

# ***Pycharm Basics***

Duplicate Line: Ctrl + D

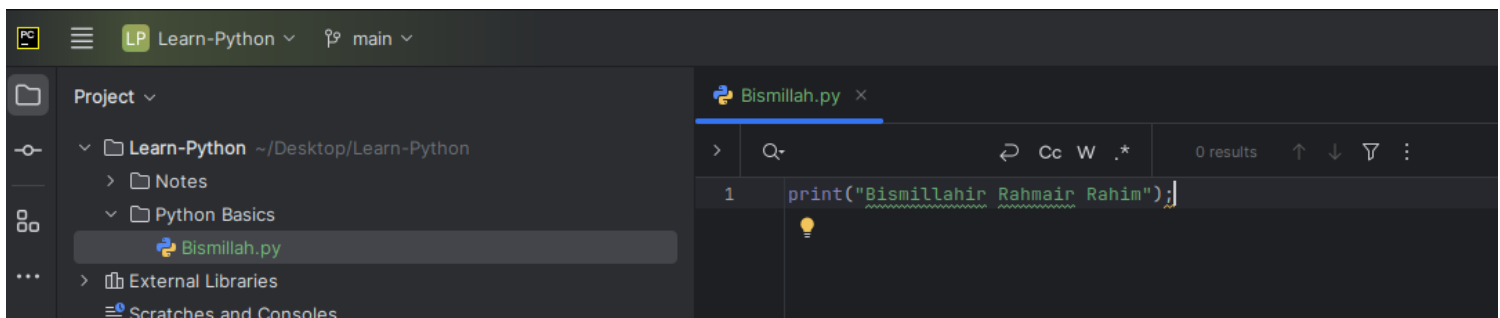
Search word in Current File: Ctrl + F

Search word in whole Project: Ctrl + shift + F

Search File in project: Shift double pressed

## ***Run Python From Command Line***

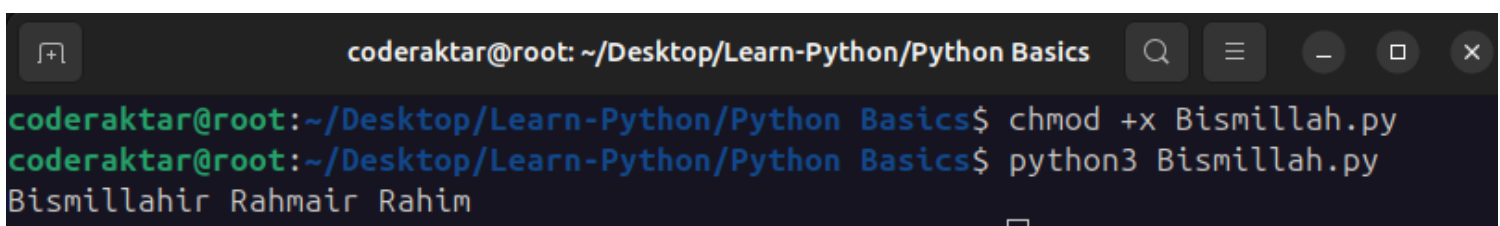
Create File name Bismillah.py



Go to this Folder where file is located

1. Giving Execution Permission for write: `chmod +x Bismillah.py`

2. Run Python From Terminal: `python3 Bismillah.py`



# ***Python Basics***

## ***Variable In Python***

A **variable** in Python is used to store data that can be accessed and manipulated later in the code. Variables are created by assigning a value to a name using the `=` operator.

Here's a basic example:

```
# Variable storing an integer
```

```
x = 5
```

```
# Variable storing a string
```

```
name = "Alice"
```

```
# Variable storing a floating-point number
```

```
pi = 3.14159
```

```
# Variable storing a list
```

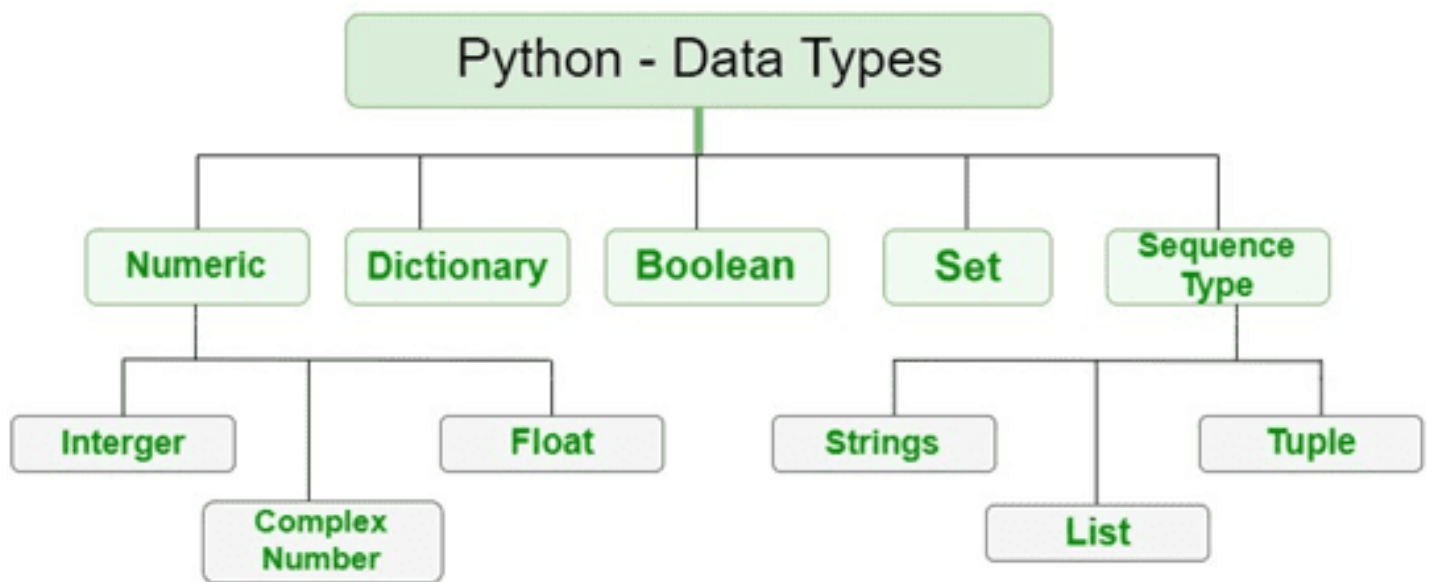
```
numbers = [1, 2, 3, 4, 5]
```

### ### Key Points:

- **\*\*Dynamic Typing\*\***: You don't need to declare the type of a variable. Python determines the type based on the value you assign.
- **\*\*Case Sensitivity\*\***: Variables are case-sensitive (`x` and `X` are different).
- **\*\*Naming Rules\*\***: Variable names must start with a letter or underscore (`\_`), and can contain letters, numbers, and underscores. They can't start with a number or be a Python reserved keyword (like `for`, `while`, etc.).

