

Dictionary

```
In [38]: # Dictionaries key-value pair separated by commas
dict1 = {
    1 : "one",
    2 : "two",
    3 : "three",
    4 : "four"
}

dict1[3]
```

Out[38]: 'three'

```
In [39]: dict1.get(2)
```

Out[39]: 'two'

```
In [42]: # Adding element to dictionary
dict1[5] = "five"
print(dict1)

# Pop to remove an element

dict1.pop(5)
print(dict1)

{1: 'one', 2: 'two', 3: 'three', 4: 'four', 5: 'five'}
{1: 'one', 2: 'two', 3: 'three', 4: 'four'}
```

```
In [44]: for x,y in dict1.items():
    print("key:",x,"value:",y)
```

key: 1 value: one
key: 2 value: two
key: 3 value: three
key: 4 value: four

operators

```
In [47]: a = 2
        b = 4
```

```
print(a+b)
print(a-b)
print(a*b)
print(a/b)
```

6
-2
8
0.5

```
In [48]: print(a==b)
```

False

```
In [49]: print(a<b)
```

True

Statements

```
In [ ]: # If Statement
```

```
a = 2
b = 3
if a<b:
    print("a is smaller than b")
```

```
In [51]: a = 10
        b = 20
```

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

b is greater than c

Functions

```
In [56]: def sum(x,y):
        print(x+y)
```

```
sum(2,3)
```

5

```
In [57]: # Calculator
def calculator(operand1, operand2, operator):
    if operator == '+':
        return operand1 + operand2
    elif operator == '*':
        return operand1 * operand2
    elif operator == '/':
        if operand2 != 0:
            return operand1 / operand2
        else:
            return none
    else:
        return "invalid inputs"
output = calculator(10, 20, '*')
print(output)
```

200

Loops

```
In [53]: # While Loop
```

```
i = 1
while i<4:
    print(i)
    i += 1
```

1
2
3

```
In [55]: # For Loop
for x in "india":
    print(x)
```

i
n
d
i
a

Exercise

```
In [58]: # Area of triangle
a = float(input('Enter first side: '))
b = float(input('Enter second side: '))
c = float(input('Enter third side: '))

# calculate the semi-perimeter
s = (a + b + c) / 2

# calculate the area
area = (s*(s-a)*(s-b)*(s-c)) ** 0.5
print('The area of the triangle is %0.2f' %area)
```

Enter first side: 5
Enter second side: 6
Enter third side: 7
The area of the triangle is 14.70

Basics of Python

```
In [4]: # Expressions  
2+3
```

```
Out[4]: 5
```

```
In [5]: print("Hello World")
```

```
# Statements  
for i in range(3):  
    print(i)
```

```
Hello World  
0  
1  
2
```

Data Types

```
In [6]: type(80)
```

```
Out[6]: int
```

```
In [7]: type('hello')
```

```
Out[7]: str
```

```
In [8]: type(99.9)
```

```
Out[8]: float
```

```
In [9]: type(6>5)
```

```
Out[9]: bool
```

Casting Data Types

```
In [10]: int(2.3)
```

```
Out[10]: 2
```

```
In [12]: str(9)
```

```
Out[12]: '9'
```

```
In [11]: float(4)
```

```
Out[11]: 4.0
```

Lists

```
In [19]: animals = ["dog", "cat", "sheep", "goat", "tiger", "lion"]
```

```
print(animals[2])  
print(animals[-1])  
print(animals[2:5])
```

```
sheep  
lion  
['sheep', 'goat', 'tiger']
```

```
In [ ]: # Adding new element to list  
animals.append('cow')  
print(animals)
```

```
In [28]: # Removing element from list
```

```
animals.remove("goat")  
print(animals)
```

```
['dog', 'cat', 'tiger', 'lion', 'cow']
```

```
In [29]: animals.clear()  
print(animals)
```

```
[]
```

Tuple

```
In [34]: animals = ("bear", "dog", "cat", "rat", "goat")
```

```
print(animals[-2])  
print(len(animals))
```

```
rat  
5
```

```
In [32]: # Looping through tuple
```

```
for i in animals:  
    print(i)
```

```
bear  
dog  
cat  
rat  
goat
```

```
In [36]: # Joining tuples using +
```

```
letters = ('a', 'b', 'c')  
numbers = (1, 2, 3)  
letter_numbers = letters + numbers  
  
print(letter_numbers)
```

```
('a', 'b', 'c', 1, 2, 3)
```