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Python

Python is a General Purpose object-oriented programming language, which means that it can model real-world entities. It is also dynamically-typed because it carries out type-checking at runtime.

It does so to make sure that the type of construct matches what we expect it to be.

The distinctive feature of Python is that it is an interpreted language.

The Python IDLE (Integrated Development Environment) executes instructions one line at a time. This also lets us use it as a calculator.

Why is it called Python?

Guido van Rossum named it after the comedy group Monty Python. That is why the metasyntactic variables (those we will often use to explain code syntax) used here are 'spam' and 'eggs' instead of 'foo' and 'bar'.

History of Python

- Python was conceived in the late 1980s and was named after the BBC TV show Monty Python's Flying Circus.
- Guido van Rossum started implementing Python at CWI in the Netherlands in December of 1989.
- This was a successor to the ABC programming language which was capable of exception handling and interfacing with the Amoeba operating system.
- On October 16 of 2000, Python 2.0 released with many new features.
- Then Python 3.0 was released on December 3, 2008.

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