

Variables

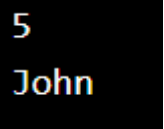
Variables are containers for storing data values.

Creating variables

Python has no command for declaring a variable.

A variable is created the moment you first assign a value to it.

```
x = 5
y = "John"
print(x)
print(y)
```



5
John

Variable Names

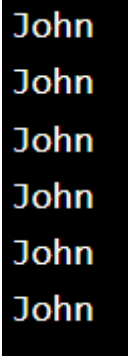
A variable can have a short name (like x and y) or a more descriptive name (age, carname, total_volume). Rules for Python variables:

- A variable name must start with a letter or the underscore character
- A variable name cannot start with a number
- A variable name can only contain alpha-numeric characters and underscores (A-z, 0-9, and _)
- Variable names are case-sensitive (age, Age and AGE are three different variables)
- A variable name cannot be any of the Python keywords.

Legal variable names:

```
myvar = "John"  
my_var = "John"  
_my_var = "John"  
myVar = "John"  
MYVAR = "John"  
myvar2 = "John"
```

```
print(myvar)  
print(my_var)  
print(_my_var)  
print(myVar)  
print(MYVAR)  
print(myvar2)
```



```
John  
John  
John  
John  
John  
John
```

Illegal variable names:

```
2myvar = "John"  
my-var = "John"  
my var = "John"
```

#This example will produce an error in the result

```
Traceback (most recent call last):
  File "/usr/lib/python3.7/py_compile.py", line 143, in compile
    _optimize=optimize)
  File "<frozen importlib._bootstrap_external>", line 791, in source_to_code
  File "<frozen importlib._bootstrap>", line 219, in _call_with_frames_removed
  File "./prog.py", line 1
    2myvar = "John"
      ^
SyntaxError: invalid syntax
```

Remember that variable names are case-sensitive

Assign Multiple Values

Many Values to Multiple Variables

Python allows you to assign values to multiple variables in one line:

```
x, y, z = "Orange", "Banana", "Cherry"

print(x)
print(y)
print(z)
```

```
Orange
Banana
Cherry
```

One Value to Multiple Variables

And you can assign the *same* value to multiple variables in one line:

```
x = y = z = "Orange"

print(x)
print(y)
print(z)
```

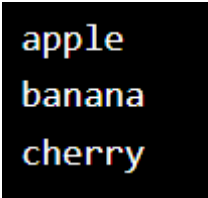
```
Orange
Orange
Orange
```

Unpack a Collection

If you have a collection of values in a list, tuple etc. Python allows you to extract the values into variables. This is called *unpacking*.

```
fruits = ["apple", "banana", "cherry"]
x, y, z = fruits

print(x)
print(y)
print(z)
```



```
apple
banana
cherry
```

Built-in Data Types

In programming, data type is an important concept.

Variables can store data of different types, and different types can do different things.

Python has the following data types built-in by default, in these categories:

Text Type:	<code>Str</code>
Numeric Types:	<code>int</code> , <code>float</code> , <code>complex</code>
Sequence Types:	<code>list</code> , <code>tuple</code> , <code>range</code>
Mapping Type:	<code>Dict</code>
Set Types:	<code>set</code> , <code>frozenset</code>
Boolean Type:	<code>Bool</code>
Binary Types:	<code>bytes</code> , <code>bytearray</code> , <code>memoryview</code>
None Type:	<code>NoneType</code>

Getting the Data Type

You can get the data type of any object by using the `type()` function:

Example:

```
x = 5  
print(type(x))
```

```
<class 'int'>
```

Setting the Data Type

In Python, the data type is set when you assign a value to a variable:

Example

```
x = "Hello World"
```

```
x = 20
```

```
x = 20.5
```

```
x = 1j
```

```
x = ["apple", "banana", "cherry"]
```

```
x = ("apple", "banana", "cherry")
```

```
x = range(6)
```

```
x = {"name" : "John", "age" : 36}
```

```
x = {"apple", "banana", "cherry"}
```

```
x = frozenset({"apple", "banana", "cherry"})
```

```
x = True
```

```
x = b"Hello"
```

```
x = bytearray(5)
```

```
x = memoryview(bytes(5))
```

```
x = None
```

```
x = "Hello World"
```

```
#display x:  
print(x)
```

```
#display the data type of x:  
print(type(x))
```

