

# Python Programming Language

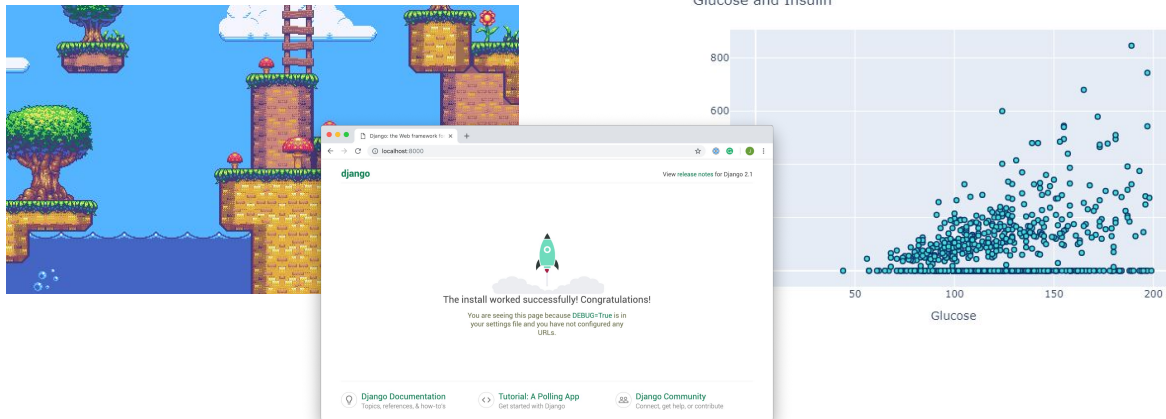
# What is python !?

Python is a high-level interpreted programming language. Python's design philosophy emphasizes code readability through the use of clean syntax and significant whitespace. And it makes for a no-brainer decision to use it for both beginner and experienced programmers.

In addition, Python is a general-purpose programming language.

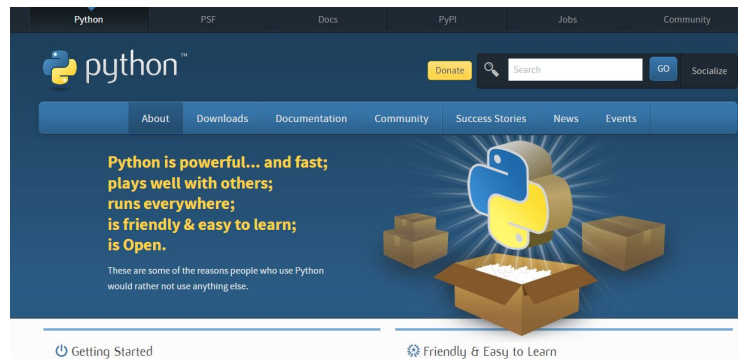
## Example

- Game
- Data Analytic
- Website



# How to install python?

1. Download python in <https://www.python.org/downloads/>
2. Run the installer
3. Customize the Installation
4. Install Python
5. Verify the installation



