



Basic Python programs, functions

What is python

- Python is a popular programming language. It was created by Guido van Rossum, and released in 1991.

Python features

- Object oriented language
- Interpreted language
- Supports dynamic data type
- Independent from platforms
- Simple and easy grammar
- High-level language
- Automatic memory management
- It's free (open source)!

Why learn python? (cont.)

- Reduce development time
- Reduce code length
- Easy to learn and use as developers
- Easy to understand codes
- Easy to extend to other languages

Where to use python?

Python is huge collection of standard library which can be used for the following:

- Machine Learning
- GUI Applications
- Web frameworks like [Django](#) (used by YouTube, Instagram, Dropbox)
- Image processing (like [OpenCV](#))
- Multimedia
- Scientific computing
- Text processing and many more..

Installing Python

Windows:

- Download Python from <http://www.python.org>
- Install Python.
- Run **Idle** from the Start Menu.

Mac OS X:

- Python is already installed.
- Open a terminal and run `python` or run Idle from Finder.

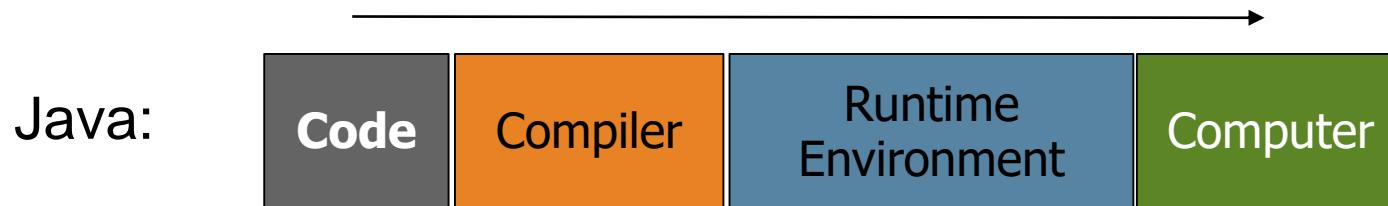
Linux:

- Chances are you already have Python installed. To check, run `python` from the terminal.
- If not, install from your distribution's package system.