Output:

```
Hello World
<class 'str'>
```

Setting the Specific Data Type

If you want to specify the data type, you can use the following constructor functions:

<code>x = str("Hello World")</code>	<code>str</code>
<code>x = int(20)</code>	<code>int</code>
<code>x = float(20.5)</code>	<code>float</code>
<code>x = complex(1j)</code>	<code>complex</code>
<code>x = list(("apple", "banana", "cherry"))</code>	<code>list</code>
<code>x = tuple(("apple", "banana", "cherry"))</code>	<code>tuple</code>
<code>x = range(6)</code>	<code>range</code>
<code>x = dict(name="John", age=36)</code>	<code>dict</code>
<code>x = set(("apple", "banana", "cherry"))</code>	<code>set</code>
<code>x = frozenset(("apple", "banana", "cherry"))</code>	<code>frozenset</code>
<code>x = bool(5)</code>	<code>bool</code>
<code>x = bytes(5)</code>	<code>bytes</code>
<code>x = bytearray(5)</code>	<code>bytearray</code>
<code>x = memoryview(bytes(5))</code>	<code>memoryview</code>

Python Numbers

There are three numeric types in Python:

- `int`
- `float`
- `complex`

Variables of numeric types are created when you assign a value to them:

```
x = 1    # int
y = 2.8  # float
z = 1j   # complex
```

To verify the type of any object in Python, use the `type()` function:

Example:

```
x = 1
y = 2.8
z = 1j

print(type(x))
print(type(y))
print(type(z))
```

Output:

```
<class 'int'>
<class 'float'>
<class 'complex'>
```

Int

Int, or integer, is a whole number, positive or negative, without decimals, of unlimited length.

Example:

```
x = 1
y = 35656222554887711
z = -3255522

print(type(x))
print(type(y))
print(type(z))
```

Output:

```
<class 'int'>
<class 'int'>
<class 'int'>
```


Float

Float, or "floating point number" is a number, positive or negative, containing one or more decimals.

```
x = 1.10
y = 1.0
z = -35.59
```

```
print(type(x))
print(type(y))
print(type(z))
```

```
<class 'float'>
<class 'float'>
<class 'float'>
```

Complex

Complex numbers are written with a "j" as the imaginary part:

```
x = 3+5j
y = 5j
z = -5j
```

```
print(type(x))
print(type(y))
print(type(z))
```

```
<class 'complex'>
<class 'complex'>
<class 'complex'>
```

Type Conversion

You can convert from one type to another with the `int()`, `float()`, and `complex()` methods:

```
x = 1    # int
y = 2.8  # float
z = 1j   # complex

#convert from int to float:
a = float(x)

#convert from float to int:
b = int(y)

#convert from int to complex:
c = complex(x)

print(a)
print(b)
print(c)

print(type(a))
print(type(b))
print(type(c))
```

```
1.0
2
(1+0j)
<class 'float'>
<class 'int'>
<class 'complex'>
```

Random Number

Python does not have a `random()` function to make a random number, but Python has a built-in module called `random` that can be used to make random numbers:

Example

Import the random module, and display a random number between 1 and 9:

```
import random

print(random.randrange(1, 10))
```

A terminal window with a black background and white text displaying the number 8.

Strings

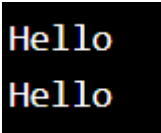
Strings in python are surrounded by either single quotation marks, or double quotation marks.

'hello' is the same as "hello".

You can display a string literal with the `print()` function:

```
#You can use double or single quotes:

print("Hello")
print('Hello')
```

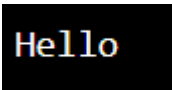
A terminal window with a black background and white text displaying the word 'Hello' on two separate lines.

Assign String to a Variable

Assigning a string to a variable is done with the variable name followed by an equal sign and the string:

Example

```
a = "Hello"
print(a)
```

A terminal window with a black background and white text displaying the word 'Hello'.

