



Advance Python Programming

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Introduction to Python

What Is Python?

- ✓ Python is a high-level, interpreted, general-purpose programming language.
- ✓ Known for its **clear syntax**, readability, and simplicity.
- ✓ Used by **beginners** and **experts** alike due to its **versatility**.



Why Learn Python?

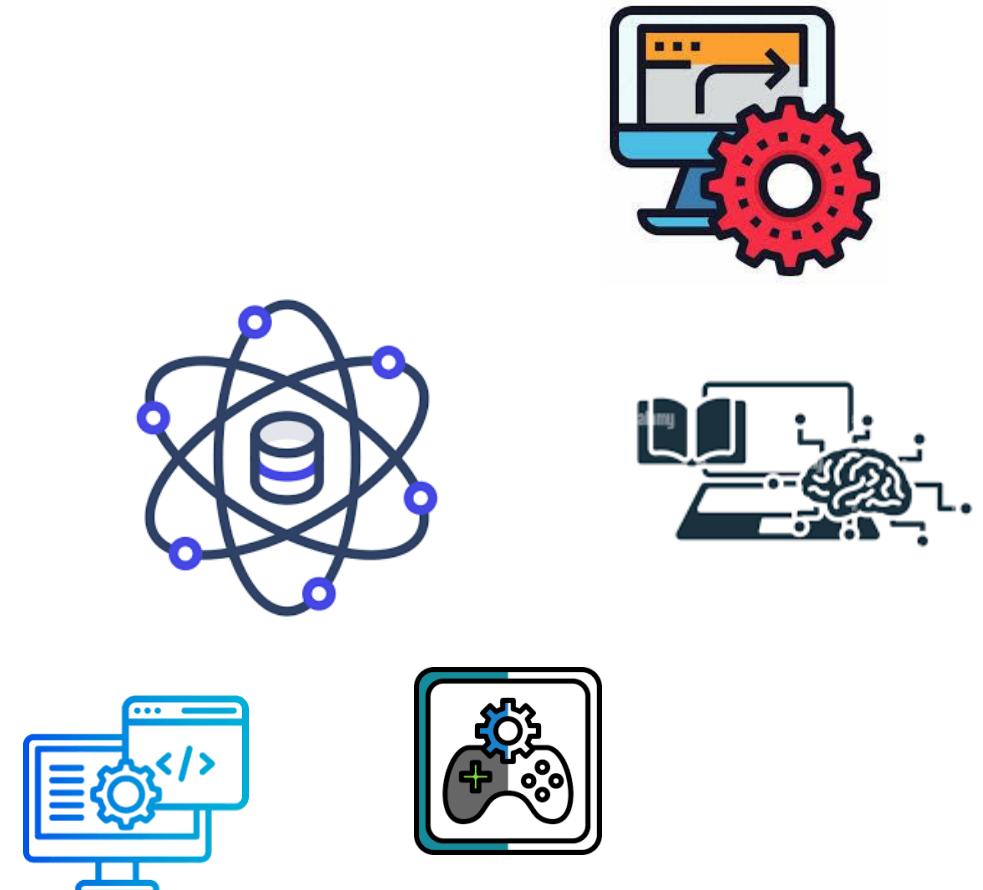
- Beginner-friendly yet powerful for complex applications.
- Widely adopted by Google, NASA, Netflix, and more.



Conti...

Key Features

- **Easy to Learn & Write** - Minimalistic syntax, resembles English.
- **Rich Standard Library** - Pre-built modules for faster development.
- **Strong Community Support** - Active forums, tutorials, and open-source contributions.
- **Versatile** - Used in:
 - ✓ Web Development (Django, Flask)
 - ✓ Data Science & AI (Pandas, TensorFlow)
 - ✓ Automation & Scripting
 - ✓ Game Development (Pygame)



Key characteristics



High-Level

Simple, abstracted coding



Object-Oriented

Classes, objects support



Interpreted

Runs without compilation



General-Purpose

Versatile, multi-domain use

Conti...



