



Fresher Academy

Python for Data Science 1



Python for Data Science 1

Basic Syntax

Basic Syntax

Programming Modes

- Interactive Mode Programming

```
$ python3 Python 3.7.0 (#1, Nov 01 2018, 13:34:43) [GCC 4.1.2 20080704  
(Red Hat 4.1.2-48)] on linux2 Type "help", "copyright", "credits" or  
"license" for more information. >>>
```

- Script Mode Programming

```
$ python helloworld.py
```

Basic Syntax

Line and Indentation

- No braces for blocks of code
- Line indentation indicate blocks of code
- Same number of spaces for each line in a block of code
- The number of spaces in the indentation is flexible

```
if True:
    print("True")
else:
    print("False")
```

Basic Syntax

Identifiers

- Starts with a letter A to Z or a to z or an underscore (_)
- Could have any letters, underscores and digits (0 to 9)
- Case sensitive programming language

```
userHistoryDays = 3  
_completed3 = True  
_Nov2018 = "Training Data"
```

Basic Syntax

Reserved Words

<code>and</code>	<code>exec</code>	<code>not</code>
<code>assert</code>	<code>finally</code>	<code>or</code>
<code>break</code>	<code>for</code>	<code>pass</code>
<code>class</code>	<code>from</code>	<code>print</code>
<code>continue</code>	<code>global</code>	<code>raise</code>
<code>def</code>	<code>if</code>	<code>return</code>
<code>del</code>	<code>import</code>	<code>try</code>
<code>elif</code>	<code>in</code>	<code>while</code>
<code>else</code>	<code>is</code>	<code>with</code>
<code>except</code>	<code>lambda</code>	<code>yield</code>

Basic Syntax

Quotations

- Single ('), double (") and triple (''' or """) quotes to denote string literals
- The triple quotes for multiple line strings

```
language = 'Python'  
schoolName = "Fresher Academy"  
paragraph = """The training duration is more than 10 weeks.  
               It will prepare all basic knowledge."""
```


Basic Syntax

Comments

- A hash sign (#) starts a comment

```
# The first program  
print("Hello, Python!") # The first statement
```



Python for Data Science 1

Variables

Variables

Declaration and Assignment

- Variables are reserved memory locations to store values.
- Python variables do not need explicit declaration to reserve memory space.
- The declaration is automatically when you assign a value to a variable by using the equal sign (=)

```
counter = 100          # An integer assignment
miles   = 1125.0       # A floating point
name    = "Hans"       # A string
```

Variables

Declaration and Assignment

- Could assign a single value to several variables simultaneously
- Could assign multiple objects to multiple variables.

```
i = j = k = 1  
age, registered, name = 1, False, "Fresher Academy"
```

Variables

Standard Data Types

- Numbers
- String
- List
- Tuple
- Dictionary

```
year = 2018
school = "Fresher Academy"
languageList = ['Java', 'Python']
weekDays = ('Monday', 'Tuesday')
tinydict = {'name': 'AI', 'code': 2018, 'dept': 'FA'}
```

Variables

Data Type Convention

- `int(x [,base])`: Converts x to an integer. Base specifies the base if x is a string.
- `long(x [,base])`: Converts x to a long integer. Base specifies the base if x is a string.
- `float(x)`: Converts x to a floating-point number.
- `complex(real [,imag])`: Creates a complex number.
- `str(x)`: Converts object x to a string representation.
- `tuple(s)`: Converts s to a tuple.
- `list(s)`: Converts s to a list.
- `set(s)`: Converts s to a set.
- `dict(d)`: Creates a dictionary. d must be a sequence of (key,value) tuples.



