

ในการเรียนPython ได้เรียนเรื่องที่ไม่เคยเรียนในCตามนี้

Creating a Comment

Comments starts with a `#`, and Python will ignore them:

Example

```
#This is a comment  
print("Hello, World!")
```

Try it Yourself »

Creating Variables

Python has no command for declaring a variable.

A variable is created the moment you first assign a value to it.

Example

```
x = 5  
y = "John"  
print(x)  
print(y)
```

Try it Yourself »

Built-in Data Types

In programming, data type is an important concept.

Variables can store data of different types, and different types can do different things.

Python has the following data types built-in by default, in these categories:

Text Type:	<code>str</code>
Numeric Types:	<code>int</code> , <code>float</code> , <code>complex</code>
Sequence Types:	<code>list</code> , <code>tuple</code> , <code>range</code>
Mapping Type:	<code>dict</code>
Set Types:	<code>set</code> , <code>frozenset</code>
Boolean Type:	<code>bool</code>
Binary Types:	<code>bytes</code> , <code>bytearray</code> , <code>memoryview</code>

Complex

Complex numbers are written with a "j" as the imaginary part:

Example

Complex:

```
x = 3+5j
y = 5j
z = -5j

print(type(x))
print(type(y))
print(type(z))
```

[Try it Yourself »](#)

Check String

To check if a certain phrase or character is present in a string, we can use the keyword `in`.

Example

Check if "free" is present in the following text:

```
txt = "The best things in life are free!"
print("free" in txt)
```

[Try it Yourself »](#)

Check if NOT

To check if a certain phrase or character is NOT present in a string, we can use the keyword `not in`.

Example

Check if "expensive" is NOT present in the following text:

```
txt = "The best things in life are free!"
print("expensive" not in txt)
```

[Try it Yourself »](#)

Slicing

You can return a range of characters by using the slice syntax.

Specify the start index and the end index, separated by a colon, to return a part of the string.

Example

Get the characters from position 2 to position 5 (not included):

```
b = "Hello, World!"  
print(b[2:5])
```

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The format() method takes unlimited number of arguments, and are placed into the respective placeholders:

Example

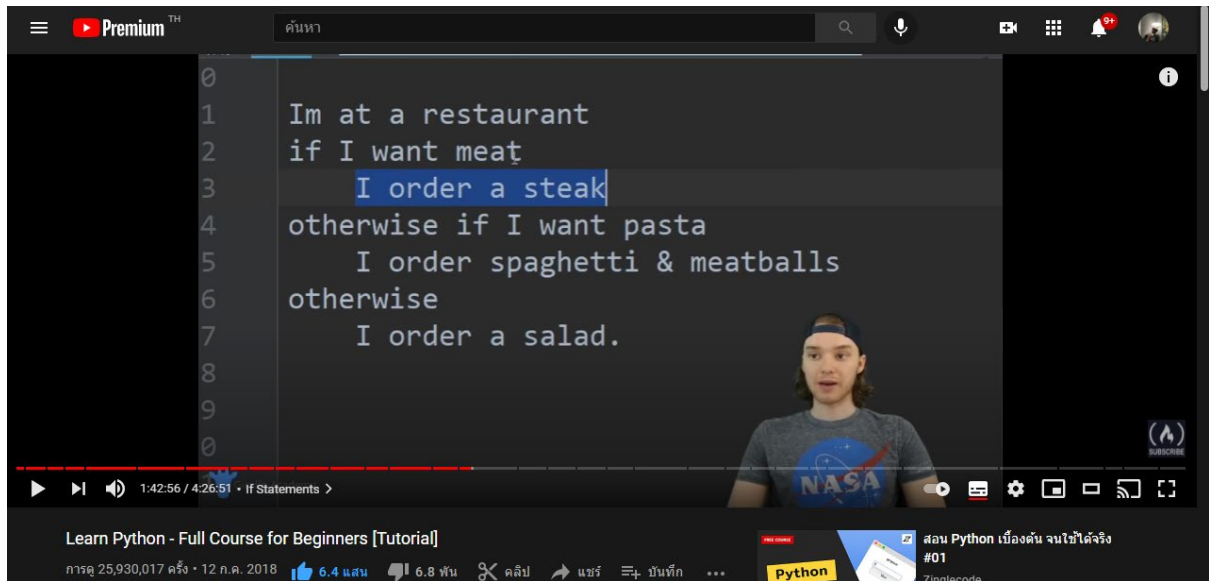
```
quantity = 3  
itemno = 567  
price = 49.95  
myorder = "I want {} pieces of item {} for {} dollars."  
print(myorder.format(quantity, itemno, price))
```

