Python Learning

* Defining a variable
  + The variables are snake case usually
  + Unlike JAVA, python doesn’t need the variable type to be defined
  + Eg:
    - my\_var = 23
    - my\_var1 = “Hello”
    - my\_float = 10.23
* Maths operator in python
  + +
  + –
  + \*
  + /
  + \*\* Exponential
  + // Floor division
  + % Modulus
  + Operator precedence
    - ()
    - \*\*
    - %, \*, / and //
    - + and –

\*\*While dealing with float operations, it is recommended to convert the numbers into whole number and then divide the result by multiple of 10 accordingly.

* Strings
  + String slicing
    - string = “Apple Banana”
    - print(string[:4]) -> Appl
    - print(string[3:9]) -> le Ban
    - print(string[4:]) -> e Banana
* Importing
  + Importing the whole module
    - import random
  + Importing a particular function from the module
    - from random import randint
  + Universal import
    - from random import \*
* Truthy & Falsy values
  + Strings with empty string are falsy values
  + Integers with 0 value are falsy
  + Floats with 0.0 values are falsy