

Strings

- + operator for concatenation
- * operator for repetition.
- Replacing a string with another string
s.replace(old string, new string)
- Joining of strings:
 $s = \text{separator.join(group of strings)}$

List

- Split function divides the string into list
- append() → to add item at the end
- To insert item at a specified position:-
n.insert(1, 888).
(Inserting 888 at the 1st index.)
- Extend: To add all items of one list to another list. l1.extend(l2)
- Remove() function:- To remove specified item from the list. If item present multiple times then only first occurrence removed.
n.remove(10).
- Pop() function:- It removes and returns the last element of the list.
- n.pop() - To remove and return last element of the list.
- n.pop(index) - To remove at specified index.

List Comprehension:

list = [expression for item in list if condition]

Tuple:

- Tuple comprehension is not supported in python.
- Parenthesis are optional for tuple.
 $t = (10, 20, 30, 40)$
 $t = 10, 20, 30, 40$
- adding value to a tuple a.
 $a + (4,)$

Sets:

- add(x) → adds item to a set.
- update(x,y,z) → to add multiple items to the set where x,y,z are not individual items but iterable objects like lists, range etc.
- pop() :- removes and returns some random element from the set.
- remove:- It removes specified elements from the set
- discard:- same like remove but we won't get error if element is not present in the set.
- clear() :- To remove all the elements from the set.

• `Union()` :- To return all elements present in both the sets.

• `intersection()` :- Returns common elements present in both x and y .

• `difference()` :- Returns the elements $(x-y)$ present in x but not in y . and not present in y .

• `Symmetric_difference()` or $x \Delta y$:- Returns elements present in either x or y but not in both. (uncommon elements)

• Set comprehension is possible

Dictionary :-

• `get()` :- To get the value associated with the key.

• `pop()` :- It removes the entry associated with the specified key and returns the corresponding values. $d.pop(key)$

• `popitem()` :- It removes an arbitrary item (key-value) from the dictionary and returns it. $d.popitem()$

• `keys()`, `values()`, `items()`

• `setdefault()` :-

If the key is already available then this function returns the corresponding value. If the key is not available then the specified

d. set default (k, v)

e. `update(x)`

All items present in the dictionary x will be added to dictionary d .

• Dictionary Comprehensions are available.

Property	list	tuple	set	Dictionary	strings
Inversion Order	✓		✗	✗	
Unique Values	✓		✗	✗	
Heterogeneous Values				✓	✓ (mixture of values)
immutable	Mutable	Immutable	Mutable	Mutable	Immutable
String and String	✓	✓	✗	✗	✓

NPV Important Syntaxes :-

- np.array(list) :- To create a numpy array from any list.
- array.shape gives the number of rows and columns.
- array.size gives the number of elements present inside.
- list(range(10)) gives numbers from 0 to 9.
- array.itemsize prints memory occupied by each element.
- array.dtype gives us the data type.
- np.eye(m, n) is used when rows \neq columns in matrix.
- array.round(4) means rounding 4 places after decimal point.
- np.arange(21) gives values from 0 to 20.
- @ or dot() used to perform matrix multiplication.
- sum() returns the addition of all the elements.
- power() function raises the value. (2 parameters taken)
- pd.show_version() shows the version of the library.
- With index, we can set the indexes.
- With columns we can set the columns.
- rename function can be used to rename something.
- iLoc is position based indexing.
- Loc is name based indexing.
- np.linspace() gives the equal number of intervals.
- seed() helps us to standardize the values.
- np.remainder(n, 8) gives the remainder when divide by 8.

- np.identity() gives the identity matrix.
- np.array(M). T is used to transpose the matrix.
- Random Module in Python
- np.random() → generates a random float number between 0.0 to 1.0.
- np.randint() → generates a random integer between the specified integers. It takes two arguments.

For example: np.randint(5, 10), the output can be 5(2) 6(2) 7(2) 8(2) 9(2)/10

- np.randrange() → Returns a randomly selected element from the range created by the start, stop and step arguments.
- np.choice() → Returns a randomly selected element from a non empty sequence.
- np.shuffle() → This function randomly reorders the elements in list.