Would you like to see more specific examples of variable use in Python?

## ***Built-in data type of python***



Name	Type	Description
Integers	int	Whole numbers, such as: 3 300 200
Floating point	float	Numbers with a decimal point: 2.3 4.6 100.0
Strings	str	Ordered sequence of characters: "hello" 'Sammy' "2000" "楽しい"
Lists	list	Ordered sequence of objects: [10,"hello",200.3]
Dictionaries	dict	Unordered Key:Value pairs: {"mykey": "value", "name": "Frankie"}
Tuples	tup	Ordered immutable sequence of objects: (10,"hello",200.3)
Sets	set	Unordered collection of unique objects: {"a","b"}
Booleans	bool	Logical value indicating True or False

In Python, **everything is an object**, and that includes primitive types like `int`, `float`, `bool`, `str`, and even more complex structures like `list`, `tuple`, `set`, `dict`, and others. Let's break this down in detail:

# In Python, Everything is an Object

- Python is an object-oriented language, and everything you work with is an **instance (object)** of some **class**.
- Even basic types like integers, floats, booleans, and strings are instances of their respective classes.

For example:

- ◇ `int` is a class, and any integer value you use is an instance (object) of the `int` class.
- ◇ `float` is a class, and any floating-point number you use is an instance (object) of the `float` class.
- ◇ `bool` is a class, and `True` and `False` are objects of the `bool` class.

## ***typecasting***

Typecasting in Python, also known as **type conversion**, refers to the process of converting one data type to another. Python provides both **implicit** and **explicit** typecasting mechanisms, allowing you to seamlessly work with different data types as needed.

Understanding typecasting is essential for:

- **Data Manipulation:** Converting data types to perform specific operations.
- **Data Validation:** Ensuring data is in the correct format before processing.
- **Interoperability:** Facilitating operations between different data types.

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Let's delve into the details of typecasting in Python.

## 1. Implicit Typecasting

**Implicit typecasting** occurs when Python automatically converts one data type to another without any explicit instruction from the programmer. This typically happens in

operations involving mixed data types to prevent data loss.

## 2. Explicit Typecasting

**Explicit typecasting** requires the programmer to manually convert data types using built-in functions. This is useful when automatic type conversion isn't possible or desired.

### Common Typecasting Functions:

Function	Purpose
<code>int()</code>	Converts to integer
<code>float()</code>	Converts to float
<code>str()</code>	Converts to string
<code>list()</code>	Converts to list
<code>tuple()</code>	Converts to tuple
<code>set()</code>	Converts to set
<code>dict()</code>	Converts to dictionary (from key-value pairs)

***arithmetic operators***

Operator	Name	Description	Example	Result
+	Addition	Adds two operands	5 + 3	8
-	Subtraction	Subtracts the second operand from the first	5 - 3	2
*	Multiplication	Multiplies two operands	5 * 3	15
/	Division	Divides the first operand by the second (always returns float)	5 / 2	2.5
//	Floor Division	Divides and returns the integer part of the quotient	5 // 2	2
%	Modulus (Remainder)	Returns the remainder after division	5 % 2	1
**	Exponentiation	Raises the first operand to the power of the second	5 ** 2	25
()	Parentheses	Used to change the precedence of operations	(5 + 3) * 2	16

## Operator Precedence

When multiple operators are used in an expression, **operator precedence** determines the order in which the operations are performed. Here's the hierarchy (from highest to lowest):

1. **Parentheses** `()`
2. **Exponentiation** `**`
3. **Unary plus and minus** `+x`, `-x`
4. **Multiplication, Division, Floor Division, Modulus** `*`, `/`, `//`, `%`
5. **Addition and Subtraction** `+`, `-`



Example:

```
result = 3 + 4 * 2 ** 2 / (1 - 5) % 2  
print(result) # Output: 3.0
```

### Step-by-Step Evaluation:

1. **Parentheses:**  $(1 - 5) \rightarrow -4$
2. **Exponentiation:**  $2 ** 2 \rightarrow 4$
3. **Multiplication:**  $4 * 4 \rightarrow 16$
4. **Division:**  $16 / -4 \rightarrow -4.0$
5. **Modulus:**  $-4.0 \% 2 \rightarrow 0.0$  (since  $-4.0$  is evenly divisible by 2)
6. **Addition:**  $3 + 0.0 \rightarrow 3.0$

## *assignment Operator*

### Basic Assignment Operator (=)

The **basic assignment operator** = is used to assign a value to a variable. It's the most fundamental way to store data in Python.

## Syntax:

variable\_name = value

## Examples:

# Assigning an integer

x = 10

print(x) # Output: 10

# Assigning a string

name = "Alice"

print(name) # Output: Alice

# Assigning a float

pi = 3.1415

print(pi) # Output: 3.1415

# Assigning a boolean

is\_active = True

print(is\_active) # Output: True

## Key Points:

- **Right-Associative:** The assignment operator is right-associative, meaning the expression on the right is evaluated first, then assigned to the variable on the left.

```
x = y = 5
```

```
print(x) # Output: 5
```

```
print(y) # Output: 5
```

## Chained Assignment

**Chained assignment** allows you to assign the same value to multiple variables in a single line. This can make your code more concise.

```
a = b = c = 100
```

```
print(a) # Output: 100
```

```
print(b) # Output: 100
```

```
print(c) # Output: 100
```

```
# Assigning the same list to multiple variables
```

```
list1 = list2 = []
```

```
list1.append(1)
```

```
print(list2) # Output: [1]
```

