

CYS Programming with python

Session 1-2

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Setting up Environment

- Installing python.
- Installing IDE: PyCharm - VC code and python extensions.

VC code python extensions



Pylance

A performant, feature-rich language server
Microsoft



Python

Python language support with IntelliSense
Microsoft



Python Debugger

Python Debugger extension for Visual Studio
Microsoft



Python Environments

Provides a unified python environment
Microsoft



Python Indent

Correct Python indentation
Kevin Rose

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Variables

- A variable is a container for storing data value.

```
X=9    name="Tom"  grade=20.52
```

```
marks1, marks2, marks3 = 90, 75, 85
```

```
s1, s2, s3 = 90
```

- Variable Scope:
 - Local Variable: Defined inside a function.
 - Global Variable: Declared outside all functions and can be accessed anywhere.

Example

```
1     student_name= "Larrissa"
2
3     def total_marks():
4         marks1=90
5         marks2=50
6         total=marks1+marks2
7         print(student_name)
8         print(total)
9
10    print(marks1,marks2,total)
11
12
13
14
```

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Inputs and Outputs

- `input()` Function: Used to get user input (always returns a string).
- `print()` Function: Used to display output to the screen.
- E.g:
 - `name = input("Enter you name: ")`
 - `age = int(input("Enter your age: "))`
 - `print("My name is ", name)`
 - `print(f"My name is {name} and I am {age} years old.")`

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Escape characters

- Escape sequences start with backslash `\`.
- Common escapes: `\n` (newline), `\t` (tab), `\\` (backslash), `\'` `\"` (quotes)

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Statements

- Single-line Statement: `x = 10; y = 20; print(x + y)`
- Multi-line Statements: Use backslash `\` or parentheses `()`
`total = (10 + 20 +`
`30 + 40)`
- Types of Statements:
 - Assignment - Conditional
 - Iterative - Transfer/Jump

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Spacing and Comments

- Indentation: Python uses indentation (spaces/tabs) to define code.
- Comments:
 - single line comments: `#`
 - multiline comments: `'''` OR `"""`

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Data Types

- Numeric: `int`, `float`, `complex(3-8j)`
- String: `str`
- Boolean
- Sequence:
 - * List: `[]`, add-modify-delete, repeat.
 - * Tuple: `()`, repeat
 - * Rang: `range(10)`
- Set: `{}`, add-delete.
- Dictionary: key-value pairs, `{"key" : "value"}`

```
1  fruits = ["apple", "banana", "cherry"]
2  fruits.append("mango")
3
4  fruits[1] = "kiwi"
5  del fruits[0]
6
7  print(fruits)
8
9  colors = ("red", "green", "blue")
10 print(colors[0])
11 for i in range(5):
12     print(i)
13
14
```

```
15     numbers = {1, 2, 3, 2}
16
17     numbers.add(4)
18
19     numbers.remove(1)
20
21     print(numbers)
22
23     student = {"name": "Ali", "age": 21, "grade": "A"}
24
25     print(student["name"])
26
27     student["age"] = 22
28
```

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Operators

Category	Example
Arithmetic	+ - * / % // **
Comparison	== != > < >= <=
Logical	and or not
Bitwise	`&
Assignment	= += -= *= /=
Membership	in, not in
Identity	is, is not

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Math functions

- Use Python built-in math functions for basic operations and the math module for advanced math.
- Built-in functions: `abs()`, `round()`, `pow()`, `min()`, `max()`.
- math module functions: `sqrt()`, `ceil()`, `floor()`, `factorial()`, `pi`, `sin()`, `log()`.

```
1     print(abs(-7))
2     print(round(3.14159, 2))
3
4     print(pow(2, 3))
5
6     import math
7
8     print(math.sqrt(25))
9
10    print(math.ceil(2.3))
11
12    print(math.floor(2.7))
13
14    print(math.pi)
```

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random functions

- Use random module to generate pseudo-random numbers.
- Important functions:

`random(), randint(), randrange()`

`choice(), choices(), shuffle(), seed().`


```
1  import random
2
3  print(random.random())
4  print(random.randint(1, 6))
5
6  print(random.randrange(0, 10, 2))
7
8  lst = [1,2,3,4]
9  print(random.choice(lst))
10
11 random.shuffle(lst)
12 print(lst)
13
14 random.seed(0)
```

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String operators

- Concatenation: `+`
- Repetition: `*`
- Membership: `in` / `not in`
- Indexing & slicing: `s[i]`, `s[start:stop:step]`.
- Strings are immutable (operations return new strings).

```
1  a = "Hello"
2  b = "python"
3
4  print(a + " " + b)
5  print("ha" * 3)
6
7  print(b[0])
8  print(b[1:4])
9
10 print("y" in b)
11
12
13
14
```

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string functions

- Used to manipulate text.
- `lower()`, `upper()`, `capitalize()`, `title()`
- `strip()`, `lstrip()`, `rstrip()`
- `split()`, `join()`
- `replace()`, `find()`, `index()`
- `startswith()`, `endswith()`, `format()`

```
1     s = "  Python Programming  "
2     print(s.strip())
3
4     print(s.upper())
5
6     words = s.strip().split()
7     print("-".join(words))
8
9     t = "I have 2 computers"
10    print(t.replace("2", "three"))
11
12    print(t.find("com"))
13
14
```

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List functions

- Common methods:

`append()`, `extend()`, `insert()`, `remove()`,
`pop()`, `clear()`, `index()`, `count()`, `sort()`,
`reverse()`

- Lists are mutable.

list_funtions.py

```
1     lst = [3, 1, 4]
2     lst.append(2)
3
4     lst.extend([5,6])
5
6     lst.insert(1, 9)
7
8     lst.remove(4)
9
10    x = lst.pop()
11
12    print(lst, x)
13
14    lst.sort()
15
16    lst.reverse()
```

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dictionary functions

- Useful methods:

`get()`, `keys()`, `values()`,
`items()`, `update()`, `pop()`,
`popitem()`, `clear()`, `setdefault()`.


```
1     d = {"a": 1, "b": 2}
2     print(d.get("a"))
3
4     print(d.get("z", 0))
5
6     d["c"] = 3
7
8     print(list(d.keys()))
9
10    print(list(d.values()))
11
12    print(list(d.items()))
13
14
```

```
15     d.update({"b": 20, "d": 4})
16
17     print(d)
18
19     print(d.pop("a"))
20
21     k, v = d.popitem()
22
23     print(k, v)
24
25
26
27
28
```

Thanks!

Do you have any
questions?