Numpy random module :-

- np.random.random() → returns random num from uniform dist over the half open interval [0.0, 1.0)
- np.random.rand() → we can give any required shape inside. It creates an array of the given shape and populates it with random variables derived from a uniform distribution b/w (0,1)
- np.random.rand(3, 3, 2) means generate 3 arrays with the shape of each array as (3,2).
- np.random.randn() returns the values from the standard normal distribution with mean 0 and standard deviation 1.

- np.random.randint(5, 20) # Returns one random number between the values 5 and 19 (20 is excluded). (5)
 - np.random.randint(20, 50, 5) # Returns 5 random integers b/w 20 and 49 (50 is excluded).
-

• np.arange(10, 20, 2)
output:- array [[10, 12, 14, 16, 18]]

• np.linspace(0, 50, 20) gives 20 intervals starting from 0 and ending with 50 (included).

• import keyword
keyword.kwlist → 33 reserved keywords.

• eval() means evaluate
 $x = eval("10 + 20 + 30")$
print(x)

→ 60
• argv is available in sys module.

• Python has 7 types of operators:-

- Arithmetic Operators
- Relational Operators.
- Assignment Operators.
- Logical Operators.
- Membership Operators
- Identity Operators
- Bitwise Operators

- `print()` → to print
- `type()` → to know the data types
- In Python everything is an object.
- `a=10` means `a` is the reference variable pointing to the object 10
- `id(a)` means to find address of object `a`.

• Decimal form (Base 10)
 Binary form
 Octal form
 Hexa decimal form

} ways we can represent int datatype

Decimal (Base 10)
allowed values :- 0 to 9.

Binary (Base 2)
allowed values :- 0 and 1

Octal (Base 8)
allowed values :- 0 to 7.

Hexa decimal (Base 16)
allowed values :- 0 to 9
a to f (or) A to F

If any value starts with 0b (or) OB, then it is considered as a binary number.

(zero b (or) zero B)

$$\begin{array}{l} a = 000101 \\ \text{output: } 65 \\ \hline \end{array}$$

$$\begin{array}{l} \text{oct (65)} \\ = '00101' \\ \hline \end{array}$$

$$\begin{array}{l} 0 \text{ followed by small or capital O} \\ a = 00777 \\ \text{output: } 63 \\ \hline \end{array}$$

$$\begin{array}{l} a = 0b0011 \\ \text{output: } 3 \\ \hline \end{array}$$

$$\begin{array}{l} \text{bin (3)} \\ = '0b11' \\ \hline \end{array}$$

$$\begin{array}{l} 0x \text{ or } 0X \\ (\text{zero with small x or X}) \\ a = 0xFace \\ \rightarrow 64206 \\ \hline a = 0xBEEf \\ \rightarrow 48819 \end{array}$$

Session 8 :-

Bytes type :-

Represents a group of byte numbers.

$$x = [10, 20, 30, 40]$$

$$b = \text{bytes}(x)$$

type(b)

\rightarrow bytes

$$b[0] \rightarrow 10$$

$$b[1] \rightarrow 20$$

$$b[-1] \rightarrow 40$$

- In the bytes data type every value should be in the range 0 to 256 only.

$$x = [10, 20, 256, 258]$$

\rightarrow Error

- Once the list is converted into bytes, then it is immutable.

$b[0] = 120$ (bytes doesn't support item assignment)
 \rightarrow error

- Bytes data type is immutable.

Byte array :-

Bytes and bytesarray are same.

But, Byte array is mutable.

In python None can be added (appended) into the list.

Session 9 :-

- range datatype represents a sequence of values.

range(end)

\rightarrow values from 0 to (end-1).

Range is immutable

$r = \text{range}(10)$

type(r)

r

$\rightarrow \text{range}(0, 10)$

for i in r: print(i)

\rightarrow
0
1
2
3
4
5

(slicing and indexing are for
ordered sequence)

frozenset :-

$s = \{10, 20, 30, 40\}$

$fs = \text{frozenset}(s)$

`type(fs)`

$\rightarrow <\text{class } \text{'frozenset'}>$

`fs`

$\text{frozenset}(\{40, \cancel{10}, 20, 30\})$

`fs.add(50)`

$\rightarrow (\text{error})$ we cannot make changes in the frozenset.

• {} is treated as an empty dictionary.