## Table of Augmented Assignment Operators:

Operator	Description	Equivalent To	Example
<code>+=</code>	Add and assign	<code>x = x + y</code>	<code>x += y</code>
<code>-=</code>	Subtract and assign	<code>x = x - y</code>	<code>x -= y</code>
<code>*=</code>	Multiply and assign	<code>x = x * y</code>	<code>x *= y</code>
<code>/=</code>	Divide and assign	<code>x = x / y</code>	<code>x /= y</code>
<code>//=</code>	Floor divide and assign	<code>x = x // y</code>	<code>x //= y</code>
<code>%=</code>	Modulus and assign	<code>x = x % y</code>	<code>x %= y</code>
<code>**=</code>	Exponentiate and assign	<code>x = x ** y</code>	<code>x **= y</code>
<code>&amp;=</code>	Bitwise AND and assign	<code>x = x &amp; y</code>	<code>x &amp;= y</code>
<code> =</code>	Bitwise OR and assign	<code>x = x   y</code>	<code>x  = y</code>
<code>^=</code>	Bitwise XOR and assign	<code>x = x ^ y</code>	<code>x ^= y</code>
<code>&lt;&lt;=</code>	Left shift and assign	<code>x = x &lt;&lt; y</code>	<code>x &lt;&lt;= y</code>
<code>&gt;&gt;=</code>	Right shift and assign	<code>x = x &gt;&gt; y</code>	<code>x &gt;&gt;= y</code>

### Bitwise Assignment Operators (`&=`, `|=`, `^=`, `<<=`, `>>=`)

`x = 5`    # Binary: 0101

`y = 3`    # Binary: 0011

`x &= y`    # Binary AND: 0001

`print(x)`   # Output: 1

`x = 5`

`x |= y`    # Binary OR: 0111

`print(x)`   # Output: 7

```
x = 5
```

```
x ^= y    # Binary XOR: 0110
```

```
print(x)  # Output: 6
```

```
x = 5
```

```
x <<= 1    # Left shift: 1010 (10 in decimal)
```

```
print(x)   # Output: 10
```

```
x = 5
```

```
x >>= 1    # Right shift: 0010 (2 in decimal)
```

```
print(x)   # Output: 2
```

## Unpacking Assignments

**Unpacking assignments** allow you to assign values from iterable objects (like tuples, lists, or dictionaries) to multiple variables simultaneously. This enhances code readability and efficiency.

### a. Tuple Unpacking

Assigning elements of a tuple to variables

# Example

```
point = (10, 20)
```

```
x, y = point
```

```
print(x) # Output: 10
```

```
print(y) # Output: 20
```

## **b. List Unpacking**

Assigning elements of a list to variables.

# Example

```
colors = ["red", "green", "blue"]
```

```
first, second, third = colors
```

```
print(first) # Output: red
```

```
print(second) # Output: green
```

```
print(third) # Output: blue
```

## **c. Dictionary Unpacking**

Assigning keys or values of a dictionary to variables.

# Assigning keys

```
person = {"name": "Alice", "age": 30}
```

```
key1, key2 = person
```

```
print(key1) # Output: name
```

```
print(key2) # Output: age
```

# Assigning values using .values()

```
value1, value2 = person.values()
```

```
print(value1) # Output: Alice
```

```
print(value2) # Output: 30
```

# Assigning key-value pairs using .items()

```
(k1, v1), (k2, v2) = person.items()
```

```
print(k1, v1) # Output: name Alice  
print(k2, v2) # Output: age 30
```

## Key Points:

- **Matching Structure:** The number of variables on the left must match the number of elements in the iterable.

```
# This will raise a ValueError
```

```
a, b = [1, 2, 3]
```

- Using Asterisk (\*) for Variable-Length Unpacking:

```
numbers = [1, 2, 3, 4, 5]
```

```
first, *middle, last = numbers
```

```
print(first) # Output: 1
```

```
print(middle) # Output: [2, 3, 4]
```

```
print(last) # Output: 5
```

## ***Immutable and Mutable***

# ***Object(Important)***

## **1. Immutable Objects**

- **Definition:** Immutable objects cannot be changed once they are created.
- **Example:** ◇ **Integers (`int`):** If you want to change the value of an integer, you must reassign it to a new integer. For example:

```
a = 10 # a points to the integer object 10
```

```
a = 20 # a now points to a new integer object 20
```

**Behavior:** If you "change" an immutable object, you are actually creating a new object instead of modifying the existing one.

- **Reassignment and Memory Address Change:** • When you reassign an immutable object, such as an integer, string, or tuple, you create a new object. The variable then points to this new object, which is stored at a different memory address.

- **Example:**

```
a = 10 # a points to memory address for the integer 10  
print(id(a)) # Example output: 140634989756128 (some  
memory address)
```



```
a = 20 # Now a points to a new memory address for the
integer 20
print(id(a)) # Example output: 140634989756144 (different
memory address)
```

## Mutable Objects

- **Definition:** Mutable objects can be changed after they are created.

**Lists (list):** You can change the contents of a list without needing to reassign the list variable. For example:

```
my_list = [1, 2, 3] # my_list contains [1, 2, 3]
my_list.append(4)   # my_list is now [1, 2, 3, 4]
```

**Behavior:** Mutating a mutable object (like appending to a list) modifies the object in place, and all references to that object will reflect the changes.

- **Modification and Same Memory Address:**

- When you modify a mutable object, such as a list, dictionary, or set, you are changing the object in place. The memory address remains the same because the object itself has not been replaced; its content has just been altered.

- **Example:**

```
my_list = [1, 2, 3] # my_list points to some memory address
```

```
print(id(my_list)) # Example output: 140634989756224
```

```
my_list.append(4) # Modify the list in place
```

```
print(my_list)    # Output: [1, 2, 3, 4]
```

```
print(id(my_list)) # Memory address remains the same:  
140634989756224
```

## Key Takeaway

- For **immutable objects**

- you must reassign to change their value (like integers or strings).

- Reassignment creates a new object.

- The variable points to a different memory address after reassignment.

- For **mutable objects**

- you can modify their contents directly (like lists or dictionaries) without reassignment.

- Modifications occur in place, and the object retains the same memory address.

- No reassignment is necessary to change their contents.

# Comparison operators

## 1. Overview of Comparison Operators

**Comparison operators** in Python are used to compare two values. The result of a comparison is always a Boolean value: `True` or `False`.

