Machine Learning Diploma Python2: Sequences & Control Statements



<u>Agenda</u>

- → Strings (cont)
- → Operators (Arithmetic, Logical...)
- → List, tuple, set and Dictionary
- → Control statement If Else



1. Strings (Cont)



Printing Strings

→ Print statement can have different formats

```
In [18]: ▶ print("my name is ", name)
             my name is ahmed
In [20]:
          ▶ print("my name is {} and my age is {}".format(name, age))
             my name is ahmed and my age is 20
          ▶ print("my name is {0} and my age is {1}".format(name, age))
In [21]:
             my name is ahmed and my age is 20
          ▶ print("my name is {2} and my age is {0}".format(name, age, gender))
In [24]:
             my name is male and my age is ahmed
```



Escape Charaters

→ Sometimes we want to print strings having special characters. So we add backslash before the special character as follows:

"My name is \"Ahmed\""

- → Escape Characters:
 - \': single quote
 - \\: Backslash
 - \n: New line
 - \t: tab
 - \b: Backspace

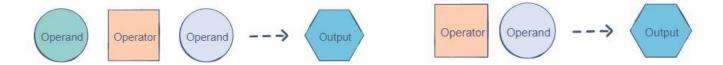


2. Operators



Operators

- → Operators are used to perform arithmetic and logical operations on data. They enable us to manipulate and interpret data to produce useful outputs.
- → Python operators follow the infix or prefixnotations:



→ The 5 main operator types in Pythonare:

Arithmetic - Comparison - Assignment - Logical - Bitwise



| Arithmetic | | | |
|------------|--|---------|--|
| Operator | Purpose | Example | |
| + | Addition (Sum of two operands) | a + b | |
| - | Subtraction (Difference between two operands) | a - b | |
| * | Multiplication (Product of two operands) | a* b | |
| / | Float Division (Quotient of two operands) | a / b | |
| // | Floor Division (Quotient with fractional part) | a//b | |
| % | Modulus (Integer remainder of two operands) | a % b | |
| ** | Exponent (Product of an operand n times by itself) | a ** n | |



| Comparison | | | |
|------------|---|---------|--|
| Operator | Purpose | Example | |
| > | Greater than (If left > right hence return true) | a > b | |
| < | Less than (if left < right hence return true) | a < b | |
| == | Equal to (if left equals right return true) | a == b | |
| != | Not equal to (if left not equals right return true) | a !=b | |
| >= | Greater than or equal (if left GTE right return true) | a >= b | |
| <= | Less than or equal (if left LE right return True) | a <= b | |



| Logical | | | |
|----------|--|---------|--|
| Operator | Purpose | Example | |
| and | If a and b are both true hence return true | a and b | |
| or | If either a or b is true hence return true | a or b | |
| not | If a is true return false and vice versa | not a | |



| Bitwise | | | |
|----------|---|---------|--|
| Operator | Purpose | Example | |
| & | If a and b are both one in bit level return 1 | a & b | |
| I | If a and b are either one or both in bit level return 1 | a b | |
| ~ | Invert all the bits of the passed operand | ~ a | |
| ^ | If a and b are either 1but not both in bit level return 1 | a ^ b | |
| >> | Shift the bits of a to the right n times | a >> n | |
| << | Shift the bits of a to the left n times | a << n | |



→ LogicTables:

AND Truth Table

| Α | В | Υ |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

OR Truth Table

| Α | В | Υ |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

XOR Truth Table

| Α | В | Υ |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

NOT Truth Table

| Α | В |
|---|---|
| 0 | 1 |
| 1 | 0 |



| Assignment | | | |
|-------------|---|----------------------------------|--|
| Operator | Purpose | Example | |
| arithmetic= | Any arithmetic operation followed by = which apply the arithmetic operation of the left operand and put the result in it. | a += 1equivalent to a = a + 1 | |
| bitwise= | Any bitwise operation followed by = which apply the bitwise operation of the left operand and put the result in it. | a &= 1equivalent to a = a & 1 | |



| Identity | | | |
|----------|--|------------|--|
| Operator | Purpose | Example | |
| is | If both operands refers to same object return True | a is b | |
| Is not | If both operands refers to different objects return True | a is not b | |

| Membership | | | |
|------------|--|------------------------|--|
| Operator | Purpose | Example | |
| in | If a given value exists in a given sequence | "s" in ["a", "h", "s"] | |
| not in | If a given value doesn't exist in a given sequence | "s" in ["a", "n", "u"] | |

AMIT

Quiz:

→ What is the operator used?

11110010 10011100



10010000

- \circ OR
- XOR
- O AND
- NOT



Quiz(Solution):

→ What is the operator used?

11110010 10011100



10010000

- \circ OR
- XOR
- AND
- O NOT



Quiz:

→What is the output of printing 'result'?

- False
- o -21
- o **5**
- o 5.25

```
x = 20
y = 5
result = (x + True) / (4 - y * False)
```



Quiz(Solution):

- →What is the output of printing 'result'?
 - False
 - o **-21**
 - o 5
 - 5.25

```
x = 20
y = 5
result = (x + True) / (4 - y * False)
```



<u>Task 1:</u>

→ Gravitational force is the attractive force that exists between two masses. It can be calculated by using the following formula:

 $\frac{GMm}{r^2}$

Write a code that accepts these constants as input and produces this output:

Sample Input

$$G = 6.67 * 10^{-11}$$

$$M_{Earth} = 6.0 * 10^{24}$$

$$m_{Moon} = 7.34 * 10^{22}$$

$$r = 3.84 * 10^8$$

Sample Output

$$F_G = 1.99 * 10^{20}$$



3. Lists



Lists

A list is a collection of mutable items in a particular order, List constants are surrounded by square brackets and the elements in the list are separated by commas.

