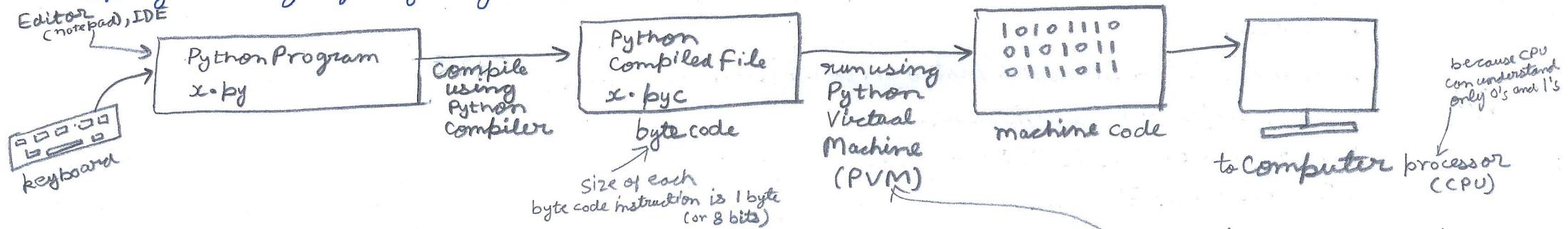


## The programming cycle for Python



## Steps of execution of a Python Program

convert\* the byte code into machine code and sends that machine code to the computer processor (CPU) for execution. PVM is equipped with an interpreter\*. Since PVM is playing the main role, often the Python Virtual machine is also called an interpreter.

Python IDE: Integrated Development Environment makes writing programs fast (lesstime consuming), easy. This happens because several features are pre-installed inside IDE.

eg. IDLE is Python's Integrated Development and Learning Environment,

PyCharm,

Anaconda is the standard platform for Python data science,

Visual Studio Code by Microsoft,

PyDev is a Python IDE for Eclipse,

Wing Python IDE etc.

Interacting with Python Programs : Two Modes:

Interactive Mode Programming

In this, we invoke the interpreter without passing any script or Python file.

We can start the Python command line interpreter or the Python shell in IDLE and start passing instructions and get instant results.

Windows + R button → type cmd → type python

```
>>> 2+2
4
>>> for i in range(2):
...     print(i)
...
0
1
>>>

```

This mode do REPL ie:  
read-eval-print loop  
again read  
again read  
blinking

Python programs are also known as scripts.

Script Mode Programming

Saving code in a Python file (extension .py).

When the script is executed the interpreter is invoked and it is active as long as the script is running. Once all the instructions of the script are executed the interpreter is no longer active.

```
a.py
a=10
b=int(input("Enter number 1"))
b=20
c=a+b
print("Sum is",c)
```

Windows + R button →  
type cmd

```
C:\users\Folder1>python a.py
Sum is 30
```

```
C:\users\Folder1>_

```

blinking

## Elements of Python:

In English language we have words which make a sentence. e.g noun, verb etc.

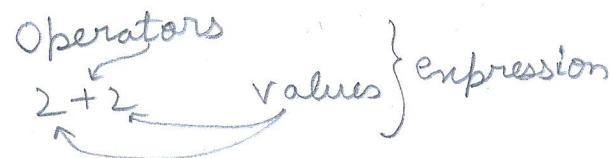
In Python language we have words in the form of Identifiers.

Identifiers can be variables, datatypes, functions, class, Keywords, packages etc.

This means these words are classified according to their usage.

Therefore, Identifier is smallest identifying unit in the program.

We tell meaning to the Python interpreter



predefined words (meaning already known to Python interpreter)  
(don't use any keyword as name of variable)

## Type Conversion:

Type means data type. In short we say data type as type.  
14 data types are listed below. In Python, type is decided dynamically.

what is need of type conversion?  
Python defines datatype conversion functions to directly convert one data type to another.

```
>>> n = '123'  
>>> y = 6  
>>> int(n) + y  
>>>
```

e.g. x = "123"  
y = 5

now x + y  
then what?

type(x) → <class 'str'>  
type(y) → <class 'int'>

X (not allowed)

Str → int()

i.e. we converted a "integer numeric string" to integer by passing "123" in int() function

Like this we can convert one type to another type

## Conversion functions

int() float() str() complex()  
list() tuple() set() dict ord()

If we want to convert

bool to int then

bool → int()

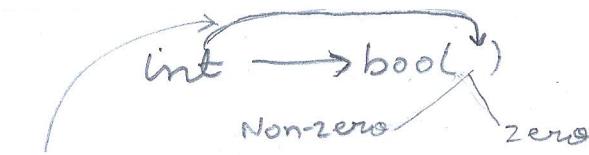
now bool has 2 values i.e.

True      False . So we  
can use any of these 2 values  
as an argument to int() function

i.e. >>> int(True)

1  
>>> int(False)  
0

ie we  
converted  
boolean  
to  
integer



this means  
we have to  
Supply int  
values inside bool( ) function  
Zero value for int is 0  
Non-zero value for int is all integers other than 0

eg >>> bool(0)      >>> bool(2)      >>> bool(-3)  
            False              True              True  
            bool type          bool type          bool type

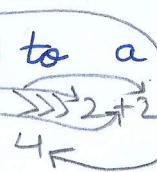
## False Data Type Values (or zero values)

Data Type	Value
Integer	0
Float	0.0
String	" "
List	[]
Tuple	()
Dictionary	{}
Complex	0j

Basics: Expressions always Evaluate down (reduce down) to a single value.

consists of values and operators

$2+2$  is expression because it eval down to a single value 4.

