# **SHU CS CUBE Python Workshop 1.0**

## Let's Print Hello World

- 1. Single Quotation
- 2. Double Quotation

With Double Quotation Marks

```
In [ ]:
```

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

Hello World

Using single quotation marks

```
In [ ]:
```

```
print ('Hello World')
```

Hello World

#### **Comments**

- 1. Single Line #
- 2. Multiline """ """

Single line comment

```
In [ ]:
```

```
#Hey, this is a comment
print ("I just added a comment")
```

I just added a comment

Multi-line comment

```
In [ ]:
```

```
This is comment
This is a multi line commment
"""
print ("I just added multi line comment")
```

I just added multi line comment

## **Variables**

- 1. Varibale assignment
- 2. Valid variable names
- 3. Single quotation and double quotation strings
- 4. Case sensitive
- 5. Assigning Values
  - One Value to multiple variables
  - Multiple Values to multiple variable

```
In [ ]:
name= "Uzma"
print (name)
name= 23
print (name)
Uzma
In [ ]:
x=y=z = "CS Cube"
print (x,y,z)
CS Cube CS Cube CS Cube
In [ ]:
x, y, z= "SHU", "CS Cube", "Workshop1"
print( x, "'s",y,"has organized", z)
SHU 's CS Cube has organized Workshop1
Casting- specifying datatype
In [ ]:
x = str(3) #'3'
y = int(3) #3
z= float(3) #3.0
print (x," ",y," ",z)
3 3 3.0
In [ ]:
x = int(1) # x will be 1
y = int(2.3) # y will be 2.3
z = int("90") # z will be 90
print(x,y,z)
1 2 90
In [ ]:
z = float("3")  # z will be 3.0
w = float("4.2") # w will be 4.2
print (z,w)
3.0 4.2
In [ ]:
var1 = str("SHU") # var1 will be 'SHU'
var2 = str(25)  # var2 will be '25'
var3 = str(3.0)  # var3 will be '3.0'
print (var1,var2,var3)
SHU 25 3.0
Type() function
In [ ]:
x="Uzma"
y=18
print(type(x))
print(type(y))
<class 'str'>
<class 'int'>
```

### **Unpacking- Extracting Values from list or tuples into variables**

```
In []:

Names= ["SHU", "CS Cube", "Workshop1"]
x,y,z = Names
print(x,y,z)
```

SHU CS Cube Workshop1

### **Print Statement**

- 1. Separated with Comma
- 2. using + operator
- 3. Mathematical Operation inside print()

```
In [ ]:
```

```
var1= "CS"
var2= "Cube"
var3= "Python"
var4= "Workshop"
num1= 1
num2= 2
print(var1,var2)
print(var3+var4)
print(var4,var5)
print(num1+num2)
print(num1-num2)
# You can't use + between a string and an integer type variable, you have to use comma
```

### Local and Global Variables & the global keyword

```
In [ ]:
```

```
x= "Outside the function"
def func():
    x= "Inside the function" #Local Scope
    print(x)

func()
print(x)
```

Inside the function Outside the function

```
In [ ]:
```

```
y="Outside the function"
def func():
    global y
    y= "Inside the function" #global Scope
    print(y)

func()
print(y)
```

Inside the function Inside the function

# Taking Input using input()

- 1. String type
- 2. Numeric type

```
In [ ]:
```

```
user_input = input("Enter something: ")
print("You entered:", user_input)
```

Enter something: Uzma You entered: Uzma

```
In [ ]:
num_str = input("Enter a number: ")
num = int(num_str) # Convert the input to an integer
result = num * 2
print("The result of doubling the number is:", result)
Enter a number: 2
The result of doubling the number is: 4
Strings
1. Multiline string
2. len()
3. str.upper() and str.lower()
4. str.strip()
5. str.find(substring)
6. str.replace(old, new)
7. str.startswith(prefix) and str.endswith(suffix)
8. str.isdigit() and str.isalpha()
9. Slicing
     · Slice From the Start
     • Slice To the End
     · Negative Indexing
In [ ]:
# You can also use multiline strings within your code.
message = """
This is a multiline string assigned to a variable.
It can be useful for creating formatted text.
print(message)
a = '''Lorem ipsum dolor sit amet,
consectetur adipiscing elit,
sed do eiusmod tempor incididunt
ut labore et dolore magna aliqua.'''
print(a)
This is a multiline string assigned to a variable.
It can be useful for creating formatted text.
Lorem ipsum dolor sit amet,
consectetur adipiscing elit,
sed do eiusmod tempor incididunt
ut labore et dolore magna aliqua.
In [ ]:
text = "Hello, World!"
length = len(text)
print("Length of the string:", length)
In [ ]:
text = "Hello, World!"
upper case = text.upper()
lower_case = text.lower()
print(upper_case)
print(lower_case)
In [ ]:
```

text = "

print(stripped text)

