

Python

`print()` → TO print the content.

Variable

`a = 10`

`b = 20`

`print(a, b)` // O/P: 10 20.

`print(id(a), id(b))` // O/P: 140319838
1308234689
↓
memory address.

Rules to create variables:

- Name starts with upper case / lowercase / underscore.
- can't start with number
- No length restriction.
- Reserved wrds are not allowed.
- case sensitive.
- Reassign is allowed.

Operators

1) Arithmetic

operators:

`a = 20`

`b = 5`

`print(a + b)` // 25

`print(a - b)` // 15

`print(a / b)` // 4.0

`print(a % b)` // 0 (Remainder)

`print(a ** b)` // 3200000.

(20 * 20 * 20 * 20 * 20 (5 times))

`print(a // b)` // 4.

(Floor division).

ii) Assignment operators (=, +=, -=, ...)

x = 5

print(x) // 5

x += 7

print(x) // 12

x -= 8

print(x) // 4

iii) Comparison operators (<, >, <=, >=, ==, !=)

a = 8

b = 10

a == b // False

a != b // True

a > b // False

a < b // True

a >= b // False

a <= b // True

iv) Logical operators (and, or, not)

a = 5 x = 10

a < 8 and a > 6 // False

a == 5 and a < 6 // False

a < 8 or a > 10 // True

x != a // True

not x != a // False

Membership operator (in, not in)

X = 'welcome'

print('w' in X) // True

print('l' not in X) // False

Identity operator (is, is not)

X = 10 y = 10

X is y // True

X == y // True

X is not y // False

Bitwise operator (and, or, xor)

Truth table:

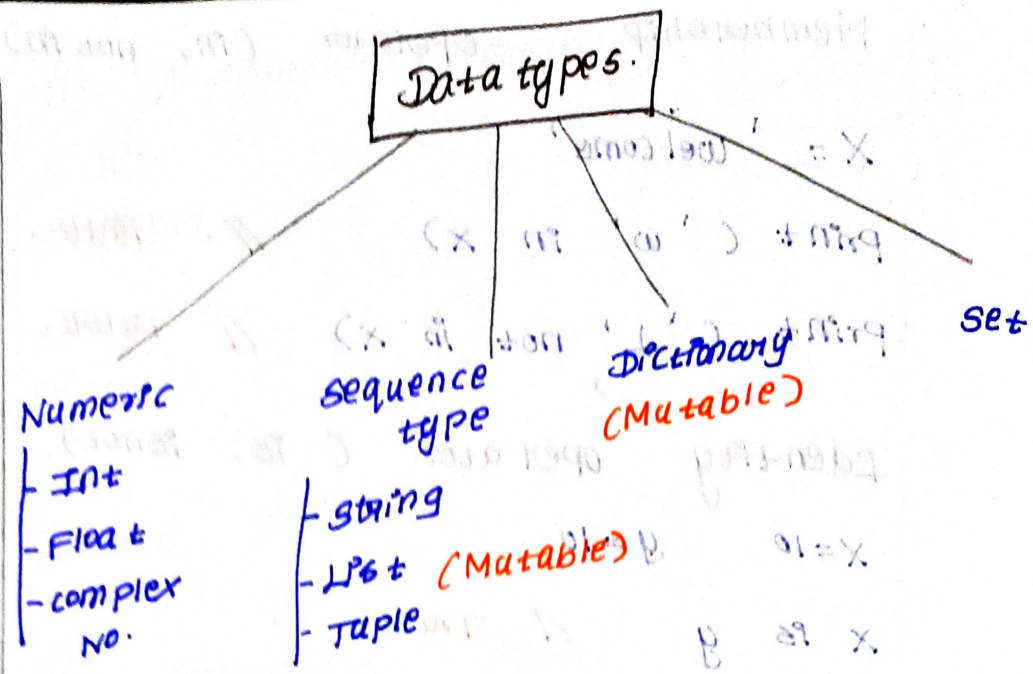
A	B	A & B	A B	A ^ B
0	0	0	0	0
0	1	0	1	1
1	0	0	1	1
1	1	1	1	0

X = 10 y = 8

print(X & y) // 8

print(X | y) // 10

print(X ^ y) // 2



Numeric Datatype:

$a = 10$ `type(a)` // Int
 $a = 2.5$ `type(a)` // Float
 $a = 1+2j$ `type(a)` // complex

Sequence type:

a) string # ' ' , " " , " " , " "

