

## 1.Explain different operators used.

Certainly! supports a variety of operators, which are symbols used to perform operations on variables and values. Here are some of the commonly used operators in :

### 1. Arithmetic Operators:

`+` (Addition): Adds two operands.

`result_add = 5 + 3` `result_add = 8`

`-` (Subtraction): Subtracts the right operand from the left operand.

`result_sub = 7 - 2` `result_sub = 5`

`*` (Multiplication): Multiplies two operands.

`result_mul = 4 * 6` `result_mul = 24`

`/` (Division): Divides the left operand by the right operand (returns a float).

`result_div = 9 / 3` `result_div = 3.0`

`%` (Modulus): Returns the remainder of the division.

`result_mod = 11 % 3` `result_mod = 2`

### 2. Comparison Operators:

`==` (Equal to): True if the operands are equal.

`!=` (Not equal to): True if the operands are not equal.

`>` (Greater than): True if the left operand is greater than the right operand.

`<` (Less than): True if the left operand is less than the right operand.

`>=` (Greater than or equal to): True if the left operand is greater than or equal to the right operand.

`<=` (Less than or equal to): True if the left operand is less than or equal to the right operand.

### 3. Logical Operators:

`and` (Logical AND): True if both operands are true.

`or` (Logical OR): True if at least one operand is true.

`not` (Logical NOT): True if the operand is false.

### 4. Assignment Operators:

`=` (Assign): Assigns the value on the right to the variable on the left.

`+=` (Add and Assign): Adds the right operand to the left operand and assigns the result to the left operand.

`-=` (Subtract and Assign): Subtracts the right operand from the left operand and assigns the result to the left operand.

`*=` (Multiply and Assign): Multiplies the left operand by the right operand and assigns the result to the left operand.

`/=` (Divide and Assign): Divides the left operand by the right operand and assigns the result to the left operand.

### 5. Membership Operators:

`in`: True if a value is found in the sequence.

`not in`: True if a value is not found in the sequence.

### 6. Identity Operators:

`is`: True if both variables refer to the same object.

`is not`: True if both variables do not refer to the same object.

## 2. What are the decision control statements in ?

In , decision control statements allow you to control the flow of your program based on certain conditions.

The primary decision control statements are:

### 1. if Statement:

The `if` statement is used to execute a block of code if a given condition is true.

Syntax:

if condition:

Code to execute if the condition is true

Example:

```
x = 10
if x > 5:
    print("x is greater than 5")
```

### 2. if-else Statement:

The `if-else` statement is used to execute one block of code if the condition is true and another block if the condition is false.

Syntax:

if condition:

Code to execute if the condition is true

else:

Code to execute if the condition is false

Example:

```
x = 3
if x % 2 == 0:
    print("x is even")
else:
    print("x is odd")
```

### 3. if-elif-else Statement:

The `if-elif-else` statement is used when you have multiple conditions to check. It allows you to provide alternative blocks of code for each condition.

Syntax:

if condition1:

Code to execute if condition1 is true

elif condition2:

Code to execute if condition2 is true

else:

Code to execute if none of the conditions are true

Example:

```
score = 75
if score >= 90:
    print("A")
elif score >= 80:
    print("B")
elif score >= 70:
    print("C")
else:
```

```
print("F")
```

#### 4. Nested if Statements:

You can also have nested `if` statements, where one `if` statement is inside another. This is useful when you need to check multiple conditions in a specific order.

Example:

```
x = 10
```

```
if x > 5:
```

```
    print("x is greater than 5")
```

```
    if x == 10:
```

```
        print("x is equal to 10")
```

```
    else:
```

```
        print("x is not equal to 10")
```

```
else:
```

```
    print("x is not greater than 5")
```

### 3. What are the different loops used in ? Explain break and continue.

In , there are two main types of loops: `for` loops and `while` loops. Additionally, the `break` and `continue` statements are used to control the flow within loops.

#### 1. `for` Loop:

The `for` loop is used to iterate over a sequence (such as a list, tuple, string, or range) and execute a block of code for each item in the sequence.

Syntax:

for variable in sequence:

Code to execute for each item in the sequence

Example:

```
fruits = ['apple', 'banana', 'cherry']
```

```
for fruit in fruits:
```

```
    print(fruit)
```

#### 2. `while` Loop:

The `while` loop is used to repeatedly execute a block of code as long as a specified condition is true.