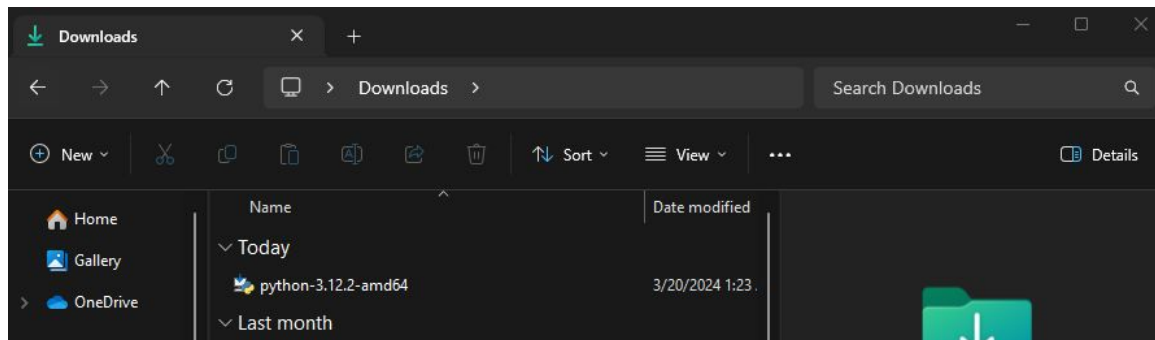
# Download Python

Visit the official Python website and download the latest version for Windows. The website will automatically detect your operating system and offer the appropriate installer for your system (32-bit or 64-bit).

Files						
Version	Operating System	Description	MD5 Sum	File Size	GPG	Sigstore
<a href="#">Gzipped source tarball</a>	Source release		f6b5226ccba5ae1ca9376aaba0b0f673	26437858	<a href="#">SIG</a>	<a href="#">CRT</a> <a href="#">SIG</a>
<a href="#">XZ compressed source tarball</a>	Source release		a957c9fb58a89303b62124896881950b	19893284	<a href="#">SIG</a>	<a href="#">CRT</a> <a href="#">SIG</a>
<a href="#">macOS 64-bit universal2 installer</a>	macOS	for macOS 10.9 and later	e038c3d5cee8c5210735a764d3f36f5a	42835777	<a href="#">SIG</a>	<a href="#">CRT</a> <a href="#">SIG</a>
<a href="#">Windows embeddable package (32-bit)</a>	Windows		64853e569d7cb0d1547793000f9c9b6	9574852	<a href="#">SIG</a>	<a href="#">CRT</a> <a href="#">SIG</a>
<a href="#">Windows embeddable package (64-bit)</a>	Windows		ae7de44ecbe2d3a37dbde3ce669d31b3	10560465	<a href="#">SIG</a>	<a href="#">CRT</a> <a href="#">SIG</a>
<a href="#">Windows embeddable package (ARM64)</a>	Windows		747090b80a52e8bbcb5cb65f78fee575	9780864	<a href="#">SIG</a>	<a href="#">CRT</a> <a href="#">SIG</a>
<a href="#">Windows installer (32-bit)</a>	Windows		2123016702bbb45688baedc3695852f4	24155760	<a href="#">SIG</a>	<a href="#">CRT</a> <a href="#">SIG</a>
<a href="#">Windows installer (64-bit)</a>	Windows	Recommended	4331ca54d9eacdbe6e97d6ea63526e57	25325400	<a href="#">SIG</a>	<a href="#">CRT</a> <a href="#">SIG</a>
<a href="#">Windows installer (ARM64)</a>	Windows	Experimental	040ab03501a65cc26bd340323bb1972e	24451768	<a href="#">SIG</a>	<a href="#">CRT</a> <a href="#">SIG</a>

# Run installer

Locate the downloaded installer file (usually in your Downloads folder) and double-click on it to run the installation process. You may be prompted by the User Account Control (UAC) to allow the installation. Click Yes to proceed.