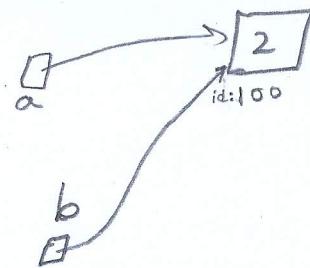


$\gg> 2 \leftarrow$  expression 2 evaluates to itself  
2

Assignment Statement: The symbol = is used as assignment operator

$\gg> a = 2$  means integer object 2 is created in memory. Then a is a reference variable which is referring 2. This happens because a has the identity where 2 is located in memory

$\gg> b = a$  then b will start referring to what a is referring (now b has also 100)



2 is located in location 100.  
Now a has 100, then a will only refer to 2.

## Arithmetic operators

$$\begin{array}{l} a=13 \\ b=5 \end{array}$$

$a**b$	371293	
$a//b$	2	$5//2 \rightarrow 2$
$a \% b$	3	gives remainder of division
$a/b$	2.6	
$a+b$	18	
$a-b$	8	
$a*b$	65	

$-5//2 \rightarrow -3$  ← minimum integer close to  $-5/2$

**Operator Precedence:** An expression or formula may contain several operators. In such a case, the programmer should know which operator is executed first and which one is executed next.

The sequence of execution of the operators is called operator precedence.

Precedence of Operators in Python

HIGHEST  
Operator

$( )$

$**$

$-,-$

$*, /, //, \%$

$+, -$

$<<, >>$

$\&$

$\wedge$

$|$

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

$=, +=, -=, *=, **=, /=, //=, |=, &=, ^=, \%=, <<=, >>=$

is, is not  
in, not in  
not  
or  
and

LOWEST

Name

Parenthesis

Exponentiation

Unaryminus, Bitwise complement

Multiplication, Division, Floor division, Modulus

Addition, Subtraction

Bitwise left shift, Bitwise right shift

Bitwise AND

Bitwise XOR

Bitwise OR

Relational (comparison) operators

Assignment operators

Identity operators

Membership operators

Logical not

Logical or

Logical and

these 12 are also known as  
Compound Assignment operators,  
Made by using 2 symbols  
eg.  $a = 1$

$a += 6 + 3 \rightarrow a = a + 9 \rightarrow a = 10$

Note: + has higher priority than =

$b = 5$

$b *= 4 \rightarrow b = b * 4 \rightarrow b = 5 * 4 \rightarrow b = 20$

Precedence represents the priority level of the operator.

The operators with higher precedence will be executed  
first than of lower precedence.

Associativity is the order in which an expression  
is evaluated that has multiple operators of the  
same precedence. Almost all the operators have  
left-to-right associativity in Python.

$**$  has right-to-left associativity

eg.  $>>> 2 ** 3 ** 2$   
 $512 \leftarrow R$

i.e. first  $3^2$  is evaluated  
which is  $9$ , then  $2^9$  is  
evaluated which is  $512$ .  
This happens Right-to-Left.

Boolean Expression (or Logical Expression) : is an expression that evaluates down to a Boolean value, i.e. either True or False.

Relational (Comparison) Operators are used to compare values and evaluate down to a single Boolean value of either True or False.

<u>operator</u>	meaning
<code>==</code>	Equal to
<code>!=</code>	not equal to
<code>&lt;</code>	less than
<code>&gt;</code>	greater than
<code>&lt;=</code>	less than or equal to
<code>&gt;=</code>	greater than or equal to

```
>>> x = 5  
>>> y = 8  
>>> x == y  
False  
>>> x != y  
True  
>>> x < y  
True  
>>> x > y  
False
```

<u>operator</u>	meaning
<code>and</code>	True if both are true
<code>or</code>	True if at least one is true
<code>not</code>	True only if false

<u>operator</u>	meaning
<code>is</code>	a and b have 101 as identity
<code>is not</code>	a and b do not have 101 as identity

<u>operator</u>	meaning
<code>in</code>	True if a sequence contains the specified value
<code>not in</code>	False if a sequence contains the specified value

compares value, by seeing CONTENT and TYPE both sides e.g 5 int

these both must be same int

in order to get True as result.

(Exception: `>>> 5 == 5.0`)  
case True

Logical Operators: The 3 logical operators are used to compare values. They evaluate expressions down to Boolean values, returning either True or False.

`>>> (9 > 7) and (2 < 4)`

True

`>>> (9 == 9) or (6 != 6)`

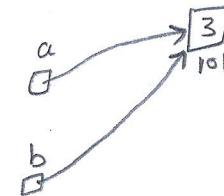
True

`>>> not (3 <= 1)`

True

### Identity Operator

```
>>> a = 3  
>>> b = a  
>>> a is b  
True  
>>> b is a  
True
```



Compares identity both sides.

a and b have 101 as identity  
therefore result is True.

Membership operator : returns True if a sequence with the specified value is present in the object.

```
>>> x = "a bc"  
>>> "a" in x  
True  
>>> "A" in x  
False
```