• set() is treated as an empty set.

• duplicate keys not allowed in dictionary.

Session 10

Range data type is always immutable.

`def f1():`

$\rightarrow (\text{error})$

using pass function

`def f1():`

`pass`

$\rightarrow (\text{not an error})$

another example :-

if amount > 10000:
do some action

else:

`pass`

Escape characters in, it

Example:-

$s = \text{"durga}\backslash n\text{ software"}$

$\Rightarrow \text{durga}$
 software

$s = \text{"durga}\backslash t\text{ software"}$

$\Rightarrow \text{durga software}$

Bitwise Operators

We can apply these operators bitwise.

• \wedge (AND)

• \vee (OR)

• $\wedge\wedge$ (XOR)

~ (Complement operator)

<< (left shift operator)

>> (right shift operator)

• $4 \wedge 5 \Rightarrow$ valid

• True \wedge True \Rightarrow Valid

• 10.5 & 2.6 \Rightarrow Invalid

• $4 \wedge 5 \Rightarrow 4$

Apply binary representation for 4 and 5,

$$4 \rightarrow 100$$

$$5 \rightarrow \underline{101}$$

100 \rightarrow Answer is 4

we can apply these operators for int type and boolean type.

$\wedge \Rightarrow$ If both bits are 1, then only 1 otherwise 0

$\vee \Rightarrow$ If atleast one bit is 1 then 1 otherwise 0.

$\wedge\wedge \Rightarrow$ If both are different then 1 otherwise 0.

~ \Rightarrow Bitwise complement operator

1 \Rightarrow 0 and 0 \Rightarrow 1

(one is replaced with 0 and 0 is replaced with 1)

• $4 \wedge 5 \Rightarrow 5$

$$4 \rightarrow 100$$

$$5 \rightarrow \underline{101}$$

101 \rightarrow Answer is 5

• $4^{\wedge} 5 \Rightarrow 1$

$$4 \rightarrow 100$$

$$5 \rightarrow \underline{101}$$

001 \rightarrow 1

• Bitwise complement operator (~):

$$\sim 4 \Rightarrow -5$$

Background Calculations:-

Assume 4 is going to be represented

$$\downarrow 000000000.....100 \quad -1$$

0 means +ve number and 1 means negative number

Positive numbers will be reflected directly into the memory, but negative numbers will be represented in 2's complement form.

Now lets apply negation of 4 (~ 4) to ①,

$$\sim 4 \Rightarrow \underline{11111111} \dots 011$$

most significant digit is 1 (-ve) value.

Remaining values will be represented in 2's complement form.

$$2^{\text{'s}} \text{ complement} = \textcircled{O} 1^{\text{'s}} \text{ complement} + 1$$

1^{'s} complement means 0 will be replaced with 1 and 1 is represented with 0.

class 14

Special operators:

- 1) Identity operators (is and is not)
- 2) Membership operators (in and not in)

id is a function (inbuilt)

list1 = [10, 20, 30]

list2 = [10, 20, 30]

print(id(list1))

print(id(list2))

print(list1 is list2) (reference comparison)

→ False

print(list1 == list2) { The '==' is comparing the content inside the object.

→ True

} Both the addresses are different. Physically, the object may have the same content. But there are two different reference variables. (Q)

Space is a character in python

Priority order:-

unary operators	$\sim n$
binary operators	$x+y$
ternary	3 arguments

General priority order irrespective of language.

Parathesis operators
Unary operators
Binary operators
Ternary operators
Assignment operators

Operator Precedence in Python:-

() → Parathesis

* ** → exponential

~, - → unary operator

*, /, %, //

+, -

<<, >>

&

^

|

>, >=, <, <=, ==, !=

Assignment operators

is, is not

- in, not in
- not
- and
- or

$a = 30$
 $b = 20$
 $c = 10$
 $d = 5$

print((a+b)*c/d)
→ 100.0

In python division operator is always used to generate float value only.

module → a group of functions.

library → a group of modules.

test.py → Q

To execute in command prompt.

Input and Output statements :- | Session 15
Because we require to read data from the keyboard and we require to print data to the console. This story is for Python 2

- Read data from the keyboard → Dynamic Data!

Two functions are available to read dynamic data.