Strings are Arrays

Like many other popular programming languages, strings in Python are arrays of bytes representing Unicode characters.

However, Python does not have a character data type, a single character is simply a string with a length of 1.

Square brackets can be used to access elements of the string.

Example

Get the character at position 1 (remember that the first character has the position 0):

```
a = "Hello, World!"  
print(a[1])
```

A black square containing the character 'e'.

Looping Through a String

Since strings are arrays, we can loop through the characters in a string, with a **for** loop.

Example

Loop through the letters in the word "apple":

```
for x in "apple":  
    print(x)
```

a
p
p
l
e

String Length

To get the length of a string, use the `len()` function.

Example

The `len()` function returns the length of a string:

```
a = "Hello, World!"  
print(len(a))
```

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Check String

To check if a certain phrase or character is present in a string, we can use the keyword `in`.

Use it in an `if` statement:

Example

Print only if "free" is present:

```
txt = "The best things in life are free!"  
if "free" in txt:  
    print("Yes, 'free' is present.")
```

Yes, 'free' is present.

Check if NOT

To check if a certain phrase or character is NOT present in a string, we can use the keyword `not in`.

Example

print only if "expensive" is NOT present:

```
txt = "The best things in life are free!"  
if "expensive" not in txt:  
    print("No, 'expensive' is NOT present.")
```

```
No, 'expensive' is NOT present.
```

Slicing

You can return a range of characters by using the slice syntax.

Specify the start index and the end index, separated by a colon, to return a part of the string.

Example

Get the characters from position 2 to position 5 (not included):

```
b = "Hello, World!"  
print(b[2:5])
```

```
llo
```

Note: The first character has index 0.

Slice From the Start

By leaving out the start index, the range will start at the first character:

Example

Get the characters from the start to position 5 (not included):

```
b = "Hello, World!"  
print(b[:5])
```

```
Hello
```

Slice To the End

By leaving out the *end* index, the range will go to the end:

Example

Get the characters from position 2, and all the way to the end:

```
b = "Hello, World!"  
print(b[2:])
```

```
llo, World!
```

Negative Indexing

Use negative indexes to start the slice from the end of the string:

Example

Get the characters:

From: "o" in "World!" (position -5)

To, but not included: "d" in "World!" (position -2):

```
b = "Hello, World!"  
print(b[-5:-2])
```

```
orl
```

String Concatenation

To concatenate, or combine, two strings you can use the + operator.

Example

Merge variable **a** with variable **b** into variable **c**:

```
a = "Hello"  
b = "World"  
c = a + b  
print(c)
```

```
HelloWorld
```

```
a = "Hello"  
b = "World"  
c = a + " " + b  
print(c)
```

```
Hello World
```

String Format

We can combine strings and numbers by using the `format()` method!

The `format()` method takes the passed arguments, formats them, and places them in the string where the placeholders `{}` are:

```
quantity = 3  
itemno = 567  
price = 49.95  
myorder = "I want {} pieces of item {} for {} dollars."  
print(myorder.format(quantity, itemno, price))
```

```
I want 3 pieces of item 567 for 49.95 dollars.
```

List

Lists are used to store multiple items in a single variable.

Lists are one of 4 built-in data types in Python used to store collections of data, the other 3 are [Tuple](#), [Set](#), and [Dictionary](#), all with different qualities and usage.

Lists are created using square brackets:

```
thislist = ["apple", "banana", "cherry"]  
print(thislist)
```

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

List Items

List items are ordered, changeable, and allow duplicate values.

List items are indexed, the first item has index `[0]`, the second item has index `[1]` etc.

Ordered

When we say that lists are ordered, it means that the items have a defined order, and that order will not change. If you add new items to a list, the new items will be placed at the end of the list.