## 2. List of Comparison Operators

Here's a comprehensive list of comparison operators available in Python:

Operator	Name	Description
<code>==</code>	Equal to	Checks if the values of two operands are equal
<code>!=</code>	Not Equal to	Checks if the values of two operands are not equal
<code>&gt;</code>	Greater Than	Checks if the value on the left is greater than the right
<code>&lt;</code>	Less Than	Checks if the value on the left is less than the right
<code>&gt;=</code>	Greater Than or Equal	Checks if the value on the left is greater than or equal to the right
<code>&lt;=</code>	Less Than or Equal	Checks if the value on the left is less than or equal to the right
<code>is</code>	Identity Operator	Checks if two operands refer to the same object in memory
<code>is not</code>	Negative Identity	Checks if two operands do not refer to the same object in memory
<code>in</code>	Membership Operator	Checks if a value exists within an iterable
<code>not in</code>	Negative Membership	Checks if a value does not exist within an iterable

## 3. Detailed Explanation and Examples

## 1. Equal to (==)

### Description:

Checks if the values of two operands are equal. Returns `True` if they are equal, `False` otherwise.

```
a = 5
```

```
b = 5
```

```
c = 10
```

```
print(a == b) # Output: True
```

```
print(a == c) # Output: False
```

## 2. Not Equal to (!=)

### Description:

Checks if the values of two operands are not equal. Returns `True` if they are not equal, `False` otherwise.

```
x = "Python"
```

```
y = "Java"
```

```
z = "Python"
```

```
print(x != y) # Output: True
```

```
print(x != z) # Output: False
```

## Greater Than (>)

## Description:

Checks if the value on the left is greater than the value on the right. Returns `True` if it is, `False` otherwise.

```
num1 = 15
```

```
num2 = 10
```

```
print(num1 > num2) # Output: True
```

```
print(num2 > num1) # Output: False
```

## 4. Less Than (<)

### Description:

Checks if the value on the left is less than the value on the right. Returns `True` if it is, `False` otherwise.

```
a = 3
```

```
b = 7
```

```
print(a < b) # Output: True
```

```
print(b < a) # Output: False
```

## 5. Greater Than or Equal to (>=)

### Description:

Checks if the value on the left is greater than or equal to the

value on the right. Returns `True` if it is, `False` otherwise.

```
x = 20
```

```
y = 20
```

```
z = 15
```

```
print(x >= y) # Output: True
```

```
print(z >= y) # Output: False
```

## 6. Less Than or Equal to (`<=`)

### **Description:**

Checks if the value on the left is less than or equal to the value on the right. Returns `True` if it is, `False` otherwise.

```
m = 8
```

```
n = 12
```

```
p = 8
```

```
print(m <= n) # Output: True
```

```
print(m <= p) # Output: True
```

```
print(n <= m) # Output: False
```

## 7. Identity Operators (`is`, `is not`)

### **Description:**

- `is` checks if two operands refer to the **same object** in memory.
- `is not` checks if two operands do **not** refer to the same

object in memory.

```
a = [1, 2, 3]
```

```
b = a
```

```
c = [1, 2, 3]
```

```
print(a is b)    # Output: True
```

```
print(a is c)    # Output: False
```

```
print(a is not c) # Output: True
```

## 8. Membership Operators (**in**, **not in**)

### Description:

- **in** checks if a value exists within an **iterable** (like a list, tuple, string, etc.). Returns **True** if it does, **False** otherwise.
- **not in** checks if a value does **not** exist within an iterable. Returns **True** if it does not, **False** otherwise.

```
fruits = ["apple", "banana", "cherry"]
```

```
print("banana" in fruits)    # Output: True
```

```
print("grape" in fruits)    # Output: False
```

```
print("grape" not in fruits) # Output: True
```

### Additional Example with Strings:

```
text = "Hello, World!"
```

```
print("World" in text)    # Output: True
```

```
print("Python" in text)   # Output: False
```

```
print("Python" not in text) # Output: True
```

## 4. Operator Precedence

Understanding **operator precedence** helps predict the order in which operations are evaluated in complex expressions. In Python, comparison operators have a specific precedence level.

### Precedence Hierarchy (Relevant to Comparison Operators):

1. **Parentheses** `()`
2. **Exponentiation** `**`
3. **Unary plus and minus** `+x`, `-x`
4. **Multiplication, Division, Floor Division, Modulus** `*`, `/`, `//`, `/`, `%`
5. **Addition and Subtraction** `+`, `-`
6. **Comparison Operators** `==`, `!=`, `>`, `<`, `>=`, `<=`, `is`, `is not`, `in`, `not in`
7. **Logical NOT** `not`
8. **Logical AND** `and`
9. **Logical OR** `or`

Example:

```
result = 3 + 4 > 5 # Evaluated as (3 + 4) > 5  
print(result)      # Output: True
```



```
result = 3 + (4 > 5) # Evaluated as 3 + False => 3 + 0 => 3  
print(result)      # Output: 3
```

## 5. Chaining Comparison Operators

Example:

```
x = 5  
print(1 < x < 10) # Output: True  
print(5 < x < 10) # Output: False
```

**Explanation:**

- `1 < x < 10` checks if `x` is greater than `1` **and** less than `10`.
  - `5 < x < 10` checks if `x` is greater than `5` **and** less than `10`.
- Since `x` is `5`, this evaluates to `False`.

## *Logical operators*

### Overview of Logical Operators

**Logical operators** allow you to combine multiple conditional statements and make complex decisions in your code. Python provides three primary logical operators:

■ `and`

- or
- not

These operators work with Boolean values (True and False) and expressions that evaluate to Boolean values.

## List of Logical Operators

Operator	Name	Description
and	Logical AND	Returns True if both operands are True.
or	Logical OR	Returns True if at least one operand is True.
not	Logical NOT	Returns the opposite Boolean value of the operand.

## Detailed Explanation and Examples

### 1. and Operator

#### Description:

The and operator returns True only if both operands are True. If either operand is False, the result is False.

