DAY 2 PYTHON BASICS FOR BEGINNER

↳ A simple introduction to Python Prog.

→ INTRODUCTION TO PROGRAMMING

Step 1: Understand the Problem. 1st step in solving any pbm, algorithmic or otherwise, is to understand the pbm thoroughly.

Step 2: Design the Algorithm

Step 3: Implement the Algo.

Step 4: Test the Algo.

Step 5: Analyze the Algo.

→ Developing an algorithm

⟹ How to create an Algo.

- ↳ Analyze the pbm
- ↳ Design the algo
- ↳ Select appropriate tools and technologies
- ↳ Implement the algo.
- ↳ Test the algo
- ↳ optimize the algo → (T.C. or S.C.)
- ↳ Document the algo (comment).

→ FlowChart AND PSEUDOCODE

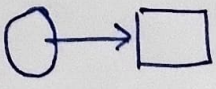
↳ graphical or symbolic representation

* Common Flowchart symbols

↳ have some standard symbols → read and understood by wider grp of people.

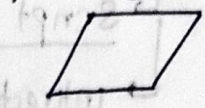
→ Terminal — start or End → Oval

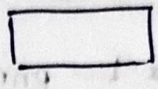
Flowline — arrow from 1 symbol to other to show process order of operation — flow of execution

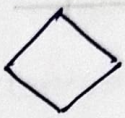


- Universal
- Trace the path
- debugging
- flow of execution.

- Input / Output → (input or output of data) → Rhomboid, parallelogram
- Process → operation that manipulates data. → Rectangle
- Decision making → Conditional operation to determine direction → Rhombus







Example

Algo1: Add 2 nos. entred by the user

S1: Start
S2: Input (Read) 1st num. A
S3: Input (Read) 2nd num. B
S4: Add A & B and assign the result to sum ← A+B
S5: Display Sum
S6: Stop

INTRODUCTION TO PYTHON :

- What is Python?
  - Popular programming lang: ← Guido van Rossum – 1991 (Holland)
- Used For:
  - Web dev (server-side)
  - software dev.
  - maths
  - system scripting
- What can python do?
  - used on a server to create web apps
  - used alongside software to create workflow
- Why Python?
  - Platform friendly (Windows, Mac, Linux, Raspberry Pi, etc)
  - simple syntax to easy Lan (open source)
  - Libraries & modules

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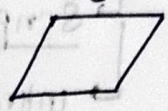

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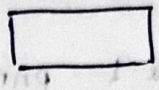

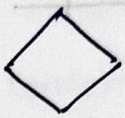

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→ Interactive mode and script mode

- **Script Mode** → write your code in a .py file and run it
- **Interactive Mode** → type your code into python interpreter directly

Example 1

```
print(1)
x=2
print(x)
```

Interactive mode:

```
>>> 1
    2
```
} output

Interactive mode	Script mode
typing commands & expressions at the prompt	read & execute statements in a script
can't save & edit the code	can save and edit
expt. with the code	clear about code
can't save the statement for further use and we have to retype all the statements ~~to rerun them~~	we can save the statements for further use and we ~~we~~ not need to retype all the statement to re-run them
see results immediately	can't see the output immediately

Indentation in Python

- A block is a group of statements in a program or script.
- Python do not use braces ({ }) to ~~use~~ indicate block of code for class and function defn or flow ctrl.
- In python, Blocks of code are denoted by line indent.
- Python prog. get structured thru. indentation, i.e. code blocks are defined by their indentation

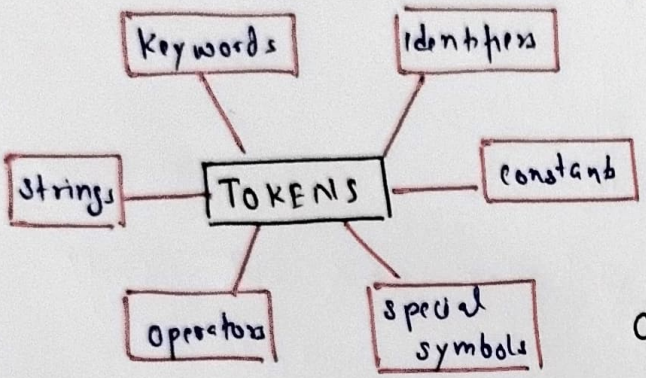
Comments → Non-executable statements in a prog.

↳ Comments make the prog. easily readable & understandable by the programmer as well as other users

#

TOKENS IN PYTHON : → smallest individual unit

↳ All statement & instructions in a prog. are built with tokens.



VARIABLES → containers for storing data

Creating Variable: No command for declaring a variable.
directly assign a value to it.

E.g. x = 5
y = "John"
print(x) → 5
print(y) → "John"

LITERALS in python

↳ Fixed values → stored in source code of prog. and do not change during execution
↳ used to represent data that should not be altered by users, such as software Operating parameter.

CODE:

```
# String Literals
a = "Hello"
b = "student"
c = "This is a learning platform"

# Driver code
print(a)
print(b)
print(c)
```

First Python Program

code: print("Hello, World!")

- print() → display output on screen

Python Syntax Basics

↳ Indentation defines code block
↳ No semi colons or braces needed
↳ # for single line comment
''' ''' for multiline comment
or """ """

Variables & Data Types

→ store data in memory using variable
→ common types: int, float, str, bool
→ E.g. name = 'Alice', age = 25

Operators

- Arithmetic: +, -, *, /, %
- Comparison: ==, !=, >, <
- Logical: and, or, not