Changeable

The list is changeable, meaning that we can change, add, and remove items in a list after it has been created

Allow Duplicates: Since lists are indexed, lists can have items with the same value:

Example

Lists allow duplicate values:

```
thislist = ["apple", "banana", "cherry", "apple", "cherry"]  
print(thislist)
```

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

List Length

To determine how many items a list has, use the `len()` function:

Example

Print the number of items in the list:

```
thislist = ["apple", "banana", "cherry"]  
print(len(thislist))
```

```
3
```

Access Items

List items are indexed and you can access them by referring to the index number:

Example

Print the second item of the list:

```
thislist = ["apple", "banana", "cherry"]  
print(thislist[1])
```

```
banana
```

Negative Indexing

Negative indexing means start from the end

-1 refers to the last item, **-2** refers to the second last item etc.

```
thislist = ["apple", "banana", "cherry"]  
print(thislist[-1])
```

```
cherry
```

Range of Indexes

You can specify a range of indexes by specifying where to start and where to end the range.

When specifying a range, the return value will be a new list with the specified items.

Example

Return the third, fourth, and fifth item:

```
thislist = ["apple", "banana", "cherry", "orange", "kiwi", "melon", "mango"]  
print(thislist[2:5])
```

```
#This will return the items from position 2 to 5.
```

```
#Remember that the first item is position 0,  
#and note that the item in position 5 is NOT included
```

```
['cherry', 'orange', 'kiwi']
```

Range of Negative Indexes

Specify negative indexes if you want to start the search from the end of the list:

Example

This example returns the items from "orange" (-4) to, but NOT including "mango" (-1):

```
thislist = ["apple", "banana", "cherry", "orange", "kiwi", "melon", "mango"]  
print(thislist[-4:-1])
```

```
['orange', 'kiwi', 'melon']
```

Append Items

To add an item to the end of the list, use the **append()** method:

Example

Using the **append()** method to append an item:

```
thislist = ["apple", "banana", "cherry"]  
thislist.append("orange")  
print(thislist)
```

```
['apple', 'banana', 'cherry', 'orange']
```

Insert Items

To insert a list item at a specified index, use the **insert()** method.

The **insert()** method inserts an item at the specified index:

Example

Insert an item as the second position:

```
thislist = ["apple", "banana", "cherry"]  
thislist.insert(1, "orange")  
print(thislist)
```

```
['apple', 'orange', 'banana', 'cherry']
```

Remove Specified Item

The `remove()` method removes the specified item.

Example

Remove "apple":

```
thislist = ["apple", "banana", "cherry"]  
thislist.remove("apple")  
print(thislist)
```

```
['banana', 'cherry']
```

Remove Specified Index

The `pop()` method removes the specified index.

Example

Remove the second item:

```
thislist = ["apple", "banana", "cherry"]  
thislist.pop(1)  
print(thislist)
```

```
['apple', 'cherry']
```

Loop Through a List

You can loop through the list items by using a `for` loop:

Example

Print all items in the list, one by one:

```
thislist = ["apple", "banana", "cherry"]  
for x in thislist:  
    print(x)
```

Check if Item Exists

To determine if a specified item is present in a list use the **in** keyword:

Example

Check if "apple" is present in the list:

```
thislist = ["apple", "banana", "cherry"]  
if "apple" in thislist:  
    print("Yes, 'apple' is in the fruits list")
```

```
Yes, 'apple' is in the fruits list
```

Tuple

Tuples are used to store multiple items in a single variable.

Tuple is one of 4 built-in data types in Python used to store collections of data, the other 3 are [List](#), [Set](#), and [Dictionary](#), all with different qualities and usage.

A tuple is a collection which is ordered and **unchangeable**.

Tuples are written with round brackets.

Example

Create a Tuple:

```
thistuple = ("apple", "banana", "cherry")  
print(thistuple)
```

```
('apple', 'banana', 'cherry')
```

Tuple Items

Tuple items are ordered, unchangeable, and allow duplicate values.

Tuple items are indexed, the first item has index **[0]**, the second item has index **[1]** etc.

Ordered

When we say that tuples are ordered, it means that the items have a defined order, and that order will not change.

Unchangeable

Tuples are unchangeable, meaning that we cannot change, add or remove items after the tuple has been created.

Allow Duplicates

Since tuples are indexed, they can have items with the same value:

Example

Tuples allow duplicate values:

```
thistuple = ("apple", "banana", "cherry", "apple", "cherry")
print(thistuple)
```

```
('apple', 'banana', 'cherry', 'apple', 'cherry')
```

Tuple Length

To determine how many items a tuple has, use the `len()` function:

Example

Print the number of items in the tuple:

```
thistuple = ("apple", "banana", "cherry")
print(len(thistuple))
```

```
3
```

Create Tuple With One Item

To create a tuple with only one item, you have to add a comma after the item, otherwise Python will not recognize it as a tuple.