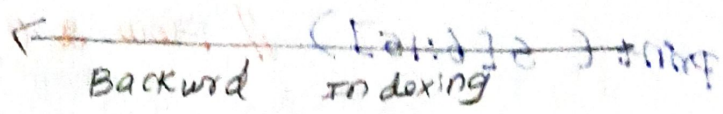
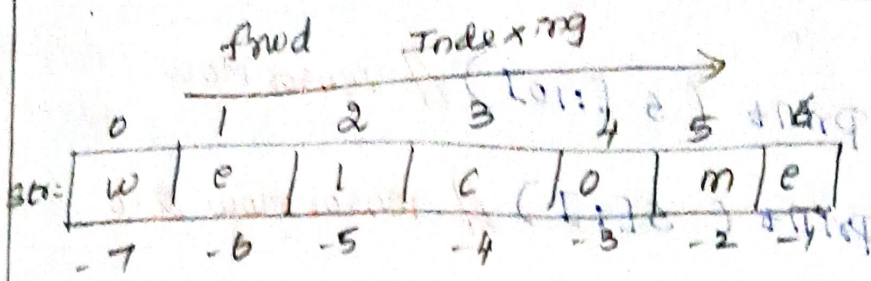
$x = \text{'welcome'}$ `type(x)` // str

$x = \text{"welcome"}$ `type(x)` // str

$x = \text{"welcome\nHome"}$ `type(x)` // str

$x = \text{"welcome"}$

$x * 5$ // welcome welcome welcome
welcome welcome.



str[0] // 'w' { 1st character }

str[-7] // 'w' { 1st character }

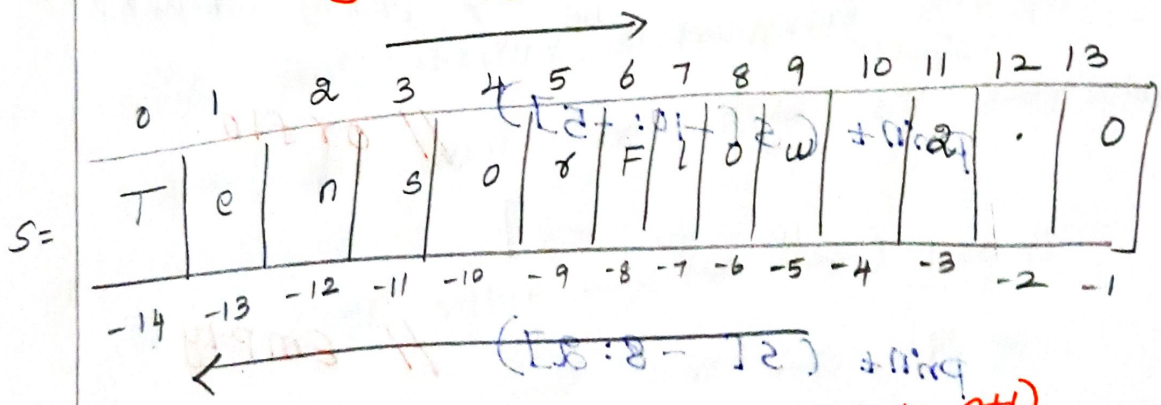
str[0:5] // 'welco' { Fetch all char from 0 to 5 }

str[:4] // 'welc' { Fetch 1st 4 char }

str[-4:] // 'come' { Fetch last 4 char }

String Slicing.

S = 'TensorFlow 2.0'



print (len(s)) // 14. (0 to n+1).

print (s) // 'TensorFlow 2.0'.

print (s[11:]) // '2.0' { From 11th Index to end }

([0:1] 2) print

`print (s[:10])` // TensorFlow (Before last Index)

`print (s[:])` // TensorFlow 2.0 (whole string)

`print (s[6:15])` // Flow 2.0.
(From 6th Index to last Index-1)

`print (s[6:13:2])` // Flow 2.0
(From 6th Index to last Index-1 i.e., 12th Index with step count 2)

`print (s[3:10:4])` // s[3:10:4]
(From 3th Index to 9th Index, step count = 3)

`print (s[-10:])` // or flow 2.0

`print (s[: -6])` // TensorFlow 2.0

`print (s[3:-7])` // sort

(In this case, starting Index must be > ending Index)

`print (s[-10:-5])` // or flow

(-10 to -4)

`print (s[-8:2])` // empty

(Starting Index < Ending Index)

`print (s[-7:10])` // Low

(-7 to 9)

`print (s[1:-10])` // end

[1:-11]

`print(s[-3:-9:-1])` // a wolf.

`print(s[-2:-13:-3])` // . wfs.

`print(s[4:-2:3])` // 0L-

`print(s[2:-1:2])` // no fo . &

`print(s[-2:1:-4])` // . 00.

`print(s[2:: -2])` // n T.

`print(s[-10:: 2])` // 0 fo .

`print(s[5:: 3])` // x o a

`print(s[-2:: -4])` // . 00 T.

Note:

If the start, step value are gn,
then dir will be dete. by stepvalue

If step value \rightarrow +ve \rightarrow L to R.
 \rightarrow -ve \rightarrow R to L.

x. ————— x