

1. History of Python programming language

Guido van Rossum - Creator of Python programming language

Python is a high-level, interpreted, general-purpose programming language

Why it is called 'python'?

Guido named it after his favourite comedy sketch series from an old BBC television called "Monty Python's Flying Circus".

Timeline of Python's history:

1989 - (Birth of Python)

Guido started working on Python during Christmas holidays in December 1989.

1991 - First official release (0.9.0 Released)

Features - functions, exceptions, modules, strings, lists and basic I/O.

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Monday

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1994 - Python 1.0 (with more features like lambda, map, filter, reduce)

2000 - Python 2.0 (List comprehension, Garbage collection)

2008 - Python 3.0 (Improved Unicode support and simplified syntax)

2020 - Python 2 ended (officially discontinued on Jan 1, 2020)

present - (python 3.x) 3.10, 3.11, 3.12, 3.13, 3.14 & ongoing.

Continues to be popular in web development, data science, AI, ML, automation & education.

Python Today:

- One of the most popular programming lang.

- Used by tech giants like Google, YouTube, Instagram, NASA, Dropbox & more.

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NOTE: Anaconda, not an IDE itself,  
but a python distribution

It includes IDE like

Spyder & Jupyter

04

Tuesday 2 . IDE in python .

NOTE Notepad not an IDE  
It is a plain text editor  
eg. no debugging tools

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## IDE - Integrated Development Environment

It is a software application that provides tools to write, test and debug python programs easily.

Main features of an IDE :

Features

Purpose

1. Code Editor

Write or edit python code

2. Syntax Highlighting

Colors for keywords, variables

3. Auto-completion

Suggest code while typing

4. Debugger

Helps to find & fix errors

5. Output Console

Shows program output

6. File Management

Manage & save multiple files.

Popular python IDE's :

IDE Name

Description

1. IDLE

Default IDE

2. Pycharm

Powerful & feature-rich (JetBrains)

3. VS code

Light weight editor with extension

4. Jupyter Notebook

Best for Data Science & ML

5. Thonny

Simple IDE for beginners

6. Spyder

Popular in scientific computing.

|      |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |
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(IDE helps you write better python code faster with less error, esp. useful for beginners & professionals alike)

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## 3. TOKENS in python

Wednesday

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- In Python, tokens are the smallest units of a program that have meaning.
- It is a basic building blocks of python code.

## Types of Tokens :

## 1. Keywords:

- These are reserved words that have special meaning in python.
  - cannot use them as variable names.
  - lower case except True, False.
- if, else, elif, while, for, break, continue, def, return, import, class, True, False, None

## 2. Identifiers :

These are names given to variables, functions, classes.

## Rules:

- \* Must start with a letter (A-Z) or (a-z) or (-) underscore.
- \* Cannot start with a number or symbols (except - underscore).
- \* Cannot use reserved keyword.
- \* Can contain letters, numbers and underscore.

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### 3. Literals : Constant values assigned to variables.

#### Types:

|                     | Literal Type | Example       |
|---------------------|--------------|---------------|
| Numbers:            | String       | "hello", 'hi' |
| Int, float, complex | Integer      | 10, -5        |
| collections:        | Float        | 3.14, -2.5    |
| list, tuple, set,   | Boolean      | True, False   |
| dictionary          | None         | None          |

### 4. Operators : Symbols that perform operations on variables or values.

|       | Type       | Example               | Description           |
|-------|------------|-----------------------|-----------------------|
| 3     | Arithmetic | +, -, *, /, //, %, ** | Math operations       |
|       | Assignment | =, +=, -= etc.        | Assign Values         |
| 4     | Comparison | ==, !=, >, <          | Compare Values        |
|       | Logical    | and, or, not          | Logic Operations      |
| 5     | Bit wise   | &,                    |                       |
| doubt | Membership | in, not in            | check membership      |
|       | Identity   | is, is not            | check memory identity |

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#### 4. Data Types in Python

Friday

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Data types define the kind of value a variable holds.

## 10 Built-in Data Types in Python

11 1. Numeric Types

| Type    | Example | Description     |
|---------|---------|-----------------|
| int     | 10      | Integer numbers |
| float   | 3.14    | Decimal numbers |
| complex | $2+3j$  | Complex numbers |

## 2. Text Type

str "hello" Text string

### 3. Boolean Type

4. bool True, False Represents truth values.