→ raw_input ("Enter some number") → always is considered as str
input ("Enter some number") (required type casting)
→ not considered as str type.
(not required type casting)

- [int(x) for x in input ("Enter 2 numbers :").split ()] (space separation)
a,b =
→ We get the list of two int values.

The 'enter two numbers' part is considered as one string and split divides it.

-
- Read 2 float values from the keyboard which are specified with , separation and print sum.

input ("Enter 2 float values :")

Solution :-

a,b = [float(x) for x in input ("Enter 2 float values :").split (',')]
print ("The sum : ", a+b)

-
- eval(): means evaluate

x = eval ("10+20+30")
print (x)
→ 60

Eval is going to convert into internal data type automatically.

Command Line Arguments (The arguments which are passing from the command prompt)

- py test.py 10,20,30,40,50 → These values are considered as command line arguments.
CLAs

- argv (internally this value holds all the command line values).

- argv is an array (one option) ✗

- argv may be a list (second option) ✓

→ argv ⇒ list type. (argv is a list type)

```
from sys import argv  
print(type(argv))
```

argv is available in sys module

→ list

The arguments which are passing from command prompt, these arguments by default considered as command line arguments.

Example: In command prompt

ry	test.py	10	20	30
----	---------	----	----	----

There are four values

```
from sys import argv
```

```
print(argv)
```

```
→ ['test.py', '10', '20', '30']
```

Section 16

len function: To find the number of elements.

read a group of int values from the keyboard as cmd line arguments and print sum.

```
from sys import argv
```

```
args = argv[1:]
```

```
sum = 0
```

```
for x in args:
```

```
    n = int(x)
```

```
    sum = sum + n
```

```
print("The sum: ", sum)
```

(usually space is the separator in CLA)

(enclose with double quotes if CLA ^{content} contains space)

(By default CLA datatype is string)

Class 32

Functions :-

- 1) Built-in Functions (pre-defined functions)
- 2) User Defined Functions

The benefits of functions is code reusability.

Class List

`def append():`

- `pop()` is a method but not a function.
- `append()` is available in class list.
- If any function defined inside a class, then they are called methods.

Parameters :- (Types of arguments)

- positional parameters
- keyword parameters
- default parameters
- var arg parameters (variable length arguments).

- we can pass parameters to the functions.

- ~~Positional arguments follows keyword arguments.~~

- we can take default arguments atleast (or) after the non-default arguments.

- After keyword arguments, we should not take positional arguments.

Variable length arguments :- (Var arg methods)

- WAP to print sum of given numbers.

```
def sum(*n)
    result = 0
    for n in n:
        result = result + n
    print("The Sum:", result)
```

n is stored as tuple.

- After variable length arguments, if we are taking any other arguments, we should provide as keyword arguments parameter.

def calc(a,b):

$\text{sum} = a+b$

$\text{sub} = a-b$

$\text{mul} = a*b$

$\text{div} = a/b$

return sum, sub,
mul, div

Example :-

```
def insert_employee(name, age, enyno, esal, eaddr):
    insert into employees table
    insert into payments table
    insert into projects table
for e in employees:
    insert employee (data)
```

Parameters in Python :-

- positional arguments
- key word arguments
- default arguments
- var arg (variable length arguments)

From this example a, b are positional arguments.

def calc(a, b) → positional arguments

calc (a = 100, b = 50) } keyword arguments

calc (b = 50, a = 100) }

Example :-

def calc(a, b):

calc (100, b = 50) ✓

calc (100, 100) ✗ → we shouldn't take positional argument after keyword argument.

calc (b = 50, 100) ✗ → we should take default arguments together.

The error is the value of a is repeated.

Example :-

def wish (name = "Guest", msg) : pass

This is error because we should take default arguments at last. (or) after the non-default argument.

This is Valid :- def wish (msg, name = "Guest") : pass

```
def wish():
    print("hello")
print(wish())
→ hello
None
```

Variable length arguments :-

Example :-

```
def sum(a,b):  
    print(a+b)
```

sum(10,20) will here alright.

afterwards, our requirement is,

sum(10,20,30)

sum(10,20,30,40)

we cannot use this, before previously created
argument function has two arguments.

For ~~increase~~ in the arguments, we must always
create new functions.