Extensible

Integrates external code



Vast Ecosystem

Rich libraries, tools



Dynamically Typed

Flexible variable types



Cross-Platform

Runs on all OS



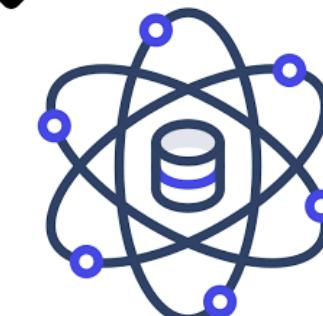
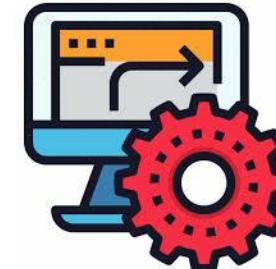
Large Community

Active, supportive network

Python Programming

Applications

- Web Development
- Data Science
- Data Analytics
- Machine Learning & AI
- Automation
- Software Development and Prototyping
- Desktop GUI applications
- Scientific and Numeric Computing
- Game Development
- Education and Research



Download & Install Python

1

Download Python

Visit python.org/downloads

Choose the latest stable version (e.g., Python 3.12).

2

Run the Installer

Windows/macOS: Double-click the downloaded .exe (Windows) or .pkg (macOS).

3

Setup Options (Windows/macOS)

Check "Add Python to PATH" (Critical for command-line use).

Optional: Install pip (Python's package manager).



4

Verify Installation

Open Command Prompt/Terminal and type:
`python --version`

Install Anaconda for Python

Why Anaconda?

- Includes Python, Jupyter Notebook, and key libraries.
- Simplifies setup for immediate coding.

1. Download Anaconda

- Visit anaconda.com/download
- Choose Python 3.x for your OS (Windows/macOS).

3. Key Installation Options

- **Add Anaconda to PATH** (Recommended ‘easy CLI access’).
- Register Anaconda as default Python (Optional but useful).



2. Run the Installer

- Windows: Double-click .exe → Follow prompts.
- macOS: Open .pkg → Drag to Applications.

4. Verify Installation

- Open Command Prompt/Terminal, run:
- `conda --version`

Set Up Jupyter Notebook

1

Open Anaconda Navigator

Launch from your system after installation.

2

Start Jupyter Notebook

In Navigator, click the Jupyter Notebook icon.

3

Create a New Notebook

Opens in your web browser.

Click New > Python 3 in top-right.



4

Start Coding

Write Python code in notebook cells.

Press Shift + Enter to execute.

Variables in Python

What is a Variable?

- A named container to store data in memory.
- Holds values that can be changed during program execution.
- No need to declare type

Key Rules

Names are case-sensitive ($x \neq X$).

Can include letters, digits, _ (no spaces).

Cannot start with a digit.

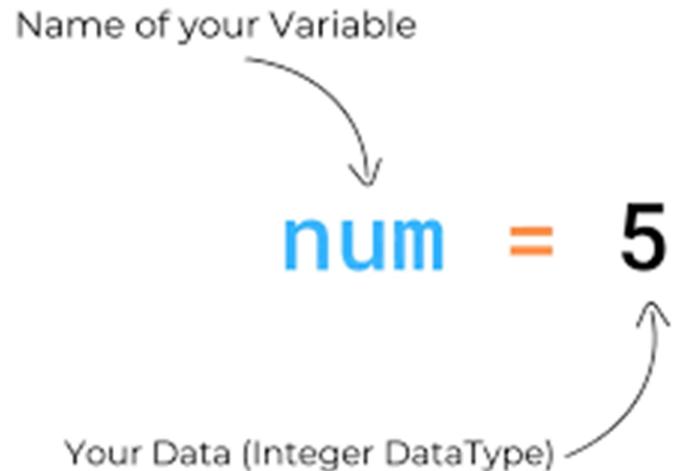
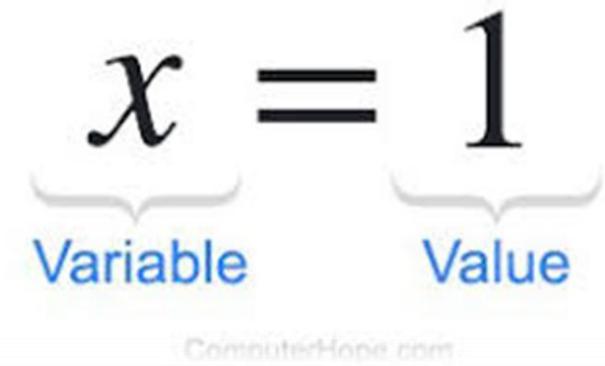
Avoid Python keywords (if, for, etc.).