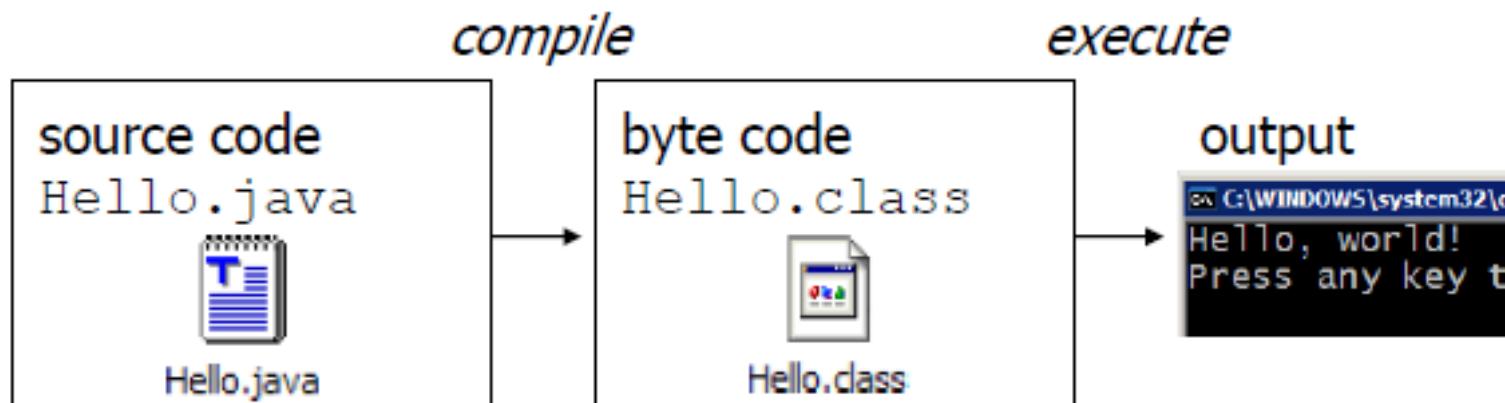
Interpreted Languages

- **interpreted**

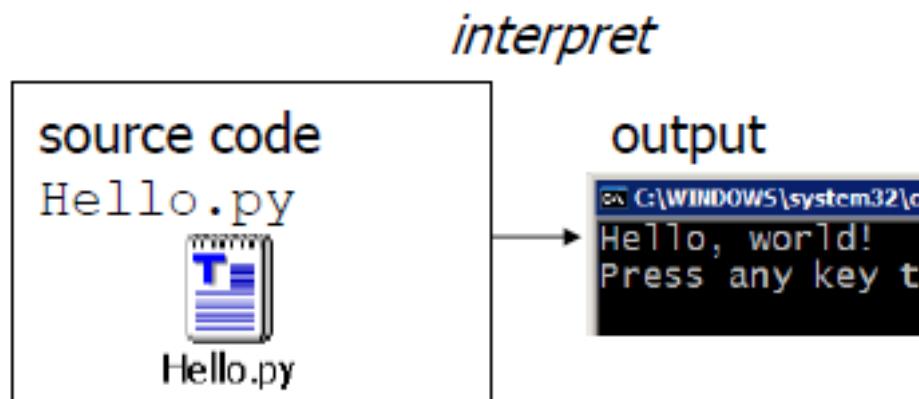
- Not compiled like Java
- Code is written and then directly executed by an **interpreter**
- Type commands into interpreter and see immediate results



- Many languages require you to *compile* (translate) your program into a form that the machine understands.



- Python is instead directly *interpreted* into machine instructions.



Python Syntax

- Much of it is similar to C syntax
- Exceptions:
 - missing operators: `++`, `--`
 - no curly brackets, `{ }`, for blocks; uses whitespace
 - different keywords
 - lots of extra features
 - no type declarations!

Python Indentation

- Indentation refers to the spaces at the beginning of a code line.
- Where in other programming languages the indentation in code is for readability only, the indentation in Python is very important.
- Python uses indentation to indicate a block of code.

Python Comments

Comments starts with a #, and Python will ignore them:

Syntax

```
#This is a comment  
print("hello level 14 welcome to python program")
```

Comments can be placed at the end of a line, and Python will ignore the rest of the line:

```
print("hello levle 14 welcome to python program") #first program
```

Python Program

- Python does not have a main method like Java
 - The program's main code is just written directly in the file
- Python statements do not end with semicolons

hello.py

```
1 print("Hello, world!")
```

Print statement

The Python print() function is often used to output variables or text

Syntax:

```
print ("Message")
```

```
Print ( Expression)
```

In the print() function, you output multiple variables, separated by a comma:

- print (Item1, Item2, ..., ItemN)

Examples:

```
print ('Hello, world!')
```

```
x = 35
```

```
print (x)
```

Output:

```
Hello, world!
```

```
35
```

Print statement.....con't

Notes

- Elements separated by commas print with a space between them
- A comma at the end of the statement will not print a newline character:

```
print ('hello', 'there' )
```

output:

hello there

input statement

input : Reads a number from user input.

You can assign (store) the result of input into a variable.

Example:

```
age = input("How old are you? ")
```

```
print ("Your age is", age)
```

