

(iii) Membership operator

- Two types → 'in' and 'not in'
- They check if given string contains a particular substring.

eg '12' in 'xyz' ← false
'12' not in 'xyz' ← True

A Case Sensitive operations H and h not same.

(iv) Comparison Operators

- there are, ==, !=, <, >, <=, >=.
- ASCII and Unicode's are compared

e.g. 'a' == 'a' → True
 'abc' == 'a' → False.

- ASCII Codes →
 - 0 to 9 = 48 - 57
 - A to Z = 65 to 90
 - a to z = 97 to 122

→ String Slicing

- Cutting out a part of a string is called string slicing.

Syntax → String-name [start : stop]

* Start by default 0th index

Stop by default (n-1)th index, (n is length of string)

e.g. word = 'A M A Z I N G'

word [0:4] = Amazing

word [0:3] = Ama

→ String functions and methods.

1.) Capitalize () :- Capitalizes 1st character.

Syntax → string-name . capitalize () .

e.g str = "I love India"
 \neq str.capitalize()
 \Rightarrow I Love India.

2.) find (sub [, start [, end]])

- Returns lowest index where sub is found in string

Syntax → string-name . find [sub, start, end]

e.g str = Hello
 \neq str.find (ll)
 \Rightarrow 2.

3.) isalnum ()

- Checks if string has all number or alphabets with at least 1 alphabet/character.

Syntax → string-name . isalnum ()



4) isalpha()

- checks if all alphabets

Syntax → string-name.isalpha()

5) isdigit()

- checks if all are digits

Syntax → string-name.isdigit()

6) islower() and isupper()

if all in lower case

Syntax → string-name.islower()

if all in upper case

Syntax → string-name.isupper()

7) isspace()

- checks if string has only white spaces.

Syntax → string-name.isspace()

a) lower() and upper()

returns a copy of list in lower case

Return a copy in Upper case

Syntax → string-name.lower()

Syntax → string-name.upper()

b) Lstrip([char])

- Removes the leading character

Syntax → string-name.lstrip([char])

eg str = 'Hello'
str.lstrip('H')
⇒ Lo

c) Rstrip([char])

- Removes trailing characters

Syntax → string-name.rstrip([char])

eg str = Hello
str.rstrip('lo')
⇒ Hel.

* Read Programs at Page No. 372 - 373.

Spiral

→ Lists (continued)

→ List operations

(i) Joining lists (+)

- It joins 2 lists

e.g. `list1 = [10, 11, 12]`
`list2 = [14, 16, 18]`
`lst = list1 + list2`
`print lst`

, o `[10, 11, 12, 14, 16, 18]`

(ii) Replicating lists

- It replicates a list by n no. of types

`list1 = [10, 11, 12]`

`list2 = list1 * 2`

~~and~~ print list2

= `[10, 11, 12, 10, 11, 12]`

* Rest Done before.

→ List functions

(i) Extend ()

- It helps add a list or multiple elements to the end of a given list

Syntax → list-name. extend (list / items)

```
eg   t1 = [1, 2, 3]
    t2 = [4, 5]
    t1.extend(t2)
```

(ii) Remove()

- It helps remove an element not on the basis of pos" but on the basis of value

Syntax → list-name. remove (item-value)

```
eg   t2 = [1, 2, 3]
    t1.remove(2)
    print t1
```

[1, 3]

* removes the 1st occurrence and not all of them

(iii) Pop()

- It deletes and returns the element on a given posⁿ

Syntax → variable = list-name.pop(posⁿ).

eg t1 = [1, 2, 3, 4]
 item = t1.pop(3)
 print item

⇒ 4

(iv) Delete

- It can delete 1 or a group of values from list on basis of posⁿ.

Syntax → del list-name(Index)
 del list-name(start : stop)

WAP to implement list operations with menu.

ch = 0

list = []

While True :

print "List Manu"
 print "1. add element"
 print "2. Modify"
 print "3. Delete"
 print "4. Sort"
 print "5. Display"
 print "6. EXIT"

Spiral

```

ch = int(input("Enter choice 1---6"))
if ch == 1:
    print "1. add one element"
    print "2 add a list"
if ch == 1:
    item = int(input("element"))
    pos = int(input("position"))
    list.insert(item, pos)
elif ch == 2:
    list2 = eval(input("enter list"))
    list.extend(list2)
else:
    print "Wrong input"
    print "Added"
elif ch == 2:
    pos = int(input("position to modify"))
    item = int(input("Enter new value"))
    old = list[pos]
    list[pos] = item
    print old, "modified to", new
elif ch == 3:
    print "1. by pos"
    print "2. Del by value"
    ch2 = int(input("Enter 1 or 2"))
    if ch2 == 1:
        pos = int(input("Enter pos"))
        item = list.pop(pos)
        print item, "Deleted"
    elif ch2 == 2:
        item = int(input("Enter item"))
        pos = list.remove(item)
        print "successfully Deleted"

```

~~else~~: else:

 print "Wrong choice"

elif ch == 4:

 print "1. Ascending"

 print "2. Descending"

 ch3 = int(input("Enter choice 1 or 2"))

 if ch3 == 1:

 list.sort()

 elif ch3 == 2:

 list.sort(reverse=True)

 else:

 print "Invalid choice."

elif ch == 5:

 print list

elif ch == 6:

 Break

else:

 print "Valid choice are 1---6"

→ Dictionaries

- It is a data structure which is saved similar to any data structure but instead of indexing it contains key: value pairs

Syntax → dict_name = { key: value, key: value, ... }

eg teachers = { Dimple: Comp Sc., Karen: Sociology
Harmeet: Maths, Sabah: Chem }

→ Accessing elements of a dictionary

- To find an element, we must know the key.

