



LEARN SMARTER

Python

Interactive Guide

1st Edition

By: Nesta Saint. Clever Parchment

Python

Interactive Study Guide - 1st Edition

By Nesta Saint. Clever Parchment

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Dedication

This book is tribute to my parents (Adina & Claude Parchment). Thank you both for everything.

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Each chapter will include practical examples, exercises, and challenges to reinforce learning. The appendix will serve as a reference guide and provide further resources for readers to continue their Python journey.

Introduction

Welcome to “Learn Smarter - Python 1st edition,” a technical beginner's guide to learning one of the most popular programming languages in the world. In this book, you'll embark on a journey to understand the fundamental concepts of Python programming and how to apply them in real-world scenarios.

Preface

This book is designed for absolute beginners with no prior programming experience. Whether you're a student, a professional looking to switch careers, or simply curious about coding, this book will provide you with a solid foundation in Python programming.

In writing this book, my goal is to provide entry and junior level coders with a practical and technical guide for developing their coding skills.

Acknowledgments

I would like to express my sincere gratitude to my parents for their support and encouragement throughout the writing of this book.

Chapter 1 - Introduction to Python

Welcome to Python programming! Python is a versatile, easy-to-learn language used in web development, data analysis, AI, and more. It's known for its readability and simplicity.

- **Who created Python?**

Python was created by Guido van Rossum, a Dutch programmer, and it was first released in 1991.

- **Why learn Python?**

Python is versatile, readable, boasts a large community, and is in high demand in the job market.

- **How to set up Python?**

We'll install python from python.org, however for the first few chapters we'll use an embedded code editor.

Chapter 2 - Variables and Data Types

We'll learn about variables and basic data types. Imagine variables like boxes where you can put stuff, and data types like the different kinds of information you can put in those boxes.

- **What are Variables?**

Variables are like labels we give to pieces of information so we can use them later. For example, think of a variable as a box with a name on it. We can put things into the box (assign a value to the variable) and take them out whenever we need.



```
1 name = "Julia"
2 age = 10
```

- **How to set up Python?**

We'll install python from python.org, however for the first few chapters we'll use an embedded code editor.

Tap or click to add a subheading

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About the Author



Nesta Saint. Clever Parchment – A learner / explorer of many programmer