

Introduction to Python

What is python? ==> python is a programming language. A language is software which provides set of instructions for developing softwares or applications. ==> python general purpose programming language, a programming language used for developing any type of software or application is called general purpose programming language. ==> python is high level programming language. all high level programming languages are in simple english and portable. portability allows to develop and run python applications of different systems. ==> python is object oriented programming language. object oriented is not a language, it is programming paradigm which defines set of rules and regulations for writing code or organizing instructions. ==> python is a general purpose, high level and object oriented programming language.

History Python

==> Python programming language is conceived in the year 1980. ==> python programming language implementation is started in year 1989. ==> first version of python released in the year 1991. ==> python language is developed using C language. initially python is called CPYTHON. ==> python language is developed to overcome the drawbacks of ABC language. ==> python language is developed by dutch programmer Guido van Rossum ==> python language is developed at CWI (Centrum Wiskunde & Informatica) it is a research center in netherlands. ==> python language is maintained by a non profitable organization called PSF (Python Software Foundation). ==> official website of python is www.python.org ==> python language name is given from comic serial broadcasted in BBC "Monty Python Flying Circus" ==> python language developed using features of other programming languages ==> C (Procedural Oriented Programming) ==> C++ (Object Oriented Programming) ==> Perl (Scripting) ==> Module-7 (Modular Oriented Programming)

Features of Python

Python features are nothing but facilities provided by python programming language to developers or python programmers 1. Simple (OR) Easy 2. Large Standard Libraries 3. Free and Open Source 4. Dynamic 5. Platform Independent 6. Interpreted 7. High Level and Portable 8. Extensible 9. Embeddable 10. Object Oriented

1. Simple (OR) Easy

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