

**Keywords:** Key words are the reserved words which has predefined meanings.

Ex: if, elif, int, str, pass, break, return etc.

**Variable naming rules:**

- Variable name should not start with numbers
- It can only contain alphabets, numbers and underscore.
- It should not contains space.

Ex

**Correct :** variableName, variableName1, variable\_name, *variablename*.

**Incorrect :** 1variablename, variable\*name, stu-name.

**Data types:**

Data types are used to represent which type of data we are storing in the computer memory.

Type: int, str, float, boolean etc.

**Input and Output functions:**

**Input:** it is used to take input from the user. This function returns string default.

**Output:** It is used to print or display the message to the user.

Types of outputs:

**Normal output:** print("Message")

**Format strings:** print("number {} & number {} = {}".format(a,b,a+b))

**F strings:** print(f'{a} + {b} = {a+b}')

**Operators:** operators are used to perform some operations on operands

- **Arithmetic operators**
- **Logical operators**
- **Comparison operator**
- **Bitwise operator**

**Arithmetic Operators:**

- Addition (+) :  $5 + 5 = 10$
- Subtraction (-) :  $5 - 3 = 2$
- Multiplication (\*) :  $5 * 2 = 10$
- Division (/) :  $5 / 2 = 2.5$
- Floor Division (//) :  $5 // 2 = 2$

**Logical Operators:**

- Logical And (and) : True and False = False
- Logical Or (or) : True or false = True
- Logical not (not) : not True = False

**Comparison Operators:**

- Lesser than (<) :  $5 < 10 = \text{True}$
- Greater Than (>) :  $4 > 5 = \text{False}$
- Lesser than Equal to (<=)
- Greater than Equal to (>=)