# Customize the Installation

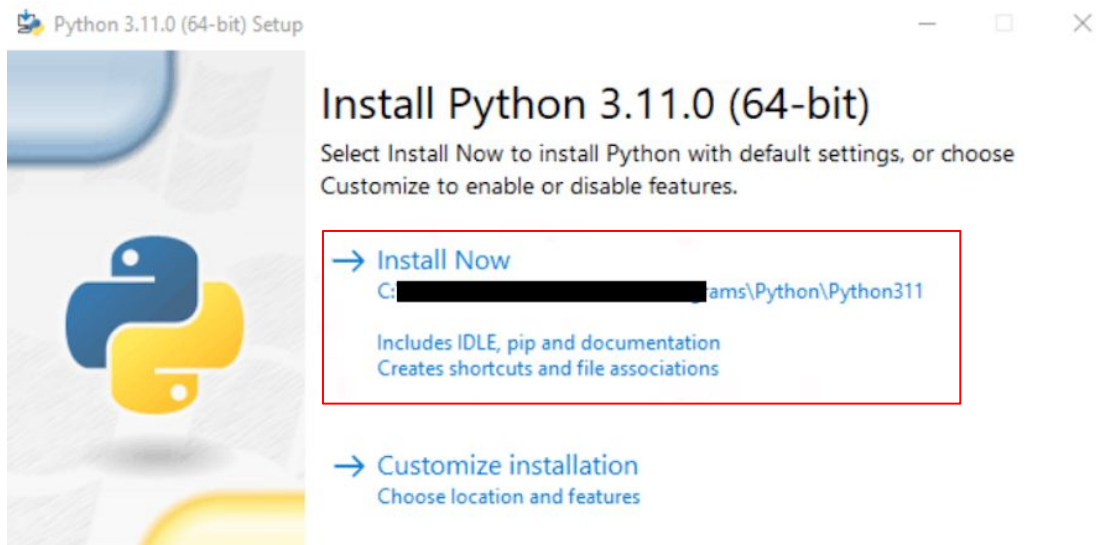
On the installer's welcome screen, you'll see two options

1. Install Now
2. Customize installation



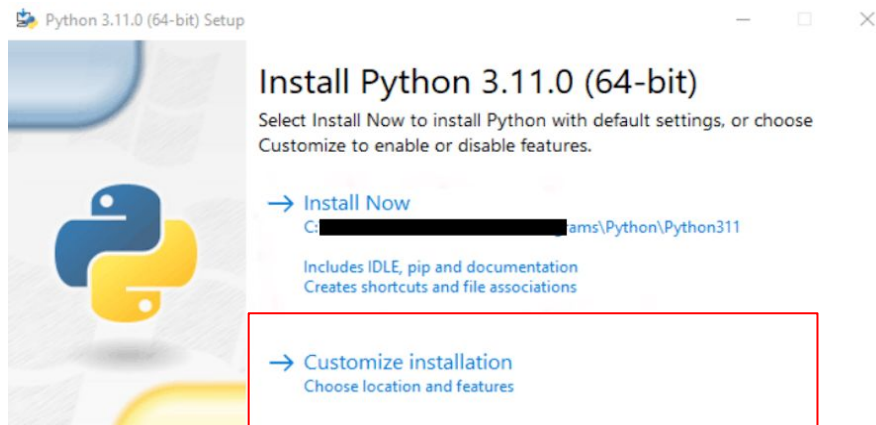
# Customize the Installation

If you want to install Python with the default settings, simply click Install Now.



# Customize the Installation

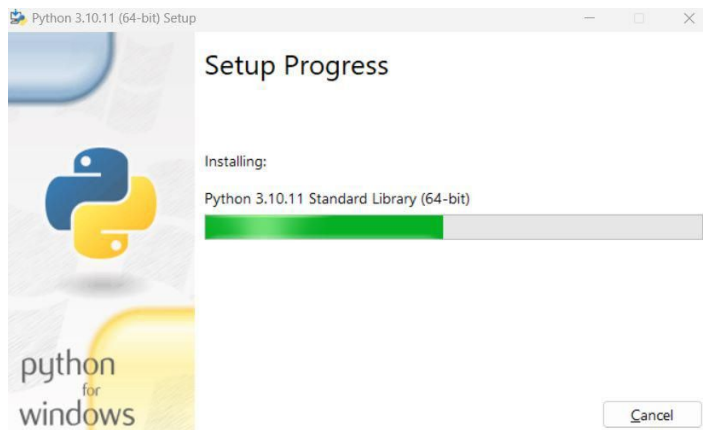
If you want to customize the installation (changing the installation directory or selecting specific components, for instance), click Customize installation.





# Install Python

After selecting your desired installation settings, click Install to begin the installation process. The installer will copy the necessary files to your computer and set up Python. This process may take a few minutes.