[Try it Yourself »](#)

Python Collections (Arrays)

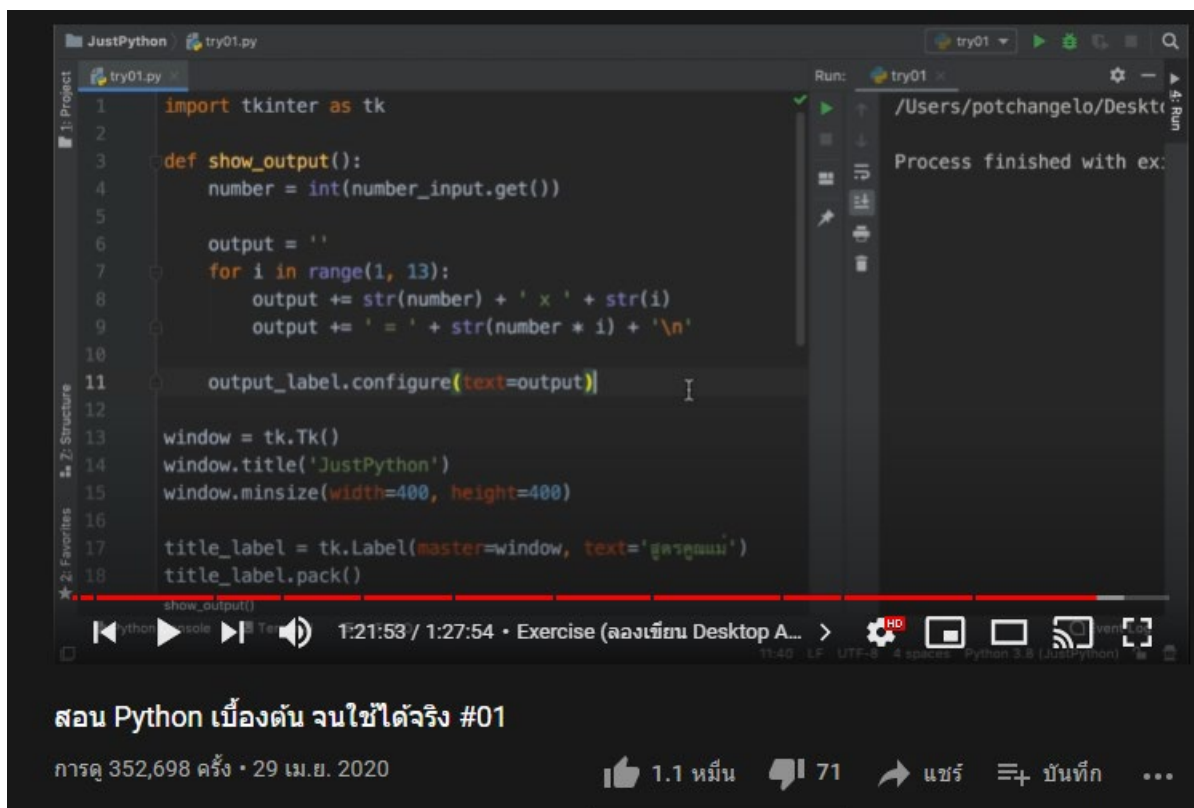
There are four collection data types in the Python programming language:

- **List** is a collection which is ordered and changeable. Allows duplicate members.
- **Tuple** is a collection which is ordered and unchangeable. Allows duplicate members.
- **Set** is a collection which is unordered and unindexed. No duplicate members.
- **Dictionary** is a collection which is ordered* and changeable. No duplicate members.