Truth Table:		
operand1	operand2	operand1 and operand2
True	True	True
True	False	False
False	True	False
False	False	False

Example:

# Example 1: Both conditions True

age = 25

has\_license = True

can\_drive = age >= 18 and has\_license

print(can\_drive) # Output: True

# Example 2: One condition False

age = 16

has\_license = False

can\_drive = age >= 18 and has\_license

print(can\_drive) # Output: False

# Example 3: Mixed conditions

age = 20

has\_license = False

can\_drive = age >= 18 and has\_license

print(can\_drive) # Output: False

## 2. or Operator

### Description:

The **or** operator returns **True** if **at least one** of the operands is **True**. If both operands are **False**, the result is

False.

Truth Table:

operand1	operand2	operand1 or operand2
True	True	True
True	False	True
False	True	True
False	False	False

Example:

# Example 1: Both conditions True

is\_weekend = True

is\_holiday = True

can\_sleep\_in = is\_weekend or is\_holiday

print(can\_sleep\_in) # Output: True

# Example 2: One condition True

is\_weekend = True

is\_holiday = False

can\_sleep\_in = is\_weekend or is\_holiday

print(can\_sleep\_in) # Output: True

# Example 3: Both conditions False

is\_weekend = False

is\_holiday = False

```
can_sleep_in = is_weekend or is_holiday  
print(can_sleep_in) # Output: False
```

### 3. **not** Operator

#### Description:

The **not** operator negates the Boolean value of its operand. If the operand is **True**, **not** returns **False**, and vice versa.

Truth Table:

operand	not operand
True	False
False	True

```
# Example 1: Negating True  
is_sunny = True  
is_not_sunny = not is_sunny  
print(is_not_sunny) # Output: False
```

```
# Example 2: Negating False  
is_raining = False  
is_not_raining = not is_raining  
print(is_not_raining) # Output: True
```

```
# Example 3: Using with conditions  
age = 20
```

```
has_license = False
```

```
can_drive = age >= 18 and has_license  
print(can_drive) # Output: False
```

```
can_not_drive = not can_drive  
print(can_not_drive) # Output: True
```

## 4. Operator Precedence

### Precedence Hierarchy (Relevant to Logical Operators):

1. **Parentheses** ( )
2. **Unary** not not
3. **Logical** and and
4. **Logical** or or

Example:

```
# Without parentheses  
result = True or False and False  
print(result) # Output: True
```

```
# With parentheses to change precedence  
result = (True or False) and False  
print(result) # Output: False
```

## 5. Short-Circuit Evaluation

### a. and Operator:

- **Behavior:**

If the first operand is `False`, Python **does not evaluate** the second operand because the overall result cannot be `True`.

### Example:

```
def first():  
    print("First function called")  
    return False  
  
def second():  
    print("Second function called")  
    return True  
  
result = first() and second()  
print(result)
```

```
# Output:  
# First function called  
# False
```

## b. `or` Operator:

### • Behavior:

If the first operand is `True`, Python **does not evaluate** the second operand because the overall result is already `True`.

Example:

```
def first():  
    print("First function called")  
    return True  
  
def second():  
    print("Second function called")  
    return False  
  
result = first() or second()  
print(result)
```

```
# Output:  
# First function called  
# True
```

## 6. Truthy and Falsy Values

In Python, values are inherently classified as **truthy** or **falsy** based on their Boolean value. Understanding this classification is essential when using logical operators.

### a. Falsy Values:

These values are considered **False** in Boolean contexts:

- **False**
- **None**
- Zero of any numeric type: **0**, **0.0**, **0j**, etc.
- Empty sequences and collections: **'**, **()**, **[]**, **{}**, **set()**,



`range(0)`

- Objects of classes that implement `__bool__()` or `__len__()` returning `False` or `0`

## b. Truthy Values:

Any value that is **not** falsy is considered `True`:

◇ `True`

◇ Non-zero numbers: `1`, `-1`, `3.14`, etc.

◇ Non-empty sequences and collections: `'a'`, `(1,)`, `[1, 2]`, `{'key': 'value'}`, `{1}`, `range(1)`

◇ Objects of classes that implement `__bool__()` or `__len__()` returning `True` or a positive number

## 7. Using Logical Operators in Control Flow

Logical operators are extensively used in control flow statements like `if`, `elif`, `while`, and more to make decisions based on multiple conditions.

### a. Using `and` in `if` Statements

Example:

```
age = 22
```

```
has_license = True
```

```
if age >= 18 and has_license:
```

```
    print("You are eligible to drive.")
```

```
else:
```

```
print("You are not eligible to drive.")
```

## **b. Using `or` in `if` Statements**

Example:

```
is_weekend = False
```

```
is_holiday = True
```

```
if is_weekend or is_holiday:
```

```
    print("You can relax today!")
```

```
else:
```

```
    print("Time to work!")
```

## **c. Using `not` in `if` Statements**

Example:

```
is_raining = False
```

```
if not is_raining:
```

```
    print("You don't need an umbrella today.")
```

```
else:
```

```
    print("Don't forget your umbrella!")
```

## **d. Combining Multiple Logical Operators**

```
age = 30
```

```
has_license = True
```

```
is_insured = False
```

```
if (age >= 18 and has_license) or is_insured:
```

```
    print("Eligible for the driving test.")
else:
    print("Not eligible for the driving test.")
```

## 8. Advanced Topics

### a. Combining Logical Operators with Other Operators

Logical operators can be combined with comparison operators, membership operators, and more to form complex conditions.

Example:

```
username = "admin"
password = "password123"
```

```
if username == "admin" and password == "password123":
    print("Access granted.")
else:
    print("Access denied.")
```

### b. Logical Operators in List Comprehensions

Example:

```
numbers = range(1, 21)
filtered = [num for num in numbers if num % 2 == 0 and
num % 3 == 0]
print(filtered) # Output: [6, 12, 18]
```

## c. Using Logical Operators with Functions

You can use logical operators to combine multiple function calls that return Boolean values.

Example:

```
def is_even(num):  
    return num % 2 == 0
```

```
def is_positive(num):  
    return num > 0
```

```
number = 4
```

```
if is_even(number) and is_positive(number):  
    print("Number is positive and even.")  
else:  
    print("Number does not meet the criteria.")
```

## d. Ternary Conditional Operator with Logical Operators

Combine logical operators with Python's ternary conditional operator for concise conditional expressions.

Example:

```
age = 20
```

```
has_permission = True
```

```
status = "Allowed" if age >= 18 and has_permission else "Not Allowed"
```

```
print(status) # Output: Allowed
```

# ***Comments***

Types of Comments in Python

Python supports several types of comments, each serving different purposes. Understanding these types will help you effectively annotate your code.

