4.logical operators:

(a)logical AND:

Α	В	A and B
0	0	0
1	0	0
0	1	0
1	1	1

Exam	ρl	e	:

>>> a=45>12 and 56>23

>>> print(a)

True

>>> a=34>90 and 56>34

>>> print(a)

False

(b) logical OR:

Α	В	A or B
0	0	0
1	0	1
0	1	1
1	1	1

Example:

>>> 23>90 or 45>12

True

>>> 67>12 or 6>23

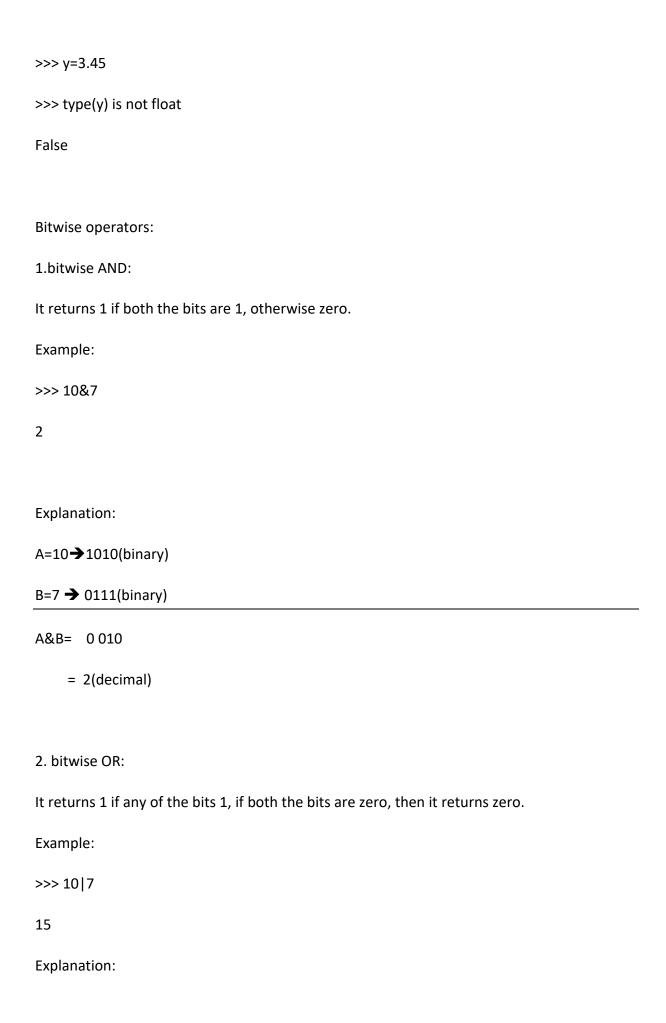
True		
>>>		
(c)logical NOT:		
A	notA	
1	0	
1	U	
Example:		
>>> a=not(0)		
>>> print(a)		
True		
>>> a=not(1)		
>>> print(a)		
False		
(5)membership operators:		
These operators test whether a value is a member of a sequence. The sequence may be a list, a string or a tuple.		
in: it checks if a value is a member of a sequence		
Example:		
>>> names=["sushma","sowmya","anil","mani"]		
>>> "anil" in names		
True		
>>> "chanti" in names		

False not in: it checks if a value is not a member of sequence. Example: >>> list=["sushma","mani","anil"] >>> "mani" not in list False >>> "chanti" not in list True 6.identity operators: is: returns true if both variables are the same object. Is not: returns true if both variables are not the same object. Example: >>> x=5 >>> type(x) is int True >>> x=90.345 >>> type(x) is int False

>>> x=5

True

>>> type(x) is not float



B=7 → 0111

A|B = 1111

=15(decimal)

3.bitwise XOR(^):

Α	В	A^B
0	0	0
1	0	1
0	1	1
1	1	0

Example:

>>> 10^7

13

>>>

Explanation:

A=10**→**1010

B=7 **→**0111

A^B= 1101

=13(decimal)

4.bitwise one compliment(~):

Ones complement of a number 'A' is equal to –(A+1)

Example:

```
>>> ~10
-11
>>>
Explanation:
A=10→1010
~A=~1010
  =-(1010+1)
  =-(1011)
  =-11
5.sift left operator(<<):
It shifts the left operand bits towards the left side for the given number of times in the right
operand. In simple terms, the binary number is appended with 0's at the end.
Example:
>>> 10<<2
40
>>>
Explanation:
A=10→1010
A<<2=1010<<2
    =101000
    =40(decimal)
6.bitwise right shift(>>):
```

the right side for the given number of times. In simple terms, the right side bits are removed. Example: >>> 10>>2 2 >>> Explanation: A=10**→**1010 A>>2=1010>>2 =10 =2(decimal) Constants in python: →A constant is a type of variable whose value cannot be changed. →in python, constants are usually declared and assigned in a module . → the module is a new file containing variables, functions etc........ →inside the module, constants are written in all capital letters and underscores separating the words. Example: Constants.py: pi=3.14gravity=9.8

It is exactly opposite of the left shift operator. Then left side operand bits are move towards

main.py:
import constant
print(constant.pi)
print(constant.gravity)
Taking input from keyboard
1.input():
This function automatically identifies whether user entered a string or list. If the input provided is not correct then either syntax error or exception is raised by python.
What ever you entered as input, input function convert it into string. If you enter an integer value still input() function convert it into integer in your code by using 'type casting'
Type casting:
Converting one data type into another datatype is called type casting.
Example:
>>> name=input("enter name:")
enter name:sushma
>>> print(name)
sushma
>>> print(type(name))

```
<class 'str'>
>>> id=10
>>> id=input("enter a number:")
enter a number:34
>>> print(type(id))
<class 'str'>
>>> sal=45000.2345
>>> sal=input("enter a salary:")
enter a salary:67000.2345
>>> print(type(sal))
<class 'str'>
1.typecasting the input to integer:
Example:
>>> id=int(input("enter is:"))
enter is:78
>>> print(type(id))
<class 'int'>
2.typecasting the input to float:
Example:
>>> sal=67000.234
>>> sal=float(input("enter salary:"))
```

```
enter salary:78000.234
>>> print(type(sal))
<class 'float'>
>>> sal=float(input("enter salary"))
enter salary78000
>>> print(type(sal))
<class 'float'>
3.typecasting the input to string:
Example:
>>> name=str(input())
sushma
>>> print(type(name))
<class 'str'>
>>>
```