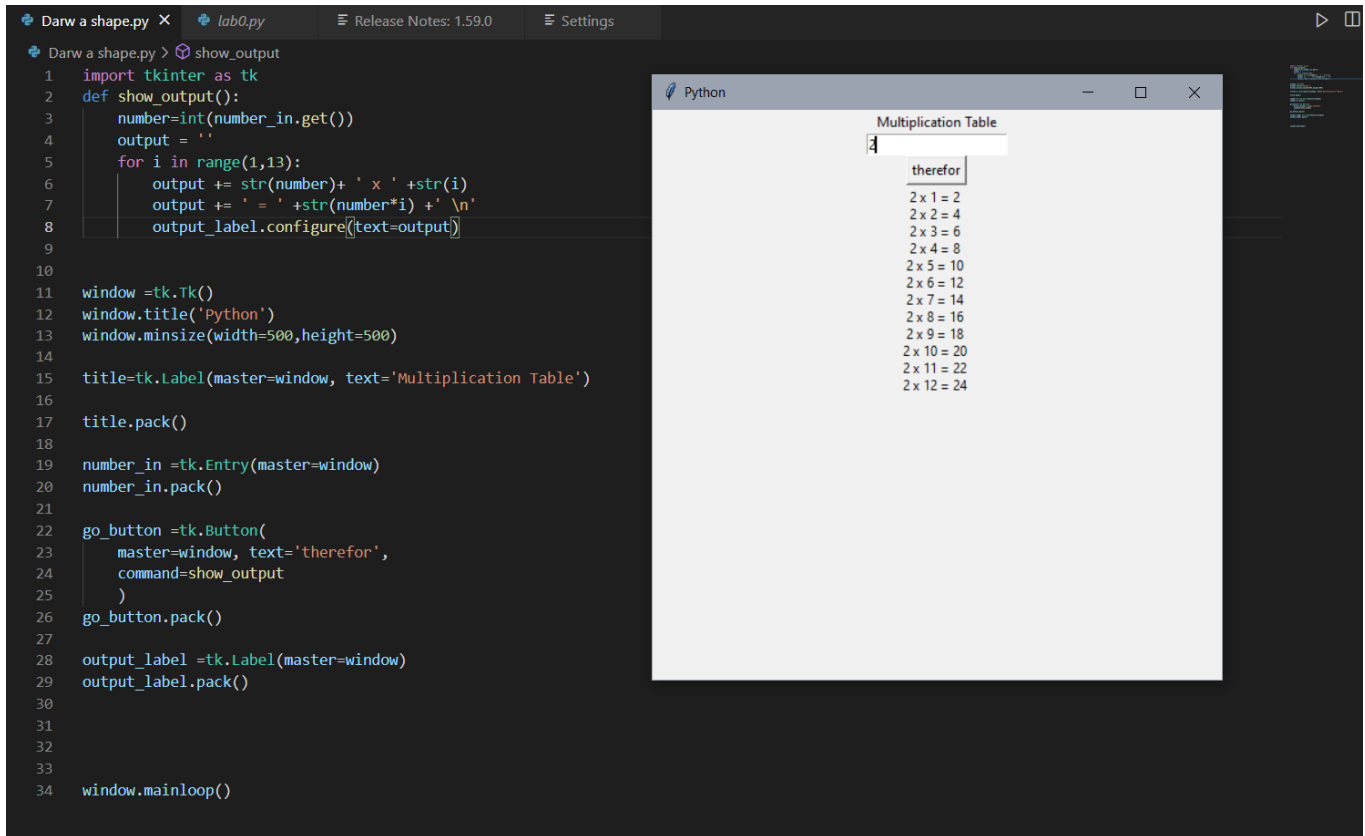


ได้ดูคลิปของ FreeCodeCamp ถึงเรื่อง IF Statements

และของ Zingcode เพื่อลองทำโปรแกรมจริงๆ



โปรแกรมสูตรคูณที่ลองทำ



The screenshot shows a Python IDE with a file named `lab0.py` open. The code defines a function `show_output()` that generates a multiplication table for a given number. The table is displayed in a window titled "Multiplication Table".

```
1 import tkinter as tk
2 def show_output():
3     number=int(number_in.get())
4     output = ''
5     for i in range(1,13):
6         output += str(number)+ ' x ' +str(i)
7         output += ' = ' +str(number*i) + ' \n'
8     output_label.configure(text=output)
9
10
11 window =tk.Tk()
12 window.title('Python')
13 window.minsize(width=500,height=500)
14
15 title=tk.Label(master=window, text='Multiplication Table')
16
17 title.pack()
18
19 number_in =tk.Entry(master=window)
20 number_in.pack()
21
22 go_button =tk.Button(
23     master=window, text='therefor',
24     command=show_output
25 )
26 go_button.pack()
27
28 output_label =tk.Label(master=window)
29 output_label.pack()
30
31
32
33
34 window.mainloop()
```

The output window displays the following multiplication table for the number 4:

therefor
2 x 1 = 2
2 x 2 = 4
2 x 3 = 6
2 x 4 = 8
2 x 5 = 10
2 x 6 = 12
2 x 7 = 14
2 x 8 = 16
2 x 9 = 18
2 x 10 = 20
2 x 11 = 22
2 x 12 = 24