

# Python Notes

## 1. Introduction to Python

- Python is a **high-level, interpreted, general-purpose programming language**.
  - Created by **Guido van Rossum** in 1991.
  - Known for **readability, simplicity, and large community support**.
  - Supports multiple programming paradigms: **procedural, object-oriented, and functional programming**.
  - Widely used in **web development, data science, machine learning, automation, AI, scripting, etc.**
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## 2. Variables

- Variables are used to store data values.
  - Python is **dynamically typed** (no need to declare type explicitly).
  - Example:
  - `x = 10    # integer`
  - `name = "Sam" # string`
  - `pi = 3.14   # float`
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## 3. Keywords

- Keywords are **reserved words** in Python.
  - Examples: `if`, `else`, `while`, `for`, `def`, `class`, `try`, `except`, `import`, `return`, `with`.
  - Python 3.x has around **35 keywords**.
  - Example:
  - `if True:`
  - `print("Hello")`
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## 4. Data Types and Identifiers

- **Identifiers:** Names given to variables, functions, classes, etc. Must follow rules:
  - Start with a letter or underscore.

- Cannot use keywords.
  - Case-sensitive.
  - **Basic Data Types:**
    - int → integers
    - float → decimals
    - str → strings
    - bool → True/False
    - complex → complex numbers (e.g., 3+4j)
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## 5. Data Structures in Python

- **List** → ordered, mutable, allows duplicates
  - `lst = [1, 2, 3, "Python"]`
  - **Tuple** → ordered, immutable
  - `tup = (10, 20, 30)`
  - **Set** → unordered, unique values
  - `st = {1, 2, 3, 3} # {1, 2, 3}`
  - **Dictionary** → key-value pairs
  - `d = {"name": "Sam", "age": 20}`
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## 6. Operators in Python

- **Arithmetic:** +, -, \*, /, %, //, \*\*
  - **Comparison:** ==, !=, <, >, <=, >=
  - **Logical:** and, or, not
  - **Assignment:** =, +=, -=, etc.
  - **Bitwise:** &, |, ^, <<, >>
  - **Membership:** in, not in
  - **Identity:** is, is not
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## 7. Control Flow Statements

- **Conditional:**
    - `if x > 0:`
      - `print("Positive")`
    - `elif x == 0:`
      - `print("Zero")`
    - `else:`
      - `print("Negative")`
  - **Loops:**
    - `for` loop (iterates over sequence)
    - `while` loop (runs until condition false)
  - **Loop control:** `break`, `continue`, `pass`
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## 8. Input and Output

- **Input:**
    - `name = input("Enter your name: ")`
  - **Output:**
    - `print("Hello", name)`
    - `print(f"Welcome {name}")` # f-string formatting
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## 9. Functions

- Defined using `def` keyword.
  - Can take arguments and return values.
  - `def add(a, b):`
    - `return a + b`
  - `print(add(5, 3))`
  - Supports default, keyword, and variable-length arguments.
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## 10. Object-Oriented Programming (OOP) in Python

- Supports **classes and objects**.
  - Key concepts:
    - **Class**: Blueprint for objects.
    - **Object**: Instance of class.
    - **Inheritance**: Reuse properties.
    - **Polymorphism**: Same method, different behavior.
    - **Encapsulation**: Hiding internal details.
  - Example:
  - class Car:
  - def \_\_init\_\_(self, brand, model):
  - self.brand = brand
  - self.model = model
  - def display(self):
  - print(self.brand, self.model)
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  - c = Car("Tesla", "Model S")
  - c.display()
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## 11. Exception Handling

- Used to handle runtime errors.
- Keywords: try, except, finally, raise.
- Example:
- try:
- x = 10 / 0
- except ZeroDivisionError:
- print("Division by zero not allowed")
- finally:

- `print("Execution completed")`
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## 12. Python Comprehensions

- Shorter syntax for creating sequences.
  - **List comprehension:**
  - `squares = [x**2 for x in range(5)]`
  - **Set comprehension:**
  - `s = {x for x in range(5)}`
  - **Dictionary comprehension:**
  - `d = {x: x**2 for x in range(5)}`
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## 13. Decorators

- Special functions that modify other functions or methods.
  - Commonly used in **logging, authentication, performance measurement**.
  - Example:
  - `def decorator(func):`
  - `def wrapper():`
  - `print("Before function")`
  - `func()`
  - `print("After function")`
  - `return wrapper`
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  - `@decorator`
  - `def greet():`
  - `print("Hello")`
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  - `greet()`
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## 14. Functional Programming Tools

- **Lambda functions:** Anonymous one-liner functions.
- `square = lambda x: x**2`
- `print(square(5))`
- **map():** Apply function to iterable.
- `nums = [1, 2, 3]`
- `result = list(map(lambda x: x*2, nums))`
- **filter():** Filter elements based on condition.
- `evens = list(filter(lambda x: x%2==0, nums))`
- **reduce()** (from `functools`): Apply function cumulatively.
- `from functools import reduce`

`total = reduce(lambda a,b: a+b, nums)`