Python for Data Science 1

Operators

Operators

Arithmetic Operators

Operator	Example
+ Addition	$10 + 20 = 30$
- Subtraction	$10 - 20 = -10$
* Multiplication	$10 * 20 = 200$
/ Division	$20 / 10 = 2$
% Modulus	$20 \% 10 = 0$
** Exponent	$10^{**}20 = 10 \text{ to the power } 20$
// Floor Division	$9//2 = 4, 9.0//2.0 = 4.0, -11//3 = -4, -11.0//3 = -4.0$

Operators

Comparison (Relational) Operators

Operator	Example
<code>==</code>	<code>(10 == 20)</code> is not true.
<code>!=</code>	<code>(10 != 20)</code> is true.
<code><></code>	<code>(10 <> 20)</code> is true. (similar to <code>!=</code> operator.)
<code>></code>	<code>(10 > 20)</code> is not true.
<code><</code>	<code>(10 < 20)</code> is true.
<code>>=</code>	<code>(10 >= 20)</code> is not true.
<code><=</code>	<code>(10 <= 20)</code> is true.

Operators

Assignment Operators

Operator	Example
<code>=</code>	<code>c = a + b</code>
<code>+=</code>	<code>c += a</code> is equivalent to <code>c = c + a</code>
<code>-=</code>	<code>c -= a</code> is equivalent to <code>c = c - a</code>
<code>*=</code>	<code>c *= a</code> is equivalent to <code>c = c * a</code>
<code>/=</code>	<code>c /= a</code> is equivalent to <code>c = c / a</code>
<code>%=</code>	<code>c %= a</code> is equivalent to <code>c = c % a</code>
<code>**=</code>	<code>c **= a</code> is equivalent to <code>c = c ** a</code>
<code>//=</code>	<code>c //= a</code> is equivalent to <code>c = c // a</code>

Operators

Logical Operators

Operator	Example
and Logical AND	(a and b) is true if both a and b are true Other cases are false
or Logical OR	(a or b) is false if both a and b are false Other cases are true
not Logical NOT	not(a) is false if a is true not(a) is true if a is false

Operators

Bitwise Operators

a = 60; and b = 13:

a = 0011 1100

b = 0000 1101

a&b = 0000 1100

a|b = 0011 1101

a^b = 0011 0001

~a = 1100 0011

Operators

Bitwise (Binary) Operators

Operator	Example
<code>& Binary AND</code>	<code>(a & b)</code> (means 0000 1100)
<code> Binary OR</code>	<code>(a b) = 61</code> (means 0011 1101)
<code>^ Binary XOR</code>	<code>(a ^ b) = 49</code> (means 0011 0001)
<code>~ Binary Ones Complement</code>	<code>(~a) = -61</code> (means 1100 0011)
<code><< Binary Left Shift</code>	<code>a << 2 = 240</code> (means 1111 0000)
<code>>> Binary Right Shift</code>	<code>a >> 2 = 15</code> (means 0000 1111)

Operators

Membership Operators

Operator	Example
<code>in</code>	<code>x in y</code> : true if x is a member of sequence y.
<code>not in</code>	<code>x not in y</code> : true if x is not a member of sequence y.

Operators

Identity Operators

Operator	Example
<code>is</code>	<code>x is y: true if id(x) equals id(y).</code>
<code>is not</code>	<code>x is not y: true if id(x) is not equal to id(y).</code>



Python for Data Science 1

Decision Making

Decision Making

if statements

if expression:
 statement(s)

```
year = 2018  
if year == 2018:  
    print("Start the AI Fresher")
```

Decision Making

if...elif...else

if expression1:

 statement(s)

elif expression2:

 statement(s)

else:

 statement(s)

```
year = 2018
if year == 2018:
    print("Started the AI Fresher")
elif year == 2017:
    print("Founded Fresher Academy")
else:
    print("NA")
```



Python for Data Science 1

Loops

Loops

for

for iterating_var in sequence:
 statements(s)

```
for letter in 'Python':  
    print('Current Letter :', letter)
```

```
fruits = ['banana', 'apple', 'mango']  
for index in range(len(fruits)):  
    print('Current fruit :', fruits[index])
```

Loops

while

while expression:
 statement(s)

```
count = 0
while (count < 9):
    print('The count is:', count)
    count = count + 1
```

Loops

break statement

- The **break** statement terminates the current loop

```
for letter in 'Python':  
    if letter == 'h':  
        break  
    print('Current Letter :', letter)
```