Example

One item tuple, remember the comma:

```
thistuple = ("apple",)  
print(type(thistuple))
```

```
#NOT a tuple  
thistuple = ("apple")  
print(type(thistuple))
```

```
<class 'tuple'>  
<class 'str'>
```

Access Tuple Items

You can access tuple items by referring to the index number, inside square brackets:

Example

Print the second item in the tuple:

```
thistuple = ("apple", "banana", "cherry")  
print(thistuple[1])
```

```
banana
```

Negative Indexing

Negative indexing means start from the end.

-1 refers to the last item, **-2** refers to the second last item etc.

Example

Print the last item of the tuple:

```
thistuple = ("apple", "banana", "cherry")  
print(thistuple[-1])
```

```
cherry
```

Update Tuples

Tuples are unchangeable, meaning that you cannot change, add, or remove items once the tuple is created.

But there are some workarounds.

Change Tuple Values

Once a tuple is created, you cannot change its values. Tuples are **unchangeable**, or **immutable** as it also is called.

But there is a workaround. You can convert the tuple into a list, change the list, and convert the list back into a tuple.

Example

Convert the tuple into a list to be able to change it:

```
x = ("apple", "banana", "cherry")
y = list(x)
y[1] = "kiwi"
x = tuple(y)

print(x)
```

```
("apple", "kiwi", "cherry")
```

Example

Convert the tuple into a list, add "orange", and convert it back into a tuple:

```
thistuple = ("apple", "banana", "cherry")
y = list(thistuple)
y.append("orange")
thistuple = tuple(y)
```

Add Items

Since tuples are immutable, they do not have a built-in `append()` method, but there are other ways to add items to a tuple.

1. **Convert into a list:** Just like the workaround for *changing* a tuple, you can convert it into a list, add your item(s), and convert it back into a tuple.

Example

Convert the tuple into a list, add "orange", and convert it back into a tuple:

```
thistuple = ("apple", "banana", "cherry")
y = list(thistuple)
y.append("orange")
thistuple = tuple(y)
```

```
('apple', 'banana', 'cherry', 'orange')
```

Remove Items

Note: You cannot remove items in a tuple.

Tuples are **unchangeable**, so you cannot remove items from it, but you can use the same workaround as we used for changing and adding tuple items:

Example

Convert the tuple into a list, remove "apple", and convert it back into a tuple:

```
thistuple = ("apple", "banana", "cherry")
y = list(thistuple)
y.remove("apple")
thistuple = tuple(y)
```

```
('banana', 'cherry')
```

Or you can delete the tuple completely:

Example

The `del` keyword can delete the tuple completely:

```
thistuple = ("apple", "banana", "cherry")
del thistuple
print(thistuple) #this will raise an error because the tuple no longer exists
```

```
Traceback (most recent call last):
  File "demo_tuple_del.py", line 3, in <module>
    print(thistuple) #this will raise an error because the tuple no longer exists
NameError: name 'thistuple' is not defined
```

Dictionary

Dictionaries are used to store data values in key:value pairs.

A dictionary is a collection which is ordered*, changeable and do not allow duplicates.

As of Python version 3.7, dictionaries are *ordered*. In Python 3.6 and earlier, dictionaries are *unordered*.

Dictionaries are written with curly brackets, and have keys and values:

Example

Create and print a dictionary:

```
thisdict = {
    "brand": "Ford",
    "model": "Mustang",
    "year": 1964
}
print(thisdict)
```

```
{'brand': 'Ford', 'model': 'Mustang', 'year': 1964}
```

Dictionary Items

Dictionary items are ordered, changeable, and does not allow duplicates.

Dictionary items are presented in key:value pairs, and can be referred to by using the key name.