Syntax:

```
while condition:
```

Code to execute as long as the condition is true

Example:

```
count = 0
```

```
while count < 5:
```

```
    print(count)
```

```
    count += 1
```

Certainly! The `break` and `continue` statements are control flow statements used in loops in .

#### 3. `break` Statement:

The `break` statement is used to terminate the loop prematurely, even if the loop condition is still true. It is often used when a certain condition is met, and you want to exit the loop immediately.

Syntax:

for variable in sequence:

Code to execute

**if condition: break**

**Example:**

```
numbers = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
```

```
for number in numbers:
```

```
    if number == 5:
```

```
        print("Breaking the loop at 5.")
```

```
        break
```

```
    print(number)
```

## **2. `continue` Statement:**

The `continue` statement is used to skip the rest of the code inside the loop for the current iteration and move on to the next iteration of the loop.

**Syntax:**

```
for variable in sequence:
```

```
    Code to execute
```

```
    if condition:
```

```
        continue
```

**Example:**

```
numbers = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
```

```
for number in numbers:
```

```
    if number % 2 == 0:
```

```
        print(f"Skipping even number: {number}")
```

```
        continue
```

```
    print(number)
```

## **Example with Both `break` and `continue`:**

```
numbers = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
```

```
for number in numbers:
```

```
    if number % 2 == 0:
```

```
        print(f"Skipping even number: {number}")
```

```
        continue
```

```
    elif number == 7:
```

```
        print("Found 7, breaking loop.")
```

```
        break
```

```
    print(number)
```

## **4. Explain string concatenation and replication.**

string concatenation involves combining two or more strings, while string replication involves creating a new string by repeating an existing string multiple times. Here are examples of both string concatenation and replication:

### **1. String Concatenation:**

String concatenation is the process of combining two or more strings into a single string.

**Syntax:**

```
new_string = string1 + string2
```

**Example:**

```
first_name = "John"
```

```
last_name = "Doe"
```

```
full_name = first_name + " " + last_name
```

```
print(full_name)
```

**2. String Replication:** String replication involves creating a new string by repeating an existing string multiple times.

**Syntax:**

```
new_string = original_string * n
```

**Example:**

```
greeting = "Hello, "  
repeated_greeting = greeting * 3  
print(repeated_greeting)
```

## **5. Explain exception handling .**

Exception handling in involves dealing with errors or exceptional situations that may occur during the execution of a program. provides a `try`, `except` block for handling exceptions.

**Syntax:**

**try:** Code that might raise an exception

**except ExceptionType as e:** Code to handle the exception

**else:** Code to execute if no exception is raised

**finally:** Code that will be executed no matter what (optional)

- The `try` block contains the code that might raise an exception.
- The `except` block catches and handles the specified exception type
- The `else` block is executed if no exception is raised in the `try` block.
- The `finally` block contains code that will be executed no matter what, whether an exception is raised or not (optional).

**Example:**

Let's consider an example where we try to divide two numbers

```
def divide_numbers(x, y):  
    try:  
        result = x / y  
    except ZeroDivisionError as zd_error:    print(f"Error: {zd_error} - Cannot divide by zero.")  
    except TypeError as type_error:    print(f"Error: {type_error} - Unsupported operation.")  
    else:    print(f"Result: {result}")  
    finally:    print("This block is always executed.")
```

**Example usage**

`divide_numbers(10, 2)` No exception

`divide_numbers(10, 0)` Raises a `ZeroDivisionError`

`divide_numbers("10", 2)` Raises a `TypeError`

**6. Explain Augmented assignment operator.**

Augmented assignment operators are a shorthand way of performing an operation and assigning the result to a variable in a single step.

➔ They combine an arithmetic or bitwise operation with assignment.

➔ Augmented assignment is concise and can make code more readable.

Here's a list of common augmented assignment operators:

- ``+=``: Add and assign
- ``-=``: Subtract and assign
- ``*=``: Multiply and assign
- ``/=``: Divide and assign
- ``//=``: Floor divide and assign
- ``%=``: Modulus and assign
- ``**=``: Exponentiate and assign
- ``&=``: Bitwise AND and assign
- ``|=``: Bitwise OR and assign
- ``^=``: Bitwise XOR and assign
- ``<<=``: Left shift and assign
- ``>>=``: Right shift and assign

**Syntax:**

variable op= expression

Where ``op`` is one of the operators listed above.