Loops

continue statement

- The `continue` statement stops the current loop and starts next loops.

```
for letter in 'Python':  
    if letter == 'h':  
        continue  
    print('Current Letter :', letter)
```



Python for Data Science 1

Numbers

Numbers

Numerical types

- `int` (signed integers)
- `long` (long integers)
- `float` (floating point real values)
- `complex` (complex numbers with the form $a + bJ$)

They are `immutable` data types

Numbers

Number Type Conversion

- `int(x)` to convert x to a plain integer.
- `long(x)` to convert x to a long integer.
- `float(x)` to convert x to a floating-point number.
- `complex(x)` to convert x to a complex number with real part x and imaginary part zero.
- `complex(x, y)` to convert x and y to a complex number with real part x and imaginary part y. x and y are numeric expressions.

Numbers

Mathematical Functions

- **abs**(x): The absolute value of x
- **ceil**(x): The ceiling of x
- **exp**(x): The exponential of x
- **floor**(x): The floor of x (the largest integer not greater than x)
- **log**(x): The natural logarithm of x, for $x > 0$
- **log10**(x): The base-10 logarithm of x for $x > 0$.
- **max**(x1, x2,...): The largest of its arguments
- **min**(x1, x2,...): The smallest of its arguments
- **pow**(x, y): The value of $x^{**}y$.
- **round**(x [,n]): x rounded to n digits from the decimal point.
- **sqrt**(x): The square root of x for $x > 0$

Numbers

Random numbers

- **choice**(seq) A random item from a list, tuple, or string.
- **randrange** ([start,] stop [,step]) A randomly selected element from range(start, stop, step)
- **random**() A random float r, such that 0 is less than or equal to r and r is less than 1
- **seed**([x]) Sets the integer starting value used in generating random numbers.
- **shuffle**(lst) Randomizes the items of a list in place.
- **uniform**(x, y) A random float r, such that x is less than or equal to r and r is less than y



Python for Data Science 1

Strings

Strings

Quotes

- String is the most popular data type in Python.
- Single quotes are the same as double quotes.

```
language = 'Python'  
schoolName = "Fresher Academy"  
paragraph = """The training duration is more than 10 weeks.  
                It will prepare all basic knowledge."""
```

Strings

Escape Characters

Backslash notation	Description
<code>\b</code>	Backspace
<code>\e</code>	Escape
<code>\n</code>	Newline
<code>\r</code>	Carriage return
<code>\s</code>	Space
<code>\t</code>	Tab

Strings

String Special Operators

```
a = "Hello"  
b = "Python"
```

Operator	Example
+	a + b will give HelloPython
*	a*2 will give -HelloHello
[]	a[1] will give e
[:]	a[1:4] will give ell
in	H in a will give 1
not in	M not in a will give 1

Strings

String Formatting Operator (%)

Format Symbol	Conversion
<code>%c</code>	character
<code>%s</code>	string conversion via <code>str()</code> prior to formatting
<code>%i</code>	signed decimal integer
<code>%d</code>	signed decimal integer
<code>%u</code>	unsigned decimal integer
<code>%o</code>	octal integer
<code>%x</code>	hexadecimal integer (lowercase letters)
<code>%X</code>	hexadecimal integer (UPPERcase letters)
<code>%e</code>	exponential notation (with lowercase 'e')
<code>%E</code>	exponential notation (with UPPERcase 'E')
<code>%f</code>	floating point real number
<code>%g</code>	the shorter of <code>%f</code> and <code>%e</code>
<code>%G</code>	the shorter of <code>%f</code> and <code>%E</code>

Strings

Built-in String Methods

- `capitalize()`
- `find(str, beg=0, end=len(string))`
- `index(str, beg=0, end=len(string))`
- `isnumeric()`
- `join(seq)`
- `len(string)`
- `lower()`
- `max(str)`
- `min(str)`
- `replace(old, new [, max])`
- `rfind(str, beg=0, end=len(string))`
- `rindex(str, beg=0, end=len(string))`
- `split(str=" ", num=string.count(str))`
- `startswith(str, beg=0, end=len(string))`
- `title()`
- `upper()`



Fresher Academy



Happy Analyzing!