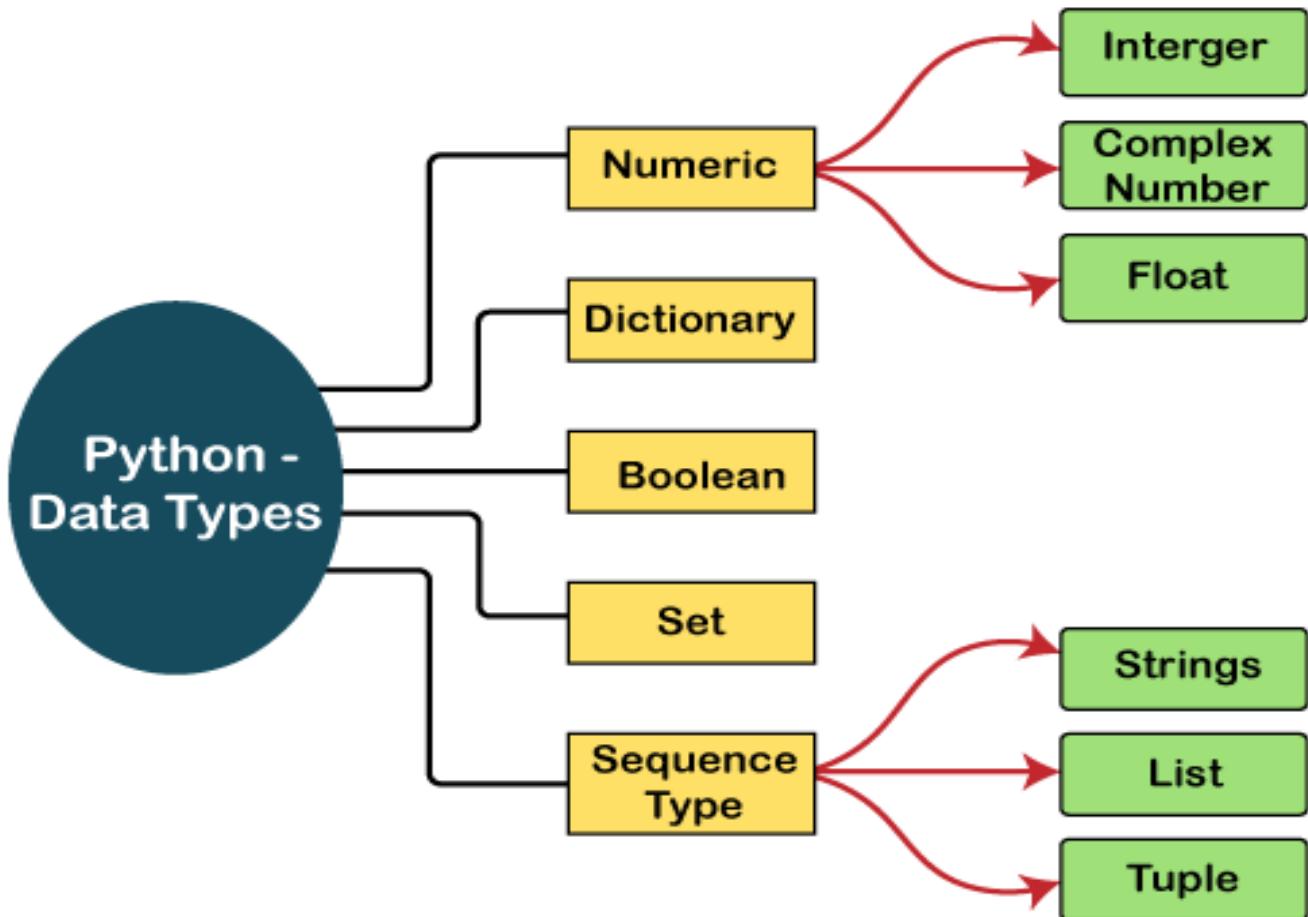
Output:

How old are you? 22

Your age is 22

Variable Names

- A variable name must start with a letter or the underscore character
- A variable name cannot start with a number
- A variable name can only contain alpha-numeric characters and underscores (A-z, 0-9, and _)
- Variable names are case-sensitive (age, Age and AGE are three different variables)



Data type

Text Type:	str
Numeric Types:	int, float, complex
Sequence Types:	list, tuple
Set Types:	set
Boolean Type:	bool

Creating Variables

- Python has no command for declaring a variable.
- A variable is created the moment you first assign a value to it.

A= 5

B= "Sara"

Variables do not need to be declared with any particular *type*, and can even change type after they have been set.

Assignment value to the variables

Python allows you to assign values to multiple variables in one line:

Example:

x, y, z = "math", "Art", "science"

A,b=3,6

assign the *same* value to multiple variables in one line:

Example:

X,y=4

Casting and Get the Type

- If you want to specify the data type of a variable, this can be done with casting.

```
x = str(3) # x will be '3'  
y = int(3) # y will be 3  
z = float(3) # z will be 3.0
```

you can get the data type of a variable with the `type()` function:

```
x = 5  
y = "John"  
print(type(x))  
print(type(y))
```

int
str

Python Expression

Arithmetic operators we will use:

+ - * / addition, subtraction/negation, multiplication, division

% modulus, a.k.a. remainder

** exponentiation

precedence: Order in which operations are computed.

* / % ** have a higher precedence than + - 1 + 3 * 4 is 13

Parentheses can be used to force a certain order of evaluation.

(1 + 3) * 4 is 16

Conditional Statements

The syntax of the if-statement is given below.

if expression:

 statement

Example:

```
num = int(input("enter the number?"))
```

if num%2 == 0:

```
    print("Number is even")
```

if-else statement

- Compare two integers and print the min.

```
if x < y:  
    print(x)  
else:  
    print(y)  
print('is the minimum')
```

-
1. Check if x is less than y .
 2. If so, print x
 3. Otherwise, print y .

The elif statement

Syntax:

if expression 1:

block of statements

elif expression 2:

block of statements

elif expression 3:

block of statements

else:

block of statements

Example

```
number = int(input("Enter the number?"))

if number==10:
    print("number is equals to 10")

elif number==50:
    print("number is equal to 50");

elif number==100:
    print("number is equal to 100");

else:
    print("number is not equal to 10, 50 or 100");
```