## **1. Single-Line Comments**

Syntax:

```
# This is a single-line comment
```

Example:

```
# Calculate the area of a circle
```

```
radius = 5
```

```
area = 3.14159 * radius ** 2 # Area formula:  $\pi r^2$ 
```

```
print(area)
```

## **2. Multi-Line Comments**

## Approach 1: Multiple Single-Line Comments

```
# This is a multi-line comment.  
# It spans several lines.  
# Each line starts with a hash symbol.
```

## Approach 2: Multi-Line Strings (Not Recommended for Comments)

```
"""  
This is a multi-line string,  
not a true comment.  
It can be used as a comment,  
but it's intended for docstrings.  
"""
```

### **Note:**

While multi-line strings can be used as comments, it's generally recommended to use multiple single-line comments for clarity and to adhere to best practices.

## **3. Docstrings**

### **Definition:**

**Docstrings** (documentation strings) are multi-line comments used to document modules, classes, functions, and methods. Unlike regular comments, docstrings are accessible at runtime via the `__doc__` attribute and are used by documentation tools.

## Syntax:

- Enclosed in triple quotes ( `"""` or `'''` ).
- Placed immediately after the definition of a function, class, or module.

```
def greet(name):
```

```
    """
```

```
    Greet the user by name.
```

```
    Parameters:
```

```
    name (str): The name of the user.
```

```
    Returns:
```

```
    str: A greeting message.
```

```
    """
```

```
    return f"Hello, {name}!"
```

## Explanation:

- The docstring provides a description of what the function does, its parameters, and its return value.
- Tools like `help()` and documentation generators (e.g., Sphinx) utilize docstrings to create documentatio

## Accessing Docstrings:

```
print(greet.__doc__)
```

Output:

Greet the user by name.

Parameters:

name (str): The name of the user.

Returns:

str: A greeting message.

## ***List***

**Lists** are one of the most versatile and commonly used data structures in Python. They allow you to store, organize, and manipulate collections of items efficiently. Whether you're dealing with numbers, strings, or even other lists, Python lists provide a flexible way to handle data.

## ***Declaring Lists***



A **list** in Python is an ordered, mutable (changeable) collection of items. Lists are defined by enclosing elements within square brackets `[]`, separated by commas.

Examples:

```
# An empty list
```

```
empty_list = []
```

```
# List of integers
```

```
numbers = [1, 2, 3, 4, 5]
```

```
# List of strings
```

```
fruits = ["apple", "banana", "cherry"]
```

```
# Mixed data types
```

```
mixed = [1, "hello", 3.14, True]
```

```
# List of lists (nested list)
```

```
nested_list = [[1, 2], [3, 4], [5, 6]]
```

## Creating Lists Using the `list()` Constructor:

```
# From a tuple
```

```
tuple_data = (1, 2, 3)
```

```
list_from_tuple = list(tuple_data)
```

```
print(list_from_tuple) # Output: [1, 2, 3]
```

```
# From a string
```

```
string_data = "hello"
```

```
list_from_string = list(string_data)
```

```
print(list_from_string) # Output: ['h', 'e', 'l', 'l', 'o']
```

## ***Accessing Items***

You can access items in a list by referring to their **index**.

Python uses **zero-based indexing**, meaning the first item has an index of **0**, the second item has an index of **1**, and so on.

### **Examples:**

```
fruits = ["apple", "banana", "cherry", "date", "elderberry"]
```

```
# Access the first item
```

```
print(fruits[0]) # Output: apple
```

```
# Access the third item
```

```
print(fruits[2]) # Output: cherry
```

```
# Access the last item using negative indexing
```

```
print(fruits[-1]) # Output: elderberry
```

```
# Access the second-to-last item
```

```
print(fruits[-2]) # Output: date
```

Handling Index Errors:

```
print(fruits[10]) # Raises IndexError: list index out of range
```

**Tip:** To avoid errors, ensure that the index is within the valid range using `len()` or try-except blocks.

## ***Changing Items***

Lists are **mutable**, meaning you can change their content after creation by assigning a new value to a specific index.

### **Examples:**

```
numbers = [10, 20, 30, 40, 50]
```

```
# Change the first item
```

```
numbers[0] = 15
```

```
print(numbers) # Output: [15, 20, 30, 40, 50]
```

```
# Change the last item using negative indexing
```

```
numbers[-1] = 55
```

```
print(numbers) # Output: [15, 20, 30, 40, 55]
```

```
# Change a middle item
```

```
numbers[2] = 35
```

```
print(numbers) # Output: [15, 20, 35, 40, 55]
```

## ***Removing List Items***

### Removing List Items

Python provides several methods to remove items from a list. The choice of method depends on whether you know the item's index, the item's value, or need to remove items based on a condition

#### **a. `remove()` Method**

Syntax:

```
my_list.remove(value)
```

Removes the **first occurrence** of a specified value.

```
fruits = ["apple", "banana", "cherry", "banana", "date"]
```

**Example:**

```
# Remove the first 'banana'
```

```
fruits.remove("banana")
```

```
print(fruits) # Output: ['apple', 'cherry', 'banana', 'date']
```

**Note:** If the value is not found, a `ValueError` is raised.

## b. `pop()` Method

Removes an item at a specified index and **returns** it. If no index is specified, it removes and returns the **last item**.

Syntax:

```
item = my_list.pop(index)
```

Examples:

```
numbers = [10, 20, 30, 40, 50]
```

```
# Remove and return the item at index 2
```

```
removed_item = numbers.pop(2)
```

```
print(removed_item) # Output: 30
print(numbers)      # Output: [10, 20, 40, 50]
```

```
# Remove and return the last item
last_item = numbers.pop()
print(last_item) # Output: 50
print(numbers)  # Output: [10, 20, 40]
```

## c. **del** Statement

Removes an item or a **slice** from the list. It does not return the removed item.

### **Syntax:**

```
del my_list[index]
del my_list[start:end]
```

### **Examples:**

```
fruits = ["apple", "banana", "cherry", "date", "elderberry"]
```

```
# Remove the item at index 1
del fruits[1]
print(fruits) # Output: ['apple', 'cherry', 'date', 'elderberry']
```

```
# Remove a slice (first two items)
del fruits[0:2]
print(fruits) # Output: ['date', 'elderberry']
```

## d. `clear()` Method

Removes **all items** from the list, resulting in an empty list.