**Example:**

x = 5

Equivalent to `x = x + 3`

`x += 3` x is now 8

Equivalent to `x = x * 2`

`x *= 2` x is now 16

Equivalent to `x = x / 4`

`x /= 4` x is now 4.0

Equivalent to `x = x % 3`

`x %= 3` x is now 1.0

**7. Explain the list methods : append(),insert(),remove(),sort()**

**1. ``append()``**

The ``append()`` method is used to add an element to the end of the list.

**Syntax:**

list\_name.append(element)

**Example:**

fruits = ['apple', 'banana', 'cherry']

fruits.append('orange')

print(fruits)

**2. ``insert()``**

The ``insert()`` method is used to insert an element at a specified position in the list.

**Syntax:**

list\_name.insert(index, element)

Example:

```
fruits = ['apple', 'banana', 'cherry']
fruits.insert(1, 'orange')
print(fruits)
```

### 3. `remove()`

The `remove()` method is used to remove the first occurrence of a specified element from the list.

Syntax:

```
list_name.remove(element)
```

Example:

```
fruits = ['apple', 'banana', 'cherry']
fruits.remove('banana')
print(fruits)
```

### 4. `sort()`

The `sort()` method is used to sort the elements of a list in ascending order. Optionally, you can specify the `reverse` parameter to sort in descending order.

Syntax:

```
list_name.sort(reverse=False)
```

Example:

```
numbers = [3, 1, 4, 1, 5, 9, 2, 6, 5, 3, 5]
numbers.sort()
print(numbers)
```

## 8. Differentiate between dictionary and list.

List	Dictionary
* Collection of various elements just like array in C++	* Collec <sup>n</sup> of elements in hashed structure of key-value pairs
* Ifst is created placing all elements inside square brackets [], separated by commas	* placing all key values inside curly brackets {}. Separated by comma. also each key & pair is separated by semi-colon.
* Indices are integer value starting from 0	* The keys can be of any data type
* The order of the element is maintained	* no guarantee of maintaining the order
* lists are mutable,	* mutable but
* allow duplicate values	* does not allow
* Reverse method reverse list elements	* Can not be reversed
* Slicing can be done	* Slicing not done
* ex:- List = [10, 20, 30]	* Dict = {"Ram": 26, "Marry": 24}

**9. Explain any 7 string methods.**

**1. `upper()`**

The `upper()` method is used to convert all characters in a string to uppercase.

**Syntax:**

```
string.upper()
```

**Example:**

```
text = "hello world"
uppercase_text = text.upper()
print(uppercase_text)
```

**2. `lower()`**

The `lower()` method is used to convert all characters in a string to lowercase.

**Syntax:**

```
string.lower()
```

**Example:**

```
text = "Hello World"
lowercase_text = text.lower()
print(lowercase_text)
```

**3. `strip()`**

The `strip()` method is used to remove leading and trailing whitespaces from a string.

**Syntax:**

```
string.strip()
```

**Example:**

```
text = " Python Programming "
```

```
stripped_text = text.strip()
print(stripped_text)
```

**4. `replace()`**

The `replace()` method is used to replace a specified substring with another substring.

**Syntax:**

```
string.replace(old_substring, new_substring)
```

**Example:**

```
text = "Hello, World!"
new_text = text.replace("Hello", "Hi")
print(new_text)
```

**5. `split()`**

The `split()` method is used to split a string into a list of substrings based on a specified delimiter.

**Syntax:**

```
string.split(separator)
```

**Example:**

```
text = "apple,orange,banana"
fruits_list = text.split(',')
print(fruits_list)
```

**6. `startswith()`**

The `startswith()` method is used to check if a string starts with a specified prefix.

**Syntax:**

```
string.startswith(prefix)
```

**Example:**

```
text = " Programming"
starts_with_python = text.startswith("Python")
```



```
print(starts_with_python)
```

**Output: True**

#### **7. `count()`**

The `count()` method is used to count the occurrences of a substring in a string.

**Syntax:**

```
string.count(substring)
```

**Example:**

```
text = "programming is fun, programming is creative, programming is essential"
```

```
count_programming = text.count("programming")
```

```
print(count_programming)
```

**Output: 3**