~~dict~~ ~~key~~
Syntax :- dictionary-name [key]

eg teachers ["Karen"]

⇒ Sociology

→ Traversing a dictionary

Syntax → for item in dictionary_name :
process item

eg for key in teachers :

print key, @teachers [key],

→ Accessing keys and values

(i) Accessing Keys

Syntax → dictionary-name.keys()

(ii) Accessing Values

Syntax → dictionary-name.values()

→ Characteristics of dictionary

- 1.) Unordered set
- 2.) Not a sequence
- 3.) Indexed by keys, not no..
- 4.) keys must be unique
- 5.) Mutable
- 6.) Internally stored as mapping.

→ Working with dictionary

1.) Creating dictionary

- ⓐ Initializing a dictionary ie making key:value pairs

e.g Employee = {`name': 'John', `Salary': 1000, `age': 14}

- ⓑ Adding key value pairs to empty dictionary.

`employee = {}` or `employee = dict()`

`employee['name'] = 'John'`

`employee['salary'] = 10000`
`.., 'age'] = 24`

① Creating dict from name and value pairs

(i) Specify key:value to dict() constructor

e.g. `Employee = dict('name': 'John', 'salary': 10000)`

`Employee = {'name': 'John', 'salary': 10000}`

(ii) Specify comma separated key:value pairs

e.g. `Employee = dict('name': 'John', 'salary': 10000)`

(iii) Specify key separately and values separately

e.g. `Employee = dict(zip('name', 'salary'), ('John', 1000))`

② Adding Elements to Dictionary

Syntax → `dictionary_name[key] = value`

* Similar key should not exist.

③ Updating elements ⁱⁿ to Dictionary

Syntax → dict-name [key] = newvalue

4) Deleting element in dictionary

By Del command

(i) Syntax → del dictionary-name[key-name]

eg del employee ['salary']

employee = { 'name': 'John' }

(ii) By pop()

Syntax → item = dictionary-name.pop(key)

5) Checking existence of key

Syntax → key in dict-name

key not in dict-name

→ Dictionary functions

1.) len()

- Gives count of key:value pairs

Syntax → len(dict-name).

2.) clear()

- Removes all items

Syntax → dictionary-name.clear()

Special

3) get()

- Gives value of the given key.

Syntax → dict-name.get(key,[default])
 If key not found.

4) has_key()

- Checks presence of a key.

Syntax → dict-name.has_key(key-name)

5) items()

- Returns all key:value pair in a sequences

Syntax → dict-name.items()

6) Update()

- Merges 2 dictionaries by adding or replacing values

Syntax → dict1-name.update(dict2-name).

7) cmp()

- Compares 2 dict on basis of key and values

Syntax → cmp(dict1, dict2)

⇒ Tuples

- Tuples ~~can~~ store sequence of data and are immutable.

Syntax → $T = \text{tuple}()$ or $t = ()$

$T = \text{tuple}(4,)$ or $t = (4,)$

$T = \text{tuple}(Hello)$ or $t = (H, e, l, l, o)$

→ Accessing elements of tuple

Syntax → tuple-name (index)

e.g. vowels = ('a', 'e', 'i', 'o', 'u')

vowels[5] = 'o'

→ Traversing tuples

Syntax → for item in tuple:
process item.

e.g. for i in vowels:
print vowels[i]

→ Tuple operations

(i) Concatination +

Joins two tuples.

Spiral

Syntax → $\text{tuple1} \neq \text{tuple2} + \text{tuple3}$

2.) Replication

Syntax → $\text{tuple1} * \text{Numeric value}$

3.) Slicing

Syntax → $\text{tuple name}[start : stop : step]$

4.) Unpacking

we assign variables for each tuple value.

Syntax = variable1, var2 ... Variablen = tuple-name

→ tuple functions

1.) len() :-

Syntax → $\text{len}(\text{tuple-name})$

2.) max()

Syntax → $\text{max}(\text{tuple-name})$

3.) min()

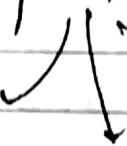
Syntax → $\text{min}(\text{tuple-name})$

Date.....

4.) cmp()

Syntax \rightarrow `com cmp(tup1, tup2)`.

0 equal



1 $tup1 > tup2$

-1, ~~0~~ $tup1 < tup2$

Q WAP for addition and sub of 2 matrices.

Sol def make_matrix(n):

```
return [random.randint(1, 9) for i in range(n)
       [for j in range(n)]]
```

def print_matrix(matrix, n):

for i in range(n):

for j in range(n):

```
print(matrix[i][j], end='')
```

print()

print()

def operate_matrix(matrix1, matrix2, n, func):

result_matrix = []

for i in range(n):

temp_matrix = []

for j in range(n):

temp_matrix.append(func(

matrix1[i][j], matrix2[i][j]))

resultant_matrix.append(temp_matrix)

return resultant_matrix

add_element = lambda a, b: a + b

sub_element = lambda a, b: a - b

n = 3

matrix1 = make_matrix(3)

matrix2 = make_matrix(3)

operate_matrix(matrix1, matrix2, n, add_element)

matrix1 = make_matrix(3)

matrix2 = make_matrix(3)

Special

Date.....

```
print (Matrix1 :")
print-matrix (matrix1, n)
print (Matrix2 :")
print-matrix (Matrix2, n )
print ("matrix1 + matrix2")
print-matrix (add-matrix, n )
print ("matrix2 - matrix2")
print-matrix (sub-matrix, n )
```