### Syntax:

```
my_list.clear()
```

### Example:

```
numbers = [1, 2, 3, 4, 5]
```

```
numbers.clear()
```

```
print(numbers) # Output: []
```

# *Indexing*

**Indexing** allows you to access elements in a list based on their position. Python supports both **positive** and **negative** indexing.

**a. Positive Indexing: Starts from 0 (first element) to n-1 (last element).**

Example:

```
colors = ["red", "green", "blue", "yellow", "purple"]
```

```
print(colors[0]) # Output: red
```

```
print(colors[2]) # Output: blue
```

```
print(colors[4]) # Output: purple
```

**b. Negative Indexing: Starts from -1 (last element) to -n (first element).**

Example:

```
colors = ["red", "green", "blue", "yellow", "purple"]
```

```
print(colors[-1]) # Output: purple
```

```
print(colors[-3]) # Output: blue
```

```
print(colors[-5]) # Output: red
```

**c. Accessing Elements in Nested Lists**

**Example:**

```
nested_list = [  
    [1, 2, 3],  
    ["a", "b", "c"],  
    [True, False]  
]
```

```
print(nested_list[0][1]) # Output: 2
```

```
print(nested_list[1][2]) # Output: c
```



```
print(nested_list[2][0]) # Output: True
```

## ***Slicing***

**Slicing** allows you to access a **subset** of a list by specifying a **range** of indices. The syntax uses the colon `:` operator.

Syntax:

```
subset = my_list[start:stop:step]
```

- **start:** Starting index (inclusive). Defaults to `0` if omitted.
- **stop:** Ending index (exclusive). Defaults to the end of the list if omitted.
- **step:** Step size. Defaults to `1` if omitted.

Examples:

```
numbers = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
# Get items from index 2 to 5
```

```
subset = numbers[2:6]
```

```
print(subset) # Output: [2, 3, 4, 5]
```

```
# Get items from the beginning to index 4
```

```
subset = numbers[:5]
```

```
print(subset) # Output: [0, 1, 2, 3, 4]
```

```
# Get items from index 5 to the end
```

```
subset = numbers[5:]
```

```
print(subset) # Output: [5, 6, 7, 8, 9]
```

```
# Get every second item from index 1 to 7
```

```
subset = numbers[1:8:2]
```

```
print(subset) # Output: [1, 3, 5, 7]
```

```
# Reverse the list using slicing
```

```
reversed_list = numbers[::-1]
```

```
print(reversed_list) # Output: [9, 8, 7, 6, 5, 4, 3, 2, 1, 0]
```

## **Slicing with Negative Indices:**

```
colors = ["red", "green", "blue", "yellow", "purple"]
```

```
# Get last two items
```

```
last_two = colors[-2:]
```

```
print(last_two) # Output: ['yellow', 'purple']
```

```
# Get items from index -4 to -1
```

```
subset = colors[-4:-1]
```

```
print(subset) # Output: ['green', 'blue', 'yellow']
```

## Note:

- The `stop` index is **exclusive**, meaning the element at that index is **not** included in the result.
- If `start` is greater than `stop` with a positive `step`, the result is an empty list.

### 5. Summary of Default Values in Slicing

Slicing Syntax	Step	Default Start	Default Stop
<code>list[start:stop:step]</code>	Positive	<code>0</code>	<code>len(list)</code>
<code>list[start:stop:step]</code>	Negative	<code>len(list) - 1</code>	<code>-1</code> (exclusive)

### 5. Summary of Default Values in Slicing

Slicing Syntax	Step	Default Start	Default Stop
<code>list[start:stop:step]</code>	Positive ( <code>&gt; 0</code> )	<code>0</code>	<code>len(list)</code>
<code>list[start:stop:step]</code>	Negative ( <code>&lt; 0</code> )	<code>-1</code> (or <code>len(list) - 1</code> )	<code>-(len(list) + 1)</code> (exclusive)

# Important Note

# `//print(numbers[-1 or 9 is same ::-1])`

#

# in `stop: -1` (If I put it, Python Thinking the last element `=-1`)

# So It print: `[]`

#

# `start: -1[inclusive]`

```
# end: -1 [exclusive]
#
# There is nothing; that's why it print []
```

Example:

```
numbers = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
print(numbers[-1::-1])
print(numbers[len(numbers)-1::-1])
print(numbers[::-1])
```

## ***Sorting Lists***

Sorting arranges the elements of a list in a specified order, either **ascending** or **descending**. Python provides built-in methods to sort lists.

### **a. `sort()` Method**

Sorts the list **in place**, modifying the original list.

Syntax:

```
my_list.sort(reverse=False, key=None)
```

- **reverse (bool):** If `True`, sort the list in **descending** order.

- **key (function):** A function that serves as a **key** for the sort comparison.

## Examples:

# Sorting a list of numbers in ascending order

```
numbers = [5, 2, 9, 1, 5, 6]
```

```
numbers.sort()
```

```
print(numbers) # Output: [1, 2, 5, 5, 6, 9]
```

# Sorting in descending order

```
numbers.sort(reverse=True)
```

```
print(numbers) # Output: [9, 6, 5, 5, 2, 1]
```

# Sorting a list of strings

```
fruits = ["banana", "apple", "cherry", "date"]
```

```
fruits.sort()
```

```
print(fruits) # Output: ['apple', 'banana', 'cherry', 'date']
```

# Sorting based on the length of strings

```
fruits.sort(key=len)
```

```
print(fruits) # Output: ['date', 'apple', 'banana', 'cherry']
```

## Examples:

# Sorting a list of numbers in ascending order

```
numbers = [5, 2, 9, 1, 5, 6]
```

```
numbers.sort()
```

```
print(numbers) # Output: [1, 2, 5, 5, 6, 9]
```

```
# Sorting in descending order
numbers.sort(reverse=True)
print(numbers) # Output: [9, 6, 5, 5, 2, 1]
```

```
# Sorting a list of strings
fruits = ["banana", "apple", "cherry", "date"]
fruits.sort()
print(fruits) # Output: ['apple', 'banana', 'cherry', 'date']
```

```
# Sorting based on the length of strings
fruits.sort(key=len)
print(fruits) # Output: ['date', 'apple', 'banana', 'cherry']
```

## **b. `sorted()` Function**

Returns a **new sorted list** without modifying the original list.