To solve this issue, we must go for vararg.

We can declare variable length argument in this way.

```
def sum(*n)
```

Here * means any number of arguments.

n means group of values

Now we can pass any number of \oplus arguments.

Here n is a tuple internally.

Example :-

→ var arg argument

```
def sum(*n):
```

result = 0

for n in n:

 result = result + n

```
print("The sum is", result)
```

Now we can use the above function to solve sum(10,20,30), sum(10,20) etc.

Example :-

```
def sum(name, *n):
```

This will work.

(above example)

Example :-

```
def sum(*n, name)
```

This is error.

But, if we take the keyword argument,

~~name = "Vishal"~~ → it will work.

```
sum(10,20, name = "Vishal")
```

Keyword variable length arguments:

Different types of keyword arguments with different names. If we want to display such different kind of keyword arg we go for this. (**kwargs)

Internally **kwargs is dictionary.

Example:-

```
def display (**kwargs):
    print ("Record Information : ")
    for k,v in kwargs.items():
        print (k, "----", v)
```

display (name = "Durga", marks = 100, age = 48, GF = "Sunny")

Example:-

```
def f(arg1, arg2, arg3 = 4, arg4 = 8):
    print (arg1, arg2, arg3, arg4)
```

In this example arg3=4 and arg4=8 are default arguments.

f(3,4)

It returns 3,4,4,8.

f(10,20,30,40)

It returns 10,20,30,40

f(25,50, arg4=100)

It returns 25,50,4,100

Local variable is declared inside a function whereas Global variable is declared outside a function.

$a=10 \rightarrow$ Global variable

def something():
 $a=15 \rightarrow$ Local Variable

print(a)

print(a)

f(arg4 = 2, arg1 = 3, arg2 = 4)

It returns 3,4,4,2

f() is invalid.

f(arg3 = 10, arg4 = 40, 20, 30)

gives error because after keyword argument, positional argument is taken

f(4,5, arg2 = 6)

It is error, because arg2 is repeating.

f(4,5, arg3 = 5, arg5 = 6)

This is error because of unexpected keyword argument arg5.

Class 33 :-

- Function is a group of statements.
- Module is a group of functions.
- Package is a group of modules.
- A group of packages is library.

Recursive Function :- A function that calls itself is called recursive function.

Advantages :- we can reduce length of the code and improves readability.
we can solve complex ~~functions~~ problems.

Example :-

Write a function to find the factorial using recursion.

```
def factorial(n):  
    if n == 0:  
        result = 1  
    else:  
        result = n * factorial(n-1)  
    return result
```

Anonymous Functions :- nameless functions are known as anonymous functions.

Used for instant use (only one time usage).

Let us consider a normal function:-

```
def square_it(n):  
    return n * n
```

But we want to write a concise code, we use lambda function.
 \rightarrow n is the input argument we are taking.

lambda n: n^*n
 \rightarrow we must return this value.

The meaning of the above statement is, if we provide n, then it is going to return n^*n .

```
s = lambda n: n * n  
print(s(4))
```

output is 16.

lambda is a keyword to return anonymous function.

In lambda, there is implicit return statement.

lambda input : expression

WAP to write lambda for square of given number.

$s = \lambda x : x * x$

To find the sum of two given numbers.

$s = \lambda a, b : a + b$

print ("sum of {} and {} is : {}".format(2, 4, s(2, 4)))

To find the biggest of two values.

$s = \lambda a, b : a \text{ if } a > b \text{ else } b ;$

The above expression is ternary operator.

print ("the biggest of {} and {} is : {}".format(10, 20, s(10, 20)))

We can pass a function as an argument to another function. We can use lambda function.

filter()

map()

reduce()

} These functions always expecting another function as argument.

filter() :-

This value is always considered true or false.
If false, the sequence is not executed.

Syntax :-

filter (function, sequence)

For every element in the sequence, function is applied.

$l = [0, 5, 10, 15, 20, 25, 30]$

filter (iseven, l)

l1 = list (filter (iseven, l))

print(l1)

def iseven(x):
 if x % 2 == 0:
 return True
 else:
 return False

Type of l1 is filter.

We use the lambda function for the above example.

