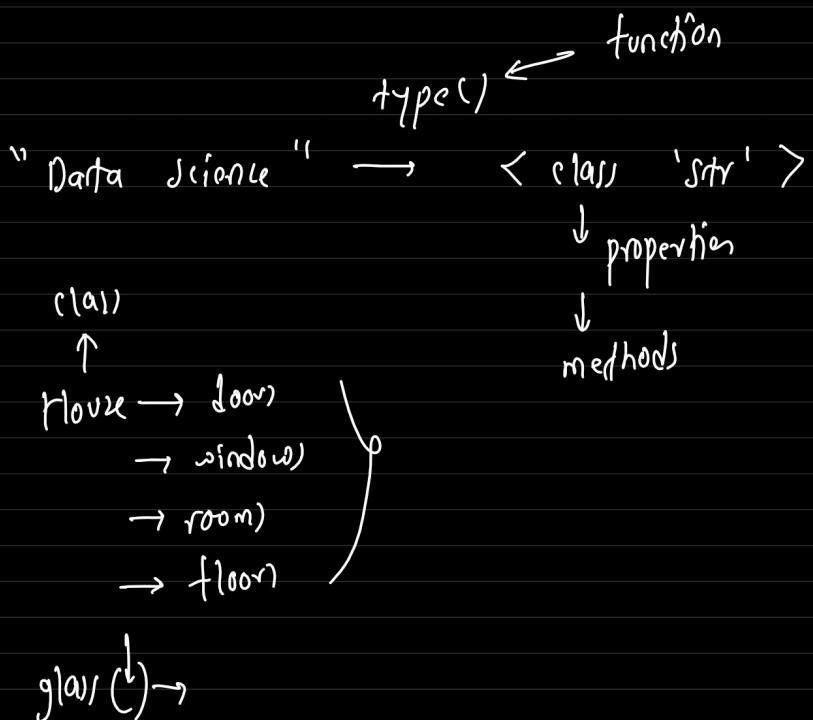


18-01-2026

## Agenda: Python - II

- string properties
  - operators - II
  - control flow
  - control flow - II (advance)
  - non primitive data type.

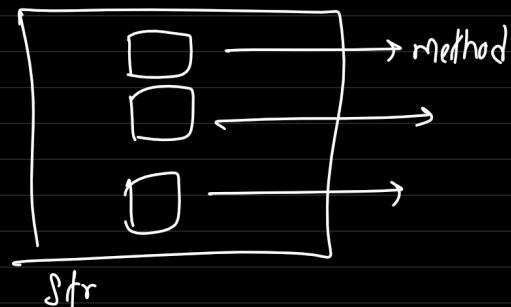
## String properties



`Str → Strip()`

→ *lstrip()*

→ `rstrip()`



function (`type`)

`Car → class → Drive`  
→ open door

`House → class → House`  
→ live  
→ room

`Door (↓) → function`

methods → property of something is called a method

function → does some job.

`String → Data type`  
→ `strip()`      `int → strip()`  
→ `lstrip()`      ← we use . to call its prop. h.  
→ `rstrip()`

function → not related to datatype

→ does something  
→ cannot be used with " "

To remove white space from string we use below method:

- `lstrip()` → removes space from left side
- `rstrip()` → removes space from right side
- `strip()` → `lstrip() + rstrip()`

`name = " . . . Data . . . "`

`name = name.lstrip().rstrip()`



`.rstrip() → "Data"`

`↓`

`name = (name.lstrip().rstrip())`

`print('a')`

`print('12') →`

`Developer →`

`google form → 'Data', 'Jarta', 'JaTa', '_Jarta'`

`→ 'Age', '27', '28', '40', '38' → int('27') → 27`

`' 27' →`

`int(' 27'.strip())`

## Operators

Arihmetic Operation •

Relational operator / Comparison operator

Relational operators: → relation of two values & we use operator to check if it is true or not.  
True      False

$12 > 3$  greater than

$12 = 12$  equal

$3 < 12$  smaller than

greater than or equal to :

$12 \geq 3$

smaller than or equal to :

$3 \leq 12$

not equal to :

$3 \neq 12$

$12 > 3 \rightarrow \text{True}$

$12 < 3 \rightarrow \text{False}$

$12 \geq 3 \rightarrow \text{True}$

$12 \leq 3 \rightarrow \text{False}$

$12 \neq 12 \rightarrow$   
 $\downarrow$   
opposite of  $=$

$12 = 12 \rightarrow \text{True}$   
 $\downarrow \rightarrow$   
False

$3 == 3 \rightarrow \text{True}$

$3 >= 3 \rightarrow \text{True}$

"Data" > "Data"

"Data" == "Data"

## Assignment operation :

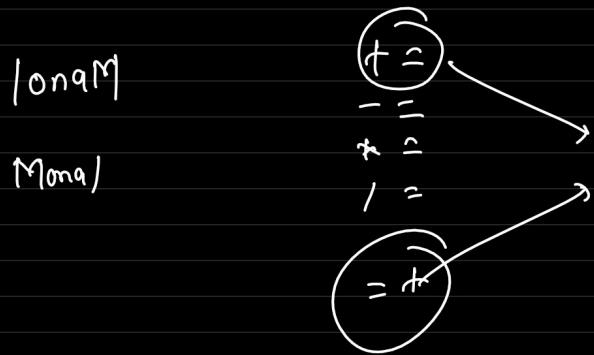
$$\text{q} = 2$$

$$q += 2 \rightarrow q = q + 2$$

$$\downarrow \downarrow \\ q -= 2 \Rightarrow q = q - 2$$

$$q /= 2 \Rightarrow q = q / 2$$

$$q *= 2 \Rightarrow q = q * 2$$



## Logical operator

### Truth Table:

operator	A	B	output
And	0	0	0
	1	1	1
	0	1	0
	1	0	0

(1) (i)  
And  $\rightarrow$  True, when both are true  
else false (0).