## Verify the installation

Once the installation is complete, you can verify that Python has been installed correctly by opening the Command Prompt and typing the following command:

```
python --version
```

# Integrated Development Environment (IDE)

Popular IDE of python

1. VScode
2. Pycharm
3. Spyder



Visual Studio Code



**PyCharm**

# Structure

1. Print function
2. Variable
3. Data Types
4. Operator
5. If-else
6. Loop
7. Function
8. Return Data
9. Scope Variable

# Print function

## Pattern

```
print("Hello World!")
```

## Result

Hello World!

## Pattern

```
print(1+20)
```

## Result

21

# Variable

1. Variable
2. Value

Assignment

age = 25

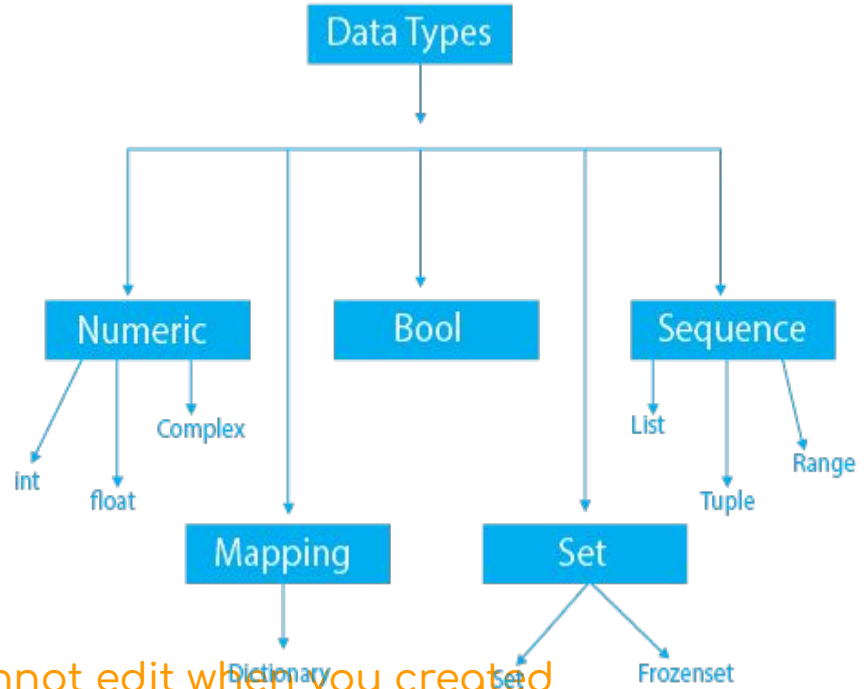
Variable



Value

# Data Types

1. Numeric (Integer, Float, Complex)
  - Integer: 1
  - Float: 2.0
  - Complex: 3+2i
2. String
  - "Cherry"
3. List
  - ["Apple", "Orange"]
4. Dictionary
  - {"name": "HALL", "age": "30"}
5. Tuple
  - ("1", "2", "3")
6. Boolean
  - True, False



look like List but it cannot edit when you created

# Change Data Types

Function	Data Type
<code>str('Hello World')</code>	<code>str</code>
<code>int(20)</code>	<code>int</code>
<code>float(20.5)</code>	<code>float</code>
<code>complex(1j)</code>	<code>complex</code>
<code>list(('apple', 'orange', 'banana'))</code>	<code>list</code>
<code>tuple(('apple', 'orange', 'banana'))</code>	<code>tuple</code>



# Arithmetic Operators

Operator	Result
+	$10 + 20 = 30$
-	$20 - 10 = 10$
*	$20 * 2 = 40$
/	$20 / 3 = 6.666666666666667$
//	$20 // 3 = 6$
%	$20 \% 3 = 2$

# Comparison Operators

a = 10 , b = 6

Operator	Result
==	a == b: False
!=	a != b: True
<	a < b: False
>	a > b: True
<=	a <= b: False
>=	a >= b: True