Syntax

```
variable_name = value
```

Example

```
age = 25  
name = "Alice"
```



Python Syntax & Structure

Case-sensitive



Indentation matters (no braces)

Comments: # single-line, "" multi-line ""

Statement ends by newline (no semicolon needed)

```
def greet():
    print("Hello!")
    print("Welcome to Python.")
```

A screenshot of a Python code editor window. The window has a blue header bar with three colored dots (red, yellow, green) on the left. The main area contains Python code. It defines a function named 'greet' which contains two 'print' statements: one printing "Hello!" and another printing "Welcome to Python.".

Data Types

What is Data type?

Building Blocks of Python Programs

1. Numeric Types

- *Int, Float, Complex*

2. Sequence Types

- *Str, list, tuple*

3. Mapping Types

- *dict*

4. Set Types

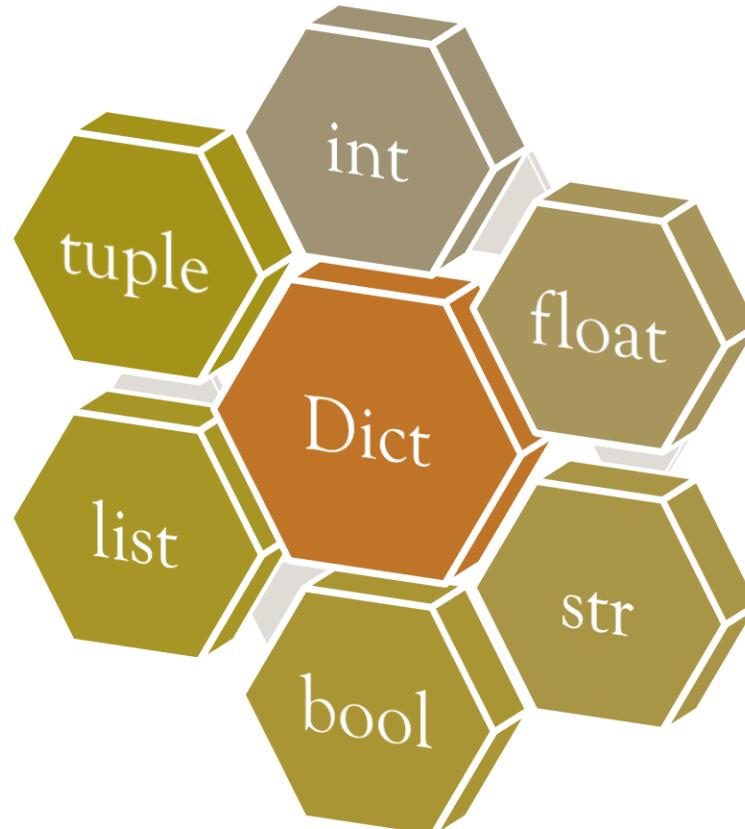
- *Set*

5. Boolean Types

- *bool*

6. None Types

- *None*



Integers in Python



What is a Integers?