Example

Print the "brand" value of the dictionary:

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
print(thisdict["brand"])
```

Ford

Ordered or Unordered?

As of Python version 3.7, dictionaries are *ordered*. In Python 3.6 and earlier, dictionaries are *unordered*.

When we say that dictionaries are ordered, it means that the items have a defined order, and that order will not change.

Unordered means that the items does not have a defined order, you cannot refer to an item by using an index.

Changeable

Dictionaries are changeable, meaning that we can change, add or remove items after the dictionary has been created.

Duplicates Not Allowed

Dictionaries cannot have two items with the same key:

Example

Duplicate values will overwrite existing values:

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964,  
    "year": 2020  
}  
print(thisdict)
```

```
{'brand': 'Ford', 'model': 'Mustang', 'year': 2020}
```

Dictionary Length

To determine how many items a dictionary has, use the `len()` function:

Example

Print the number of items in the dictionary:

```
print(len(thisdict))
```

```
3
```

Dictionary Items - Data Types

The values in dictionary items can be of any data type:

Example

String, int, boolean, and list data types:

```
thisdict = {  
    "brand": "Ford",  
    "electric": False,  
    "year": 1964,  
    "colors": ["red", "white", "blue"]  
}
```

```
{'brand': 'Ford', 'electric': False, 'year': 1964, 'colors': ['red', 'white', 'blue']}
```

type()

From Python's perspective, dictionaries are defined as objects with the data type 'dict':

```
<class 'dict'>
```

Example

Print the data type of a dictionary:

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
print(type(thisdict))
```

```
<class 'dict'>
```

Accessing Items

You can access the items of a dictionary by referring to its key name, inside square brackets:

Example

Get the value of the "model" key:

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
x = thisdict["model"]
```

```
Mustang
```

Data Type Conversion(Casting)

Specify a Variable Type

There may be times when you want to specify a type on to a variable. This can be done with casting. Python is an object-orientated language, and as such it uses classes to define data types, including its primitive types.

Casting in python is therefore done using constructor functions:

- `int()` - constructs an integer number from an integer literal, a float literal (by removing all decimals), or a string literal (providing the string represents a whole number)
- `float()` - constructs a float number from an integer literal, a float literal or a string literal (providing the string represents a float or an integer)
- `str()` - constructs a string from a wide variety of data types, including strings, integer literals and float literals

Example

Integers:

```
x = int(1)
y = int(2.8)
z = int("3")
print(x)
print(y)
print(z)
```

```
1
2
3
```

Python Operators

Operators are used to perform operations on variables and values.

In the example below, we use the `+` operator to add together two values:

Example

```
print(10 + 5)
```

Python divides the operators in the following groups:

- Arithmetic operators
- Assignment operators
- Comparison operators
- Logical operators
- Identity operators
- Membership operators
- Bitwise operators

Python Arithmetic Operators

Arithmetic operators are used with numeric values to perform common mathematical operations:

Operator	Name	Example
+	Addition	$x + y$
-	Subtraction	$x - y$
*	Multiplication	$x * y$
/	Division	x / y
%	Modulus	$x \% y$
**	Exponentiation	$x ** y$
//	Floor division	$x // y$

Python Assignment Operators

Assignment operators are used to assign values to variables:

Operator	Example	Same As
=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3
//=	x //= 3	x = x // 3
**=	x **= 3	x = x ** 3
&=	x &= 3	x = x & 3
=	x = 3	x = x 3
^=	x ^= 3	x = x ^ 3
>>=	x >>= 3	x = x >> 3
<<=	x <<= 3	x = x << 3

Python Comparison Operators

Comparison operators are used to compare two values:

Operator	Name	Example
==	Equal	x == y
!=	Not equal	x != y
>	Greater than	x > y
<	Less than	x < y
>=	Greater than or equal to	x >= y
<=	Less than or equal to	x <= y

Python Logical Operators

Logical operators are used to combine conditional statements:

Operator	Description	Example
and	Returns True if both statements are true	<code>x < 5 and x < 10</code>
or	Returns True if one of the statements is true	<code>x < 5 or x < 4</code>
not	Reverse the result, returns False if the result is true	<code>not(x < 5 and x < 10)</code>

Python Identity Operators

Identity operators are used to compare the objects, not if they are equal, but if they are actually the same object, with the same memory location:

Operator	Description	Example
is	Returns True if both variables are the same object	<code>x is y</code>
is not	Returns True if both variables are not the same object	<code>x is not y</code>

Python Membership Operators

Membership operators are used to test if a sequence is presented in an object:

Operator	Description	Example
in	Returns True if a sequence with the specified value is present in the object	<code>x in y</code>
not in	Returns True if a sequence with the specified value is not present in the object	<code>x not in y</code>

Python Bitwise Operators

Bitwise operators are used to compare (binary) numbers:

Operator	Name	Description	Example
&	AND	Sets each bit to 1 if both bits are 1	x & y
	OR	Sets each bit to 1 if one of two bits is 1	x y
^	XOR	Sets each bit to 1 if only one of two bits is 1	x ^ y
~	NOT	Inverts all the bits	~x
<<	Zero fill left shift	Shift left by pushing zeros in from the right and let the leftmost bits fall off	x << 2
>>	Signed right shift	Shift right by pushing copies of the leftmost bit in from the left, and let the rightmost bits fall off	x >> 2

Operator Precedence

Operator precedence describes the order in which operations are performed.

The precedence order is described in the table below, starting with the highest precedence at the top:

Operator	Description
<code>()</code>	Parentheses
<code>**</code>	Exponentiation
<code>+</code> <code>-</code> <code>~</code>	Unary plus, unary minus, and bitwise NOT
<code>*</code> <code>/</code> <code>//</code> <code>%</code>	Multiplication, division, floor division, and modulus
<code>+</code> <code>-</code>	Addition and subtraction
<code><<</code> <code>>></code>	Bitwise left and right shifts
<code>&</code>	Bitwise AND
<code>^</code>	Bitwise XOR
<code> </code>	Bitwise OR
<code>==</code> <code>!=</code> <code>></code> <code>>=</code> <code><</code> <code><=</code> <code>is</code> <code>is not</code> <code>in</code> <code>not in</code>	Comparisons, identity, and membership operators
<code>not</code>	Logical NOT
<code>and</code>	AND
<code>or</code>	OR

If two operators have the same precedence, the expression is evaluated from left to right.

Example

Addition `+` and subtraction `-` has the same precedence, and therefor we evaluate the expression from left to right:

```
print(5 + 4 - 7 + 3)

"""
Additions and subtractions have the same precedence, and we need to calculate from le
to right.
The calculation above reads:
5 + 4 = 9
9 - 7 = 2
2 + 3 = 5
"""
```

Python Conditions and If statements

Python supports the usual logical conditions from mathematics:

- Equals: `a == b`
- Not Equals: `a != b`
- Less than: `a < b`
- Less than or equal to: `a <= b`
- Greater than: `a > b`
- Greater than or equal to: `a >= b`

These conditions can be used in several ways, most commonly in "if statements" and loops.

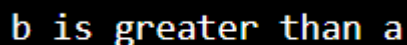
An "if statement" is written by using the `if` keyword.

Example

If statement:

```
a = 33
b = 200

if b > a:
    print("b is greater than a")
```

A terminal window with a black background and white text displaying the output of the Python code: "b is greater than a".

b is greater than a

In this example we use two variables, `a` and `b`, which are used as part of the if statement to test whether `b` is greater than `a`. As `a` is 33, and `b` is 200, we know that 200 is greater than 33, and so we print to screen that "b is greater than a".

Indentation

Python relies on indentation (whitespace at the beginning of a line) to define scope in the code. Other programming languages often use curly-brackets for this purpose.

Example

If statement, without indentation (will raise an error):

```
a = 33
b = 200

if b > a:
    print("b is greater than a")
```

```
File "demo_if_error.py", line 4
    print("b is greater than a")
    ^
IndentationError: expected an indented block
```

Elif

The **elif** keyword is Python's way of saying "if the previous conditions were not true, then try this condition".

```
a = 33
b = 33
if b > a:
    print("b is greater than a")
elif a == b:
    print("a and b are equal")
```

```
a and b are equal
```

In this example **a** is equal to **b**, so the first condition is not true, but the **elif** condition is true, so we print to screen that "a and b are equal".