# Logical Operators

Operator	Result
and	True and True: True True and False: False False and True: False False and False: False
or	True or True: True True or False: True False or True: True False or False: False
not	not True: False not False: True

# Identify Operators

Operator	Result
is	<p>a=10 b=10</p> <p>a is b = False</p> <p>a=10 a=b</p> <p>a is b = True</p>
is not	<p>a=10 b=10</p> <p>a is not b = True</p>

# Membership Operator

Operator	Result
in	<pre>a=3 b=[1,2,3]  a in b = True</pre>
not in	<pre>a=3 b=[1,2,3]  a not in b = False</pre>

# Assignment Operators

Operator	Result
=	a = 10
+=	a += 10 a = a + 10
-=	a -= 10 a = a - 10
*=	a *= 10 a = a * 10
/=	a /= 10 a = a / 10
%=	a %= 10 a = a % 10

# Bitwise Operator

a = 10 (binary: 1010) , b = 6 (binary: 0110)

Operator	Result
& (AND)	a & b = 2 (binary: 0010)
(OR)	a   b = 14 (binary: 1110)
^ (XOR)	a ^ b = 12 (binary: 1100)
~ (NOT)	~a = 10 (binary: 1010)
<< (Shift bit left)	a << 2 = 40 (binary: 101000)
>> (Shift bit right)	a >> 2 = 2 (binary: 000010)

# How to Shift Bit Left (<<)

x = 10: (binary: 1010) shift bit from the left 2 bit

**Sol**

1010 -> Add zero 2 bit into right side -> 101000

**Ans 101000**



# How to Shift Bit Right (>>)

x = 10: (binary: 1010) shift bit from the right 2 bit

**Sol**

1010 -> Shift bit right 2 -> 10 -> Add zero 2 bit into left side -> 0010

**Ans 0010**

# Sequence Operator

Operator	Result
()	$10 + (20 - 20) = 10$
**	$10 ** 2 = 100$
*, /, //, %	$20 * 2 = 40$
+, -	$20 - 10 = 10$
==, !=, <, >, <=, >=	$10 == 10$ : True
and, or, not	True and True: True
=, +=, -=, *=, /=, %=, //=	$10 + 10 = 20$
=	$A = 10$

# if-elif-else

## Pattern

a = 10, b = 2

If (condition):

    Do somethings...

elif (condition):

    Do somethings...

else:

    Do somethings...

## Use Case

a = 10, b = 2

If (a == b):

    print("a == b")

elif (a/2 == 10):

    print("a/2 == 10")

else:

    print("a !=b and a/2 != 10")

# for-loop

## Pattern

value

Start	End
-------	-----

```
for value in range(0,10):  
    print(value)
```

## Result

0

1

2

3

...

9

# While loop

## Pattern

```
i=0
```

```
While (i<=10):
```

```
    i+=1
```

```
    print(i)
```

## Result

1

2

3

4

...

10

# Function

## Pattern

```
def function_name():  
    print("Test Function")
```

## Use Case

```
function_name()
```

## Result

Test Function

# Return Function

## Pattern

```
def function_name():  
    return 10
```

## Use Case

```
a = function_name() + 10  
print(a)
```

## Result:

20

# Return if-elif-else

## Pattern

If (condition):

    return something

elif (condition):

    return something

else:

    return something

## Use Case

```
a = 10, b = 2
```

```
def return_result():
```

```
    if (a == b):
```

```
        return 10
```

```
    elif (a/2 == 10):
```

```
        return 20
```

```
    else:
```

```
        return 30
```

```
print(return_result())
```

## Result

```
30
```



# Scope Variable

## Local Scope

```
def myfunc():  
    x=10
```

```
myfunc()  
print(x)
```

## Result

NameError: name 'x' is not defined

## Global Scope

```
def myfunc():  
    global a  
    a = 10
```

```
myfunc()  
print(a)
```

## Result

10