

Hello World

#we will use the print()function to print our first python program:'hello world'. #Here, we 'hello world'is a string ,a sequence of characters.In python,string are enclosed in single quotes,double quotes, or triple quotes

In [1]:

```
print('hello world')
print("hello world")
#triple quotes allows quotes to spam triple lines
print("""hello
world""")
```

```
hello world
hello world
hello
```

```
world
```

1.2 Comments

#comments are very important while writing a program .They explains the code in line for programmers to better understand program .In python we use the hash (#)symbol to writing A Comment .Python Interpreter ignores comments during execution. .# for one lines #We can have comments that extend up to multiple lines .One way is use to the hash(#)symbol at the begining of each line.Another way of doing this is use to triple quotes ,either ""or"". .#for multiple lines

In [2]:

```
print('hello world')#this is a comment
```

```
hello world
```

In [3]:

```
'''
triple quotes
for multiple
lines

'''
print('Hello World')
```

```
Hello World
```

1.3 Packages and Modules

#Python has packages and modules .A modules is a file cotaining Python code. A python is like a directly that contains sub package is like a directory that contain sub package and modules . A library contains multiple modules ,As our application program grows larger in size with a lot of modules ,we place similar modules in one package and different modules in different packages.This makes a project(program)easy to manage and conceptually clear.Python can have sub packages and modules. #to use these packages and modules in Python; .# import .# from...import

In [4]:

```
import os#import os module
os.getcwd()# get the current working directory
```

Out[4]:

```
'C:\\Users\\DE111'
```

In [5]:

```
from os import getcwd
getcwd()
```

Out[5]:

```
'C:\\Users\\DE111'
```

#if a package name is too complex to call ,you can give it an alias

In [6]:

```
import platform
platform.platform()
```

Out[6]:

```
'Windows-10-10.0.19044-SP0'
```

In [7]:

```
import platform as pf
pf.platform()
```

Out[7]:

```
'Windows-10-10.0.19044-SP0'
```

1.4 Variables

#variables are use for storing data values.A variables is an named location to store data in memory

In [8]:

```
#Declaring and Assing a value to a variable
```

In [9]:

```
a = 2  
print(a)
```

2

#The value of the variable can be changed after the program

In [10]:

```
a =6  
print(a)
```

6

Naming Rules and keywords

#Naming rules

#Variables names should have a combination of letters in lowercase like(a to z) or uppercase (A to Z) or Digit (0 to 9) or an underscore(_).

In [11]:

```
A9a_ =1
```

In [13]:

```
#Create a name to make sense
```

In [14]:

```
wad = 100  
price = 100
```

#If you want to create a variable have two name ,so you should give underscore to separate them

In [17]:

```
Numbers_of_cats = 10
```

#Do not start a variable with any digit

In [19]:

```
1a = 100 # it is incorrect
```

1.5.2 Keywords

#Keywords are the reserved number in python , They cannot be used as ordinary identifiers and must be spelled exactly. #There 35 keywords in python

In [21]:

```
def = 1 #When variable name is a keyword
```

In [23]:

```
import keyword  
keyword.kwlist
```

Out[23]:

```
['False',  
'None',  
'True',  
'__peg_parser__',  
'and',  
'as',  
'assert',  
'async',  
'await',  
'break',  
'class',  
'continue',  
'def',  
'del',  
'elif',  
'else',  
'except',  
'finally',  
'for',  
'from',  
'global',  
'if',  
'import',  
'in',  
'is',  
'lambda',  
'nonlocal',  
'not',  
'or',  
'pass',  
'raise',  
'return',  
'try',  
'while',  
'with',  
'yield']
```

In [25]:

```
help('keywords')
```

Here is a list of the Python keywords. Enter any keyword to get more help.

False	break	for	not
None	class	from	or
True	continue	global	pass
__peg_parser__	def	if	raise
and	del	import	return
as	elif	in	try
assert	else	is	while
async	except	lambda	with
await	finally	nonlocal	yield

1.6 Switching Values

In [26]:

```
a=1
b=6
print(a)
print(b)
```

```
1
6
```

```
a,b=b,a
print(a)
print(b)
```

1.7 Execution order in Python

#From top to bottom

In []:

```
x=0
print(x+y)
y=1
```

1.8 Indentation

#A code Block(body of the function, loops etc) Starts with indentation and last indentation lines. the number of space to be indented is up to you, that must be consistent out through the block. #Indented makes the python code neat and clean. It also makes the python code look similar and consistent.

In [29]:

```
def funtion():
    a =1
    b = 4
def function2():
    a =3
    b=5
```

1.9 Global Variables And Local VArables

#global variables are variavble declared in global scope(code block without indendation) #Local variables are variavble declared in local scope(code block with indendation)

In [30]:

```
a = 1 #Global variable
def function():# define the funtion
    b= 2# Define local function

c = 3
print(a+c)
```

4

In [31]:

```
print(a+f)
```

NameError

Traceback (most recent call last)

Input In [31], in <cell line: 1>()
 ----> 1 print(a+f)

NameError: name 'f' is not defined

Standard O/I

#To read standard input,use input() Function #To write standard output,use print()function

In [32]:

```
s = ("input: ")
print(s)
```

input:

1.11 Python Basics Functionfunctions

#1.11.1 Help function #The python help function is ised to display the documentation of classes,modules,keyword,funcrtionsetc

In [33]:

```
help(print)
```

Help on built-in function print in module builtins:

```
print(...)
    print(value, ..., sep=' ', end='\n', file=sys.stdout, flush=False)

    Prints the values to a stream, or to sys.stdout by default.
    Optional keyword arguments:
    file: a file-like object (stream); defaults to the current sys.stdout.
    sep: string inserted between values, default a space.
    end: string appended after the last value, default a newline.
    flush: whether to forcibly flush the stream.
```

1.11.2 id() function

#id function return 'identity' of an object. This is an integer which is guaranteed to be unique and constant for this object for this during lifetime

In [34]:

```
a = 2
id(print)
```

Out[34]:

2295908415104

1.11.3 type() function

#type function returns the type of an object.

1.11.4 del() function

#del function delete the object

In [2]:

```
a = 2
del(a)
print(a)
```

NameError

Traceback (most recent call last)

Input In [2], in <cell line: 3>():

```
1 a = 2
2 del(a)
----> 3 print(a)
```

NameError: name 'a' is not defined

1.11.5 len()function

#len function returns length(the numbers of items)an object

In [3]:

```
len('hello')
```

Out[3]:

5