Else

The **else** keyword catches anything which isn't caught by the preceding conditions.

Example

```
a = 200
b = 33
if b > a:
    print("b is greater than a")
elif a == b:
    print("a and b are equal")
else:
    print("a is greater than b")
```

a is greater than b

In this example **a** is greater than **b**, so the first condition is not true, also the **elif** condition is not true, so we go to the **else** condition and print to screen that "a is greater than b".

You can also have an **else** without the **elif**:

Example

```
a = 200
b = 33
if b > a:
    print("b is greater than a")
else:
    print("b is not greater than a")
```

b is not greater than a

Nested If

You can have **if** statements inside **if** statements, this is called *nested if* statements.

```
x = 41

if x > 10:
    print("Above ten,")
    if x > 20:
        print("and also above 20!")
    else:
        print("but not above 20.")
```

```
Above ten,
and also above 20!
```

The while Loop

With the **while** loop we can execute a set of statements as long as a condition is true.

Example

Print i as long as i is less than 6:

```
i = 1
while i < 6:
    print(i)
    i += 1
```

```
1
2
3
4
5
```

Note: remember to increment i, or else the loop will continue forever.

The **while** loop requires relevant variables to be ready, in this example we need to define an indexing variable, **i**, which we set to 1.

Python For Loops

A **for** loop is used for iterating over a sequence (that is either a list, a tuple, a dictionary, a set, or a string).

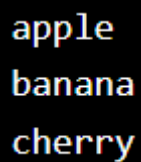
This is less like the **for** keyword in other programming languages, and works more like an iterator method as found in other object-orientated programming languages.

With the **for** loop we can execute a set of statements, once for each item in a list, tuple, set etc.

Example

Print each fruit in a fruit list:

```
fruits = ["apple", "banana", "cherry"]
for x in fruits:
    print(x)
```

A black rectangular box containing the words "apple", "banana", and "cherry" stacked vertically in a white, monospaced font.

The **for** loop does not require an indexing variable to set beforehand.

Looping Through a String

Even strings are iterable objects, they contain a sequence of characters:

Example

Loop through the letters in the word "apple":

```
for x in "apple":
    print(x)
```

A black rectangular box containing the letters "a", "p", "p", "l", and "e" stacked vertically in a white, monospaced font.

Nested Loops

A nested loop is a loop inside a loop.

The "inner loop" will be executed one time for each iteration of the "outer loop":

Example

Print each adjective for every fruit:

```
adj = ["red", "big", "tasty"]
fruits = ["apple", "banana", "cherry"]

for x in adj:
    for y in fruits:
        print(x, y)
```

```
red apple
red banana
red cherry
big apple
big banana
big cherry
tasty apple
tasty banana
tasty cherry
```

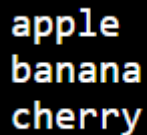
The break Statement

With the **break** statement we can stop the loop before it has looped through all the items:

Example

Exit the loop when **x** is "cherry":

```
fruits = ["apple", "banana", "cherry", "orange"]
for x in fruits:
    print(x)
    if x == "cherry":
        break
```



```
apple
banana
cherry
```

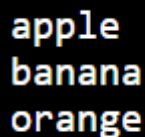
The continue Statement

With the **continue** statement we can stop the current iteration of the loop, and continue with the next:

Example

Do not print cherry:

```
fruits = ["apple", "banana", "cherry", "orange"]
for x in fruits:
    if x == "cherry":
        continue
    print(x)
```



```
apple
banana
orange
```

The pass Statement

When the user does not know what code to write, So user simply places a pass at that line. Sometimes, the pass is used when the user doesn't want any code to execute. So users can simply place a pass where empty code is not allowed, like in loops, function definitions, class definitions, or in if statements. So using a pass statement user avoids this error.

If we do not use pass or simply enter a comment or a blank here, we will receive an **IndentationError** error message.

```
n = 26

if n > 26:
    # write code your here

print('Geeks')
```

IndentationError: expected an indented block after 'if' statement

Using pass in order to overcome indentation error

```
n = 26

if n > 26:
    pass

print('Geeks')
```

Geeks