Hello, World! stripped text = text.strip()

```
In [ ]:
text = "Hello, World!"
index = text.find("World") #returns index 7
index2= text.find("Bye") #when it doesn't find, then returns -1
print(index,index2)
7 -1
In [ ]:
text = "Hello, World!"
starts_with_hello = text.startswith("Hello") # returns True or False
ends with exclamation = text.endswith("!")
print(starts_with_hello, ends_with_exclamation)
True True
In [ ]:
number = "12345"
is_digit = number.isdigit() #returns boolean value
word = "Python"
is_alpha = word.isalpha() #returns boolean value
print (is_digit,is_alpha)
True True
In [ ]:
b = "Hello, World!"
print(b[2:5])
llo
In [ ]:
b = "Hello, World!"
print(b[:5])
Hello
In [ ]:
b = "Hello, World!"
print(b[2:])
llo, World!
In [ ]:
b = "Hello, World!"
print(b[-5:-2])
orl
Formatting Strings
In [ ]:
name = "Charlie"
age = 40
formatted_string = "Hello, {}! You are {} years old.".format(name, age)
print(formatted_string)
Hello, Charlie! You are 40 years old.
In [ ]:
name = "Charlie"
age = 40
```

formatted\_string = "Hello, {0}! You are {1} years old.".format(name, age)

print(formatted\_string)

Hello, Charlie! You are 40 years old.

```
In [ ]:
name = "Charlie"
age = 40
formatted_string = "Hello, {namex}! You are {agex} years old.".format(namex=name, agex=age)
print(formatted_string)
Hello, Charlie! You are 40 years old.
If-Else
In [ ]:
a = 10
b = 20
if b > a:
 print("b is greater than a")
b is greater than a
In [ ]:
a = 33
b = 33
if b > a:
  print("b is greater than a")
elif a == b:
 print("a and b are equal")
a and b are equal
In [ ]:
a = 200
b = 33
if b > a:
  print("b is greater than a")
elif a == b:
 print("a and b are equal")
else:
 print("a is greater than b")
a is greater than b
Shorthand If-Else
In [ ]:
a = 2
b = 330
print("A") if a > b else print("B")
В
In [ ]:
x = 41
if x > 10:
  print("Above ten,")
  if x > 20:
    print("and also above 20!")
  else:
   print("but not above 20.")
Above ten,
and also above 20!
In [ ]:
a = 33
b = 200
```

# **While Loops**

if b > a:
 pass

```
In [ ]:
i = 1
while i < 6:
 print(i)
 i += 1
3
4
5
In [ ]:
i = 1
while i < 6:
 print(i)
 if i == 3:
   break
 i += 1
1
2
3
In [ ]:
i = 0
while i < 6:
 i += 1
 if i == 3:
   continue
 print(i)
# Note that number 3 is missing in the result
1
2
4
5
For Loops
In [ ]:
fruits = ["apple", "banana", "cherry"]
for x in fruits:
 print(x)
if x == "banana":
   break
apple
banana
In [ ]:
fruits = ["apple", "banana", "cherry"]
for x in fruits:
 if x == "banana":
    continue
  print(x)
apple
cherry
In [ ]:
for x in range(6):
 print(x)
0
```

```
In [ ]:
for x in range(2, 6):
  print(x)
4
5
In [ ]:
for x in range(2, 30, 3):
 print(x)
2
5
8
11
14
17
20
23
26
29
In [ ]:
for x in range(6):
  print(x)
else:
  print("Finally finished!")
1
2
Finally finished!
adj = ["red", "big", "tasty"]
fruits = ["apple", "banana", "cherry"]
for x in adj:
  for y in fruits:
    print(x, y)
red apple
red banana
red cherry
big apple
big banana
big cherry
tasty apple
tasty banana
tasty cherry
```

# Let's check if a string contains any vowel

```
In [ ]:
input_string = "hello, world"
vowel_count = 0

# Use a loop to count the vowels
for char in input_string:
    if char.lower() in "aeiou":
        vowel_count += 1

print("Input string:", input_string)
print("Vowel count:", vowel_count)
```

Input string: hello, world
Vowel count: 3

```
In []:
for i in range(1, 6):
    print('*' * i)

*
**
**
***
```

## List

Ordered collection of mutable elements.

```
In []:

a = []
a.append("a")
a.append("b")
a.append("c")
a.insert(1, 6)
a.remove('c')
a
```

### **Function**

A reusable block of code that performs a specific task.

```
In [ ]:

def sum(a,b):
    return a+b

print(sum(1,2))
```

# **Classes and Objects**

#### Classes:

- Blueprint or template.
- Define the structure and behavior of objects.
- Act as a template for creating multiple objects.
- Contain attributes and methods.

#### **Objects:**

- Specific instances created from a class.
- Have unique attributes and behaviors.
- Represent real-world entities or data.
- Can be created using the class as a template.

#### In [ ]:

```
class Person:
    def __init__(self, name,sem):
        self.name = name
        self.semester = sem

def introduce(self):
    return f"My name is {self.name} and I am from {self.semester} semester"

obj1 = Person("Fatima", 7)
obj1.introduce()
```

## **TO-DO List**

#### In [6]:

```
class Todo:
 def __init__(self):
   self.tasks = []
  def add_task(self,data):
   self. tasks.append(data)
    print (data, "successfully added")
  def remove task(self,data):
   self.tasks.remove(data)
   print (data, "successfully removed")
  def print_list(self):
    for task in self.tasks:
      print(task)
fatima = Todo()
fatima.add_task("abc")
fatima.add_task("def")
fatima.remove_task("abc")
# fatima.print_list()
uzma = Todo()
uzma.add_task(123)
uzma.print_list()
```

abc successfully added def successfully added abc successfully removed 123 successfully added 123