A list element can be any Python object - even another list

- → Syntax: list_variable = *"d", "a", 4, 5+
- → You can apply len(), type().
- → It can contain different data types.
- → You can use list() constructor instead of the square brackets.
- → Same rules of indexing and slicing strings apply here.
- → You can modify an item using basic assignment: list_variable*0+='c'

Lists Important Methods

- → Append(item): adds an element to the end of the list
- → Insert(pos, item): adds an element at the position pos.
- → Extend(another_list): concatenate another_list/any other sequence to the end
- → Remove(item): removes the item from a list
- → Pop(pos): removes the item at the position pos. if no pos, removes last.
- → Clear(): delete items of the list but the list itself is still there.
- → Copy(): you can't do list1 = list2, instead use list1 = list2.copy()

Search for a method to sort the items based on any metric.



4. Tuples



Tuples:

- → Syntax: Tuple_variable = ("a", "b", "c")
- → You can apply len(), type().
- → It can contain different data types.
- → You can use tuple() constructor instead of the brackets.
- → Same rules of indexing and slicing strings apply here.
- → You cannot modify an item using basic assignment: tuple_variable[0] = 'c'



<u>Tuples Notes & Methods</u>

- → Changing a tuple: convert into list then change then convert backinto tuple.
- → Join two tuples together: tuple1 + tuple2, knowing that tuple1,tuple2 > 1 element
- → Multiply tuples: tuple1 * 2
- → count(): Returns the number of times a specified value occurs in a tuple
- → index(): Searches the tuple for a specified value and returns the position of where it was found



5. Sets



Sets:

- → Syntax: Set_variable = , "a", "b", 6-
- → You can apply len(), type().
- → It can contain different data types.
- → You can use set() constructor instead of the curly brackets.
- → You cannot access them the same way of indexing.
- → You cannot modify an item using basic assignment: set_variable*0+ = 'c'



Sets Notes & Methods:

- → Accessing Set elements use: IN operator.
- → You can add items using add()
- → Same as extend() in lists you can use update() to add two sets/any other sequence
- → Remove(): to remove and item from the set
- → Union() == Update() but union() returns a new set. Update() modifies.
- → Intersection(): get the duplicated items from two sets and return a new set.
- → intersection_update() same as intersection() but updates directly.



6. Dictionaries



Dictionaries:

- → Syntax: Dict_variable = ,"name": "Merna", "age": 20, 1: *1,2,3+-
- → You can apply len(), type().
- → It can contain different data types.
- → You can use dict() constructor instead of the curly brackets.
- → You can access them using Keys.
- → You can modify an item using basic assignment: dict_variable*'name'+= 'Ahmed'



PYTHON DATA TYPES: DICTIONARY

Dictionaries can be deleted using the del function in python.

Duplicate keys are not allowed. Last key will be assigned while others are ignored. Some

important built-in functions:

- .clear() to clear all elements of the dictionary.
- .copy() to copy all elements of the dictionary to another variable.
- .fromkeys() to create another dictionary with the same keys.
- .get(key) to get the values corresponding to the passed key.
- .has_key() to return True if this key is in the dictionary.
- .items() to return a list of dictionary (key, value) tuple pairs.
- .keys() to return list of dictionary dictionary keys.
- .values() to return list of dictionary dictionary values.
- .update(dict) to add key-value pairs to an existing dictionary.



Comparison between the rest of data types:

| List | Tuple | Set | Dictionary |
|----------------|----------------|---------------|------------------|
| Ordered | Ordered | Unordered | Ordered |
| Changeable | Unchangeable | Changeable | Changeable |
| Duplicates yes | Duplicates yes | No Duplicates | No Duplicates |
| Indexed | Indexed | Unindexed | Indexed with key |



Comparison between the rest of data types:

- →Ordered means that each element won't change its place until you modify it.
- → Changeable means you can edit its element.
- → No Duplicates means that it only contains unique values.
- → Indexed means you can access each element by its index/position except dictionaries you access elements using keys.



<u>Task 3:</u>

→ Write a program that accepts a sequence of comma-separated numbers from user and generates a list and a tuple with those numbers



7. Control Statements



If Else Conditional Statement:

→ To control actions taken by the software.
Syntax:

```
If (condition):
Statements
elif (condition):
Statements
else:
Statements
```

```
a = 2
b = 330
print("A") if a > b else print("B")
```

```
a = 200
b = 33
if b > a:
   print("b is greater than a")
else:
   print("b is not greater than a")
```

```
a = 200
b = 33
if b > a:
  print("b is greater than a")
elif a == b:
  print("a and b are equal")
else:
  print("a is greater than b")
```



If Else Conditional Statement:

- → Conditions are ANY comparison that yields to True or False.
- → Multiple conditions can be combined using logical operators.
- → Statements are executed in order Once the condition is True, The rest of following conditions are not checked.
- → Nested If are allowed; if block inside another if block.



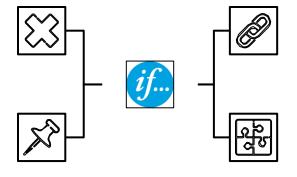
CONDITIONS

can be used to enter the if in case of false condition and the else in case of true condition.

not

in

can be used to check on the membership of an item in a data structure as lists, sets or tuples.



can be used to check on the fulfillment of all the conditions separated by the and operator.

and

or

can be used to check on the fulfillment of one of the conditions separated by the or operator.



Any Questions?