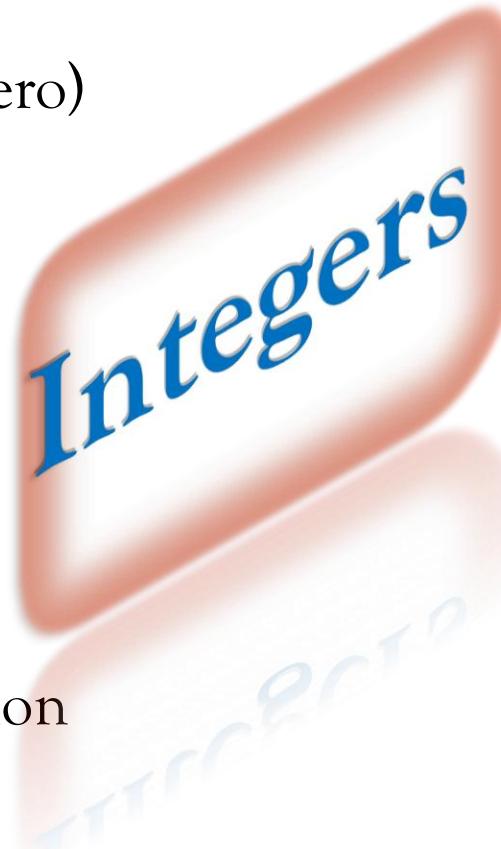
- A whole number (positive, negative, or zero) without decimals.
- Used for counting, indexing, and mathematical operations.



Key Properties

Immutable: Cannot be changed after creation (a new object is created on modification).

Unlimited Size: Python handles large numbers seamlessly.



Syntax

```
variable_name = integer_value
```



Example

```
age = 30
```

```
temperature = -10
```

```
count = 0
```

Floating-Point Numbers (Floats) in Python



What is a Floats?

- Represents real numbers (with decimal points or scientific notation).
- Used for measurements, scientific calculations, and fractional values.



Syntax

```
variable_name = float_value
```



Key Properties

Precision: Limited by hardware (64-bit double-precision).

Immutable: Like integers, floats are immutable objects.



Example

```
pi = 3.14159
```

```
temperature = -12.5
```

```
scientific_notation =
```

```
2.5e3 # 2500.0
```

Strings in Python



What is a String?

- A sequence of characters enclosed in quotes (' ' or " ").
- Used to represent text data in Python.



Syntax

```
string_name = "text" # or 'text'
```



Key Properties

Immutable: Cannot be changed after creation.

Indexed: Access characters using indices (starts at 0).

Iterable: Can loop through characters.



Example

```
name = "Alice"  
greeting = 'Hello,  
World!'  
multiline = """This is a  
multi-line string"""
```

Boolean (bool) in Python



Definition

Represent True or False values.



Key Uses:

- Control flow in if and while statements.
- Result of logical operations (e.g., $5 > 3 \rightarrow \text{True}$).
- Represent states (e.g., on/off, open/closed).

Conversions:

`bool(0) → False,`

`bool(1) → True.`



Example

```
is_logged_in = True  
if is_logged_in:  
    print("User is logged in")  
# Output: User is logged in
```



True



False



Working with boolean data type in python

List in Python

Definition

Ordered, mutable collections of items.

Key Features

- Can store mixed data types (e.g., integers, strings, lists).
- Indexed from 0.
- Supports operations: `.append()`, `.remove()`, `.sort()`.

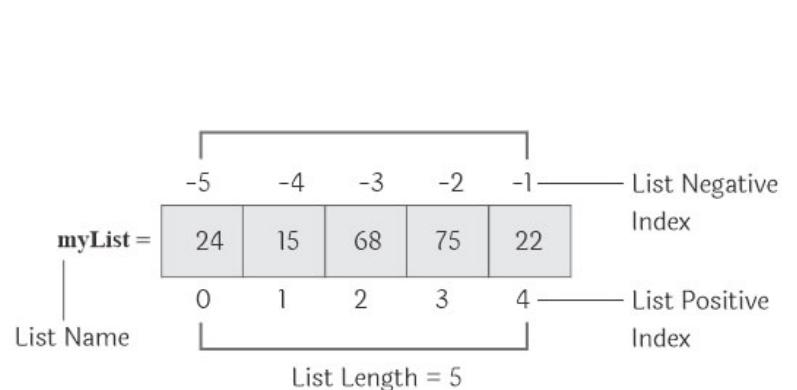
Use Cases

Store sequences (e.g., names, numbers, objects).



