

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 lan

Microsoft



Python

Python language support with

Microsoft



Python Debugger

Python Debugger extension u

Microsoft



Python Environments

Provides a unified python env

Microsoft



Python Indent

Correct Python indentation

Kevin Rose

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
6         marks2=50
7
8         total=marks1+marks2
9
10        print(student_name)
11
12
13        print(total)
14
15
16        print(marks1,marks2,total)
```

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 your 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)

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 """ """

Data Types

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

datatype.py

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

datatype.py

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

08 Operators

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

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()`.

Math_functions.py

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

random functions

- Use random module to generate pseudo-random numbers.
- Important functions:
`random()`, `randint()`, `randrange()`
`choice()`, `choices()`, `shuffle()`, `seed()`.

random_funtions.py

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

String operators

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

string_operators.py

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

string functions

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

string_funtions.py

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

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     lst.insert(1, 9)
6
7     lst.remove(4)
8
9     x = lst.pop()
10    print(lst, x)
11    lst.sort()
12    lst.reverse()
13
14
```

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dictionary functions

- Useful methods:

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

dictionary_funtons.py

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

dictionary_funtons.py

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

Thanks!

Do you have any
questions?

