Allamraju Krish

Guido van Rossum

* **Guido van Rossum is a Dutch programmer who is best known as the author of the Python programming language.**

* **He was employed by Google from 2005 until December 7th 2012**

* **In January 2013, van Rossum started working for Dropbox**

Why is it called Python?

* When he began implementing Python, Guido van Rossum was also reading the published scripts from "Monty Python's Flying Circus", a BBC comedy series from the 1970s. Van Rossum thought he needed a name that was short, unique, and slightly mysterious, so he decided to call the language Python.

Intro to Python

* Python is a widely used high-level programming language for general-purpose programming.

* Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming.
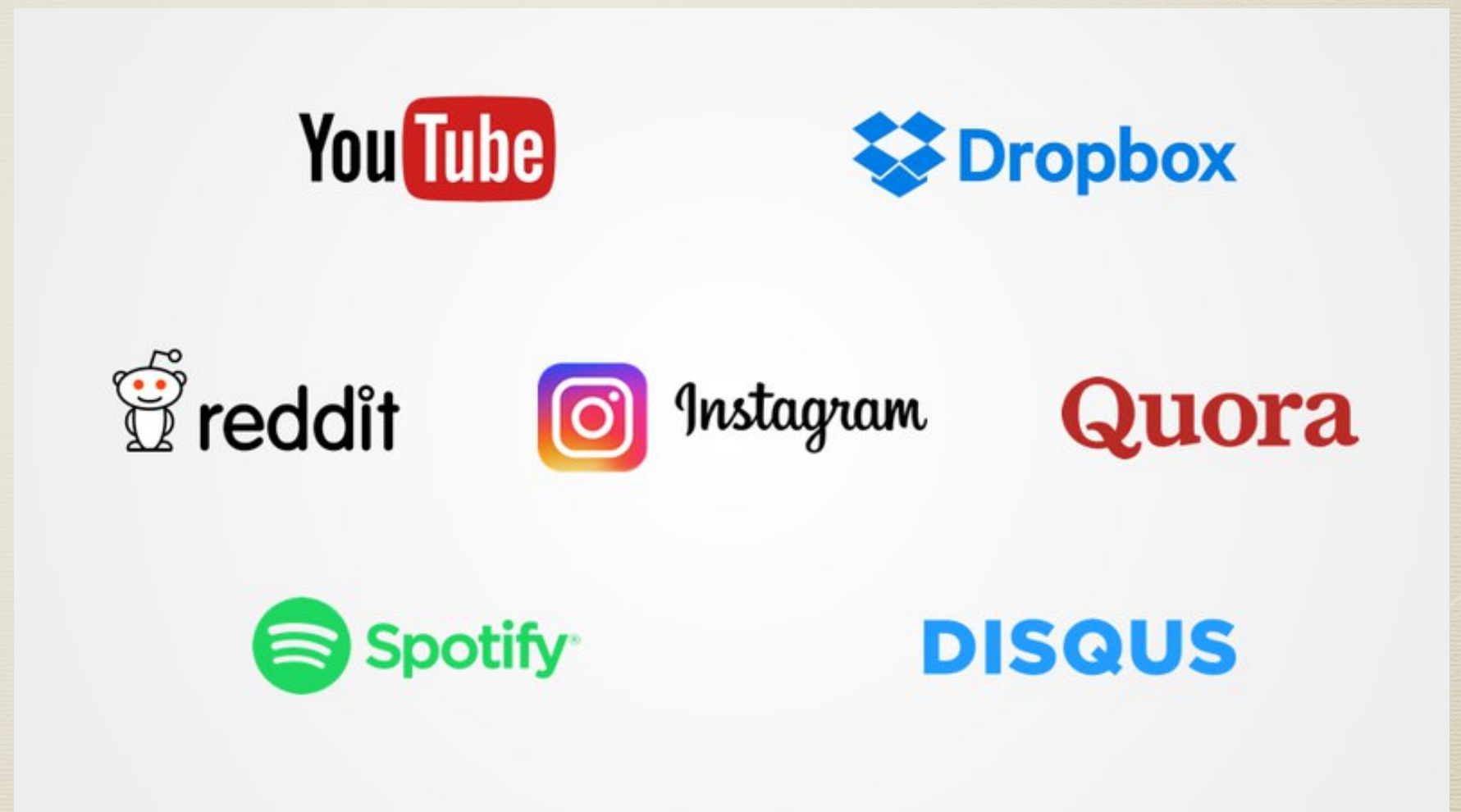
* Python was first released in 1991

Why Python?

∗ Python enables programs to be written compactly and readably. Programs written in Python are typically much shorter than equivalent C, C++, or Java programs, for several reasons:

- the high-level data types allow you to express complex operations in a single statement;
- statement grouping is done by indentation instead of beginning and ending brackets;

- no variable or argument declarations are necessary.

Python Versions

* Python 1.0 - January 1994	* Python 2.0 - October 16, 2000	* Python 3.0 - December 3, 2008
* Python 1.2 - April 10, 1995	* Python 2.1 - April 17, 2001	* Python 3.1 - June 27, 2009
* Python 1.3 - October 12, 1995	* Python 2.2 - December 21, 2001	* Python 3.2 - February 20, 2011
* Python 1.4 - October 25, 1996	* Python 2.3 - July 29, 2003	* Python 3.3 - September 29, 2012
* Python 1.5 - December 31, 1997	* Python 2.4 - November 30, 2004	* Python 3.4 - March 16, 2014
* Python 1.6 - September 5, 2000	* Python 2.5 - September 19, 2006	* Python 3.5 - September 13, 2015
	* Python 2.6 - October 1, 2008	* Python 3.6 - December 23, 2016
	* Python 2.7 - July 3, 2010	

Known companies where Python is using

* Google (Youtube)

* Facebook (Tornado)

* Yahoo

* Dropbox

* NASA

* IBM

* Mozilla

* Quora

* Instagram

* Reddit

Popular Web Frameworks

* django

* TurboGears

* web2py

* There are so many other frameworks, you can check them here https://wiki.python.org/moin/WebFrameworks

Python in Scientific research

* NumPy. How can we leave this very important library ? It provides some advance math functionalities to python.

* SciPy. When we talk about NumPy then we have to talk about scipy. It is a library of algorithms and mathematical tools for python and has caused many scientists to switch from ruby to python.

* matplotlib. A numerical plotting library. It is very useful for any data scientist or any data analyzer.

Gaming and GUI

* <u>Pygame</u>. Which developer does not like to play games and develop them ? This library will help you achieve your goal of 2d game development.

* <u>Pyglet</u>. A 3d animation and game creation engine. This is the engine in which the famous <u>python port</u> of minecraft was made

* <u>pyQT</u>. A GUI toolkit for python. It is my second choice after wxpython for developing GUI's for my python scripts.

* <u>pyGtk</u>. Another python GUI library. It is the same library in which the famous Bittorrent client is created.