Example

```
fruits = ["apple", "banana", "cherry"]
fruits.append("orange")
print(fruits)
# Output: ['apple', 'banana', 'cherry', 'orange']
```



Tuple in Python

Definition

Ordered, immutable collections of items.

Key Features

- Values cannot be changed after creation.
- Indexed from 0, like lists.
- Can store mixed data types (e.g., integers, strings, tuples).

Use Cases

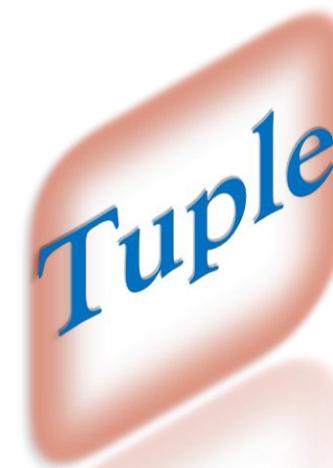
Fixed data sets (e.g., coordinates, color values).

Unpacking: $x, y = (10, 20)$.



Example

```
coordinates = (34.0522, -118.2437)  
print(coordinates[0]) # Output: 34.0522
```



Tuples in Python

```
t = ( 1 , 2 , 'python' , tuple () , ( 42 , ' hi' ) )  
      |     |     |     |  
t [0] t [1] t [2] t [3] t [4]
```

Dictionary in Python

Definition

Stores data in key-value pairs for fast lookups.

Keys: Unique, immutable (e.g., strings, numbers, tuples).

Values: Any data type, mutable.

Use Cases: Structured data (e.g., user profiles, settings, JSON).

Key Operations

Add: `dict['key'] = value`

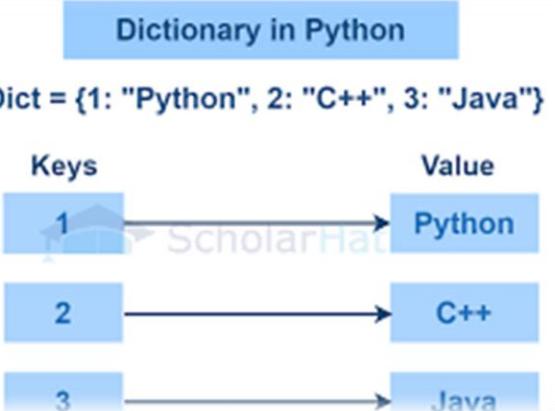
Remove: `del dict['key']`

Advantage: Fast key-based access via hashing.



Example

```
student = {"name": "Alice", "age": 22}  
print(student["name"]) # Output: Alice
```



Set in Python

Definition

Stores unique, unordered elements..

Keys: Unique, immutable (e.g., strings, numbers, tuples).

Values: Elements must be immutable (e.g., strings, numbers, tuples).

Use Cases:

Membership testing, removing duplicates, mathematical set operations (union, intersection, difference).

Key Operations

Add: `set.add(element)`

Remove: `set.remove(element)`

Advantage: Fast membership testing via hashing; automatic duplicate removal.



Example

```
numbers = {1, 2, 3, 3, 4}  
print(numbers)  
# Output: {1, 2, 3, 4} (order may vary)  
print(2 in numbers)  
# Output: True
```



Comparison of Mutability and Use Case

Data Type	Example	Mutable	Use Case
Int	x = 5	-	Whole numbers
Float	y = 3.24	-	Decimals
Str	s = 'text'	✗	Text
Bool	Flag = True	-	True/False
List	[1,2,3]	✓	Modifiable collection
Tuple	(1,2)	✗	Fixed Collection
Dict	{"key" : "value"}	✓	Key-Value Pairs
Set	{1,2,3}	✓	Unique elements