(next page)

- $l = [0, 5, 10, 15, 20, 25, 30]$

$l_1 = \text{list}(\text{filter}(\lambda x : x \% 2 == 0, l))$
`print(l1)`

- If we need odd numbers then,

$l_2 = \text{list}(\text{filter}(\lambda x : x \% 2 != 0, l))$
`print(l2)`

- To filter a group of values based on some condition, we can go for filter method.

- map() method :-

For every value, to provide some equivalent value by applying some function, we use map() method.

`map(function, sequence)`

- For every element present in the given sequence, apply some functionality and generate new element with the required modification.

Example :-

```
def double(x):  
    return 2 * x
```

$l = [1, 2, 3, 4, 5]$

$l_1 = \text{list}(\text{map}(\text{double}, l))$
`print(l1)`

When, we use lambda function, we get:-

$l = [1, 2, 3, 4, 5]$

$l_1 = \text{list}(\text{map}(\lambda x : 2 * x, l))$
`print(l1)`

- We can apply map function on multiple sequences also. Both the sequences must contain same number of elements.

$l_1 = [1, 2, 3, 4]$

$l_2 = [10, 20, 30, 40]$

$l_3 = \text{list}(\text{map}(\lambda x, y : x * y, l_1, l_2))$
`print(l3)`

Nested Functions :- The functions declared inside another function.

```

def f1():
    def inner(a, b):
        print("The Sum:", a+b)
        print("The average:", (a+b)/2)
    inner(10, 20)
    inner(20, 30)

```

inner is defined inside f1() and also called inside f1.

Inner is repeatedly required in f1(). That is when nested functions is useful.

A function can return another function.

Example:

```

def outer():
    print("outer function started")
    def inner():
        print("inner function execution")
        print("outer function returning inner function")
    return inner

```

(If we use inner(), we get none output)

f1 = outer()

f1()

f1()

- Meaning of $f1 = \text{outer}()$ is we are calling outer function. Outer function will return inner function. That inner function we are going to assign with f1.
- Meaning of $f1 = \text{outer}$, for outer function we are giving another name.
 \Rightarrow function aliasing.

reduce()

reduce() function reduces sequence of elements into a single element by applying the specified function.

reduce(function, sequence)

reduce() function is present in functools module and we should import it.

Shallow Copy and Deep Copy :-

~~operator~~ =, copy(), deepcopy()

list1 = [1, 2, 3, 4]

list2 = list1

list2

output is [1, 2, 3, 4]

Now, we change a value in list2.

~~list1~~ list2[1] = 1000

list2

output is [1, 1000, 3, 4]

list1

output is [1, 1000, 3, 4]

Here, this is = (equals to) copy.

when we make changes in list2, they get reflected in list1.

Because,

Both list1 and list2 are pointing to the same memory location.

Shallow Copy

• list 1 = [1, 2, 3, 4]

list 2 = list 1.copy()

list 2

output is [1, 2, 3, 4]

Changing values in list 2.

list 2[1] = 1000

(list 2, list 1)

Output is ([1, 1000, 3, 4], [1, 2, 3, 4])

This is because, both have different memory locations.

~~Shallow Copy~~ ~~Shallow copy of nested list :-~~

~~Shallow Copy~~ ~~Shallow copy of nested list :-~~

list 1 = [[1, 2, 3, 4], [5, 6, 7, 8]]

list 2 = list 1.copy()

list 1[1][0] = 1000

Now, changes get reflected in both list 1 and list 2,

that is, [[1, 2, 3, 4], [1000, 6, 7, 8]]

This is known as ~~Shallow Copy~~. shallow copy of nested list.

Deep Copy :-

import copy

list 1 = [1, 2, 3, 4]

list 2 = copy.deepcopy(list 1)

list 2[1] = 100

list 2

[1, 100, 3, 4]

list 1

[1, 2, 3, 4]

When we have a ~~nest~~ simple list then this deep copy is same like shallow copy.

list 1 = [[1, 2, 3], [3, 4, 5], [5, 6, 7]]

list 2 = copy.deepcopy(list 1)

list 2[1][0] = 100

~~list 2~~

[[1, 2, 3], [100, 4, 5], [5, 6, 7]]

list 1

[[1, 2, 3], [3, 4, 5], [5, 6, 7]]