## 5 A. Sequence Types

|       |           |   |
|-------|-----------|---|
| list  | [1, 2, 3] | ordered, changeable,<br>allows duplicates |
| tuple | (1, 2, 3) | ordered, unchangeable                     |
| range | range(5)  | sequence of numbers                       |



## 5. Set Types

| Type | Example   | Description                     |
|------|-----------|---------------------------------|
| set  | {1, 2, 3} | Unordered, no duplicate values. |

## 6. Mapping Type

| dict | { "name": "xxx",<br>"age": 25 } | key-value pairs. |
|------|---------------------------------|------------------|
|------|---------------------------------|------------------|

## 7. None Type

| None Type | None | Represents no value or null value. |
|-----------|------|------------------------------------|
|-----------|------|------------------------------------|

## 5. Membership Operators

- Used to test whether a value is present in a sequence
- Returns boolean value (True or False)

| Operator | Meaning                          | Example   |
|----------|----------------------------------|---|
| in       | Returns True if value is present | 1. 'a' in "apple" - True<br>2. 'z' in apple - False |

not in

Returns True if value is not present

1. 'a' not in apple - False
2. 'z' not in apple - True

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## 6. Identity Operators

Monday

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- Identity operators are used to compare the memory locations of two objects.  
(ie) Whether two variables refer to the same object.  
(Returns boolean)

| Operator | Meaning   | Example                                       |
|----------|---|---|
| is       | Returns True if both variables point to the same object in memory | a is b (a & b refer to the same object)       |
| is not   | Returns True if they do not refer to the same object              | a is not b (a & b refer to different objects) |

## 7. How to find data type? Explain.

Every value and every variable has a data type. The `type()` function tells you the class (type) of any value or variable.

| Examples: | Data      | Code Example                 | Output                            |
|-----------|-----------|------------------------------|-----------------------------------|
|           | 10        | <code>type(10)</code>        | <code>&lt;class 'int'&gt;</code>  |
|           | "hello"   | <code>type("hello")</code>   | <code>&lt;class 'str'&gt;</code>  |
|           | [1, 2, 3] | <code>type([1, 2, 3])</code> | <code>&lt;class 'list'&gt;</code> |



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Tuesday 8. Convert  $a = '154'$  to integer.

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To convert a string to an integer, use  
`int()` function.

10

`a = '154'`

# This is a string (coz it is in quotes)

`b = int(a)`

# Convert string to integer

11

`print(b)`

# output 154

`print(type(b))`

# &lt;class 'int'&gt;

12

9. Output:

1

hello hello hello hello hi hi hi hi

2

`print("hello" * 4 + "hi" * 4)`

output coming without space.

3

4 10. Write Programme for the output:

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Name : RC

Total : 4153

Age : 27

Average : 90.6

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Tamil : 88

English : 93

Math : 100

Science : 82

Social : 90

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# Candidate details

9        name = "RC"  
10        age = 27

# Marks

11        tamil = 88  
12        english = 93  
12        math = 100  
1        science = 82  
1        social = 90

2        # Total and Average

3        total = tamil + english + math + science + social  
3        average = total / 5

4        # Display output

5        print("Name:", name)  
5        print("Age:", age)  
5        print("Tamil:", tamil)  
6        print("English:", english)  
6        print("Science:", science)  
6        print("Social:", social)  
6        print("Total:", total)  
6        print("Average:", average)



## Programme code

The screenshot shows the Programiz Python Online Compiler interface. The code editor on the left contains a Python script named `main.py` that calculates the average marks for a candidate named RC. The script defines variables for name, age, and marks in five subjects (Tamil, English, Math, Science, Social), calculates the total marks, and then computes the average. The output on the right displays the results of the program execution.

```
1 # Candidate Details
2 name = "RC"
3 age = 27
4 #Marks
5 tamil = 88
6 english = 93
7 math = 100
8 science = 82
9 social = 90
10 # Total and Average
11 total = tamil+english+math+science+social
12 average = total/5
13 #Display Output
14 print("Name:", name)
15 print("Age:", age)
16 print("Tamil:", tamil)
17 print("English:", english)
18 print("Math:", math)
19 print("Science:", science)
20 print("Social:", social)
21 print("Total:", total)
22 print("Average:", average)
```

Output:

```
Name: RC
Age: 27
Tamil: 88
English: 93
Math: 100
Science: 82
Social: 90
Total: 453
Average: 90.6

=== Code Execution Successful ===
```

## String to integer

The screenshot shows the Programiz Python Online Compiler interface. The code editor on the left contains a Python script named `main.py` that demonstrates the conversion of a string to an integer. The script assigns the string `'154'` to variable `a`, converts it to an integer and assigns it to variable `b`, and then prints the value of `b` and its type. The output on the right displays the results of the program execution.

```
1 a = '154'
2 b = int(a)
3 print(b)
4 print(type(b))
```

Output:

```
154
<class 'int'>

=== Code Execution Successful ===
```