operator	A	B	output
OR	0	0	0
	1	1	1
	0	1	1
	1	0	1

OR → if any one is True → True  
else False

operator	A	output
NOT	0	1
	1	0

NOT →  
True → False  
False → True

operator	A	B	output
XOR	0	0	0
	1	1	0
	0	1	1
	1	0	1

XOR → only True when only  
one of them is true

Bitwise operator :-

$$\begin{array}{r} & 2^2 & 2^1 & 2^0 \\ & 4 & 2 & 1 \\ \hline & 1 & 1 & 1 \end{array} \rightarrow 7 \quad (1-7)$$

8, 1, ^

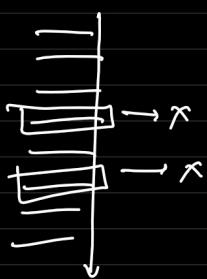
$$\begin{array}{l} 1 \longrightarrow \\ 2 \longrightarrow \\ 3 \longrightarrow \\ 4 \longrightarrow \\ 7 \longrightarrow \end{array} \quad \begin{array}{r} 0 \ 0 \ 1 \longrightarrow \\ 0 \ 1 \ 0 \longrightarrow \\ 0 \ 1 \ 1 \longrightarrow \\ 1 \ 0 \ 0 \longrightarrow \\ 1 \ 1 \ 1 \longrightarrow \end{array}$$

$$8 \begin{array}{r} 0 \ 1 \ 1 \\ 0 \ 0 \ 1 \\ \hline 0 \ 0 \ 1 \end{array} \rightarrow 1 \quad \begin{array}{r} 0 \ 1 \ 1 \\ 0 \ 0 \ 1 \\ \hline 0 \ 1 \ 1 \end{array} \rightarrow 3 \quad \begin{array}{r} 0 \ 1 \ 1 \\ 1 \ 0 \ 0 \\ \hline 1 \ 0 \ 0 \end{array} \rightarrow 4 \quad \wedge \rightarrow \text{XOR}$$

↓  
NOT

## Control flow :-

control the flow of the program



→ used to execute/run block(s) of code on specific condition.

Task 1: apple: 4

if → whether 4 apples or more are present in the store

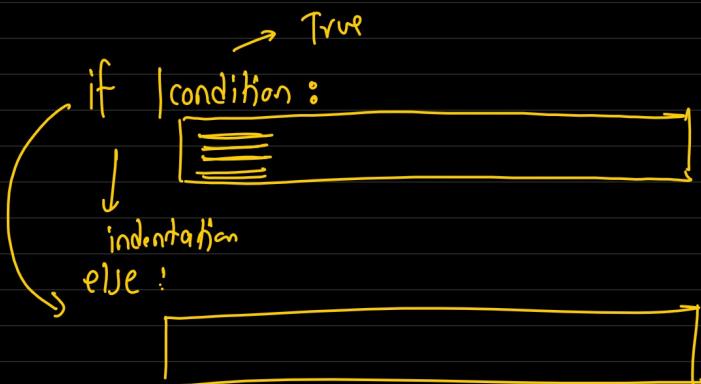
we will buy apple

then →

we will not buy apple



else



if condition :

else :

if condition :



if condition :  
else !

condition

else !

condition

else !



1 Tab = 4 space

Task: application/tool → connect to a wifi

(1)

if wifi\_avail:  
    connect

(2)

if wifi\_avail:  
    connect  
else:  
    tell user, no wifi available

Control flow - II

if cond:  
    do something  
else:  
    do something

if cond:  
    do something

if cond:  
    do something  
elif cond:  
    do something  
⋮  
elif cond:  
    do something  
else:  
    do something

elif cond:  
    do something  
X

if cond: → starts control flow block  
    [ ]

if cond: → starts control flow block  
    [ ]

if cond: → starts  
    [ ]

else cond: → end  
if condition → start

primary data types of Python → primitive data type.

→ int, float, str, bool

non-primitive data types:

→ list, dict, tuple, set

list = [ 1, 2, 3, 4, 5 ] → values are coming  
variable name      square bracket      closing square bracket

array → [ 1, 2, 3, 4, 5 ] → int  
(not p[0]) → [ "Hello", "world" ] → str

115 + → [ 1,2,3, 3.0, 4.0, "Mona" ]

people-register:

↓

building entry  
registry

name:	(1)
phone:	(2)
address:	(3)
in:	(4)
out:	(5)
reason:	(6)
flat:	(7)

→ 1 person

$p_{\text{error}-1} \rightarrow [0, 2, 3, 4, 3, 6, 7]$

register = [ ]

register.append ( person )

( 1, 2, 3, 4 )

[1, 4, 5, 8]

$$\left[ \boxed{[1, 2, 3, 4]} \right] \quad \left[ \underline{[1, 2, 3, 4]}, \underline{[1, 4, 5, 6]} \right]$$