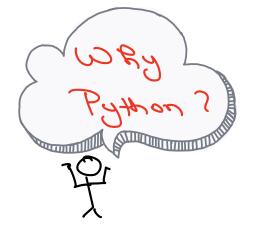


- D Meet and govet
- 9 Module Overview and Expertation
- 3) Setup and point Statement
- Dasa Types
- soldpinol c
- D Taking Inputs
 - 1 Linkedin -
 - 1 WROLSOPP: 8586836687

Module Importance



- D Easiest to learn and understand
- 9 Data-Scientist, Data-Analyst
 - and TIL Engineer D 35%.
- 1 Model and package: ML, DL.

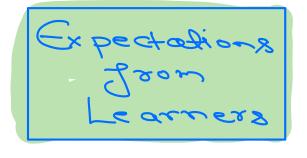
Module Overview

- 1 Data Types, variables and IO
- @ Operadors
- 3 Control Statements
- @ and & Loops
- @ Functions
- etail & bra @
- 3 Strings
- Strings 5 Dada

 Sets and Tuples Structures
- 1 Dictionary

Expectation Module and Instructor

- Dasica d Coding Strong Fundamentals in Pathon
- B Hdgitianal Contemps & Sost-scog? and practice Ouestion



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Metric

DPSP (Problem solving V)

DESP (Problem Solving V)

D Track PSP and allot time to

Dashboard

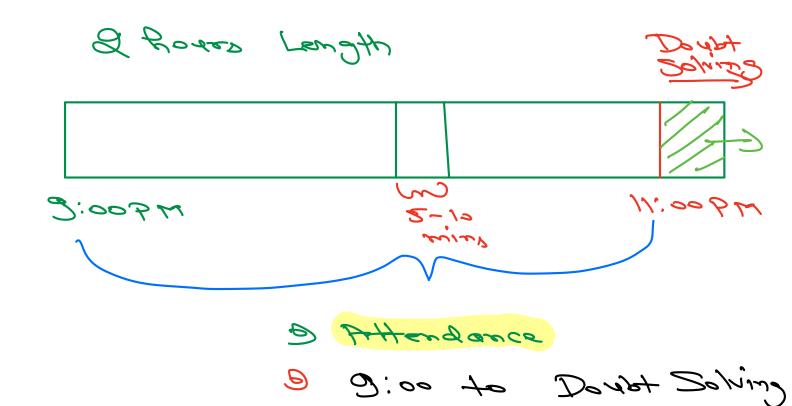
Content and Notes

B Crithal Copper

Dosk Poar of Module: Cheat Sheet

Dost - Lecture Content in

e o H	do use ask Orgestians
	g Session
	Post it into Chat-Section Post your Question into
	Quostien Stock
	At the End of Session: Doubt Solving
	D Me car giscuss on
	Dyostien Stack



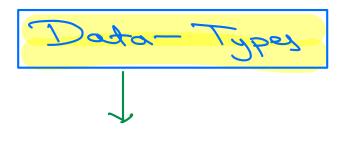
Setup IDE 2 Lieux bitpoe Boldon Data Types D Integer 9 Float gairte e e Bool 9 Noretype @ Complex 9 Type () S Variables () tal' C 5 34x () > baint ()

OIOIOOI Computers asy rederentands Binary Information Computers asy radianal

Lakes Instructions Python Human Joi and ly Format 01010 D & Affras Las de Interpreter Execute <u>6</u>3 this Binary _ujerbesta ; Combifee 18 wateractions Where do we write these Intruction/ Code? DIDE: Integrated Develop Enviornment De Code 2 Stepara 9 Oaline Ide

Python 'in Case Sensitive print (e Hello?)

Print (e Hello?) Syntax : Rules that must be followed to write Glear-Less Cogé ERRORS - SADRA * To Execute Code in Calab Shigh + 4



Type of Data that can be
proce 33ed (manipulated

Python Support Jollowing Data Types

s int: Whole Number: the or-re

1,-2,0,3

4,5--No upper Limit or

rover riving Las out

1.0 5 is this on int

No Not int

Fool gi LT

equal to

1

Erodon V Decimal Numbers

Ex: -1.0, 8,333, 4.0001

< + C

Boolean:

Brye or False

L

O

None Type:

Done

Done

Done

Dothing

Complex DT

Variables	10001010100100
-----------	----------------

٩	Variables one l'ike Containers
	Variable = identifies
	The name given to Variable
C	You don't have to specify the
	data Type
	(Dynamicall Typed)

identifier Dota / Object Stored in

Difference b/w

Coptional)

Statically typed

Ug

Dynamically typed

Purpose & Voniable
Store Data and Reuse later

Variable Naming Rules D Lowercare or UpperCose (A-Z) Dint but not at start Ex ÷ name = « Sachin?) 1-rame ? X

n@me ? X

Taking Irong Joon Oper

() tegai ()

Deint (Line 2)

9=5

2 73 e Rech

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$$\pi = 3$$

3

List, Set, Dictionary