Syntax:

```
sorted_list = sorted(my_list, reverse=False, key=None)
```

### **Examples:**

```
numbers = [3, 1, 4, 1, 5, 9]
sorted_numbers = sorted(numbers)
print(sorted_numbers) # Output: [1, 1, 3, 4, 5, 9]
print(numbers)       # Output: [3, 1, 4, 1, 5, 9] (original list)
```

remains unchanged)

```
# Sorting strings in descending order
```

```
fruits = ["banana", "apple", "cherry", "date"]
```

```
sorted_fruits = sorted(fruits, reverse=True)
```

```
print(sorted_fruits) # Output: ['date', 'cherry', 'banana',  
'apple']
```

## Sorting with Keys

To sort based on multiple criteria, the key function can return a tuple.

Example:

```
# Sorting a list of tuples based on the second element
```

```
students = [("Alice", 25), ("Bob", 20), ("Charlie", 23)]
```

```
students.sort(key=lambda student: student[1])
```

```
print(students) # Output: [('Bob', 20), ('Charlie', 23), ('Alice',  
25)]
```

`lambda student: student[1]:`

- This is a small anonymous function defined using `lambda`.
- It takes a single argument `student`, which represents each tuple in the `students` list.
- `student[1]` returns the second element of the tuple

(which is the age).

## Sorting Order

- The `sort()` method arranges the tuples in ascending order based on the values returned by the key function. So the sorting will work as follows:

- ◇ Compare ages: 20, 23, 25

- ◇ Sorted order will be:

- ("Bob", 20)

- ("Charlie", 23)

- ("Alice", 25)

## d. Sorting with Multiple Keys

To sort based on multiple criteria, the key function can return a tuple.

Example:

```
# Sorting by age, then by name
people = [
```



```
{ "name": "Alice", "age": 25 },  
{ "name": "Bob", "age": 20 },  
{ "name": "Charlie", "age": 25 },  
{ "name": "Dave", "age": 20 }  
]
```

```
# Sort first by age, then by name  
people_sorted = sorted(people, key=lambda person:  
(person["age"], person["name"]))  
print(people_sorted)  
# Output:  
# [  
#   {'name': 'Bob', 'age': 20},  
#   {'name': 'Dave', 'age': 20},  
#   {'name': 'Alice', 'age': 25},  
#   {'name': 'Charlie', 'age': 25}  
# ]
```

## ***Joining Lists***

Joining (or concatenating) lists combines two or more lists into a single list. Python provides several ways to achieve this.

### a. Using the `+` Operator

The `+` operator concatenates two lists, returning a new list.

#### Syntax:

```
combined_list = list1 + list2
```

Example:

```
list1 = [1, 2, 3]
```

```
list2 = [4, 5, 6]
```

```
combined = list1 + list2
```

```
print(combined) # Output: [1, 2, 3, 4, 5, 6]
```

### b. Using the `extend()` Method

The `extend()` method appends all elements from another list to the **end** of the current list. This modifies the original list in place.

Syntax:

```
list1.extend(list2)
```

Example:

```
list1 = ["a", "b", "c"]
list2 = ["d", "e", "f"]
list1.extend(list2)
print(list1) # Output: ['a', 'b', 'c', 'd', 'e', 'f']
```

### c. Using the \* Operator (Replicating Lists)

The \* operator can be used to **repeat** a list multiple times.

Syntax:

```
repeated_list = my_list * n
```

Example:

```
letters = ["x", "y"]
repeated = letters * 3
print(repeated) # Output: ['x', 'y', 'x', 'y', 'x', 'y']
```

### d. Using List Comprehensions

List comprehensions can be used to combine lists in more complex ways.

```
list1 = [1, 2, 3]
list2 = [4, 5, 6]

# Combine lists with list comprehension
combined = [item for sublist in [list1, list2] for item in
sublist]
print(combined) # Output: [1, 2, 3, 4, 5, 6]
```

## e. Using the `itertools` Module

For more advanced list joining, the `itertools` module provides tools like `chain()`.

Example:

```
import itertools
```

```
list1 = [1, 2, 3]
```

```
list2 = [4, 5, 6]
```

```
list3 = [7, 8, 9]
```

```
combined = list(itertools.chain(list1, list2, list3))
```

```
print(combined) # Output: [1, 2, 3, 4, 5, 6, 7, 8, 9]
```

# *Appending to Lists*

Appending adds a new element to the **end** of a list. Python provides the `append()` and `insert()` methods for adding elements.

## a. `append()` Method

Adds a single element to the end of the list.

Syntax:

```
my_list.append(element)
```

Example:

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

## **b. `insert()` Method**

Inserts an element at a specified index.

Syntax:

```
my_list.insert(index, element)
```

Example:

```
fruits = ["apple", "banana", "cherry"]  
fruits.insert(1, "blueberry") # Insert at index 1  
print(fruits) # Output: ['apple', 'blueberry', 'banana',  
'cherry']
```

## **`extend()` Method**

As discussed earlier, `extend()` adds multiple elements from another list.

Example:

```
numbers = [1, 2, 3]  
numbers.extend([4, 5, 6])
```

```
print(numbers) # Output: [1, 2, 3, 4, 5, 6]
```

## ***Counting Item***

Counting the number of occurrences of a specific element in a list can be done using the `count()` method.

### **Syntax:**

```
count = my_list.count(element)
```

Example:

```
numbers = [1, 2, 3, 2, 4, 2, 5]
```

```
# Count occurrences of 2
```

```
count_twos = numbers.count(2)
```

```
print(count_twos) # Output: 3
```

```
# Count occurrences of 6 (which is not in the list)
```

```
count_sixes = numbers.count(6)
```

```
print(count_sixes) # Output: 0
```

## Use Case:

Counting items is useful for frequency analysis, statistical calculations, and conditional operations based on the number of occurrences.

# *Additional List Operations*

## a. `index()` Method

Finds the **first index** of a specified value. Raises a `ValueError` if the value is not found.

### Syntax:

```
index = my_list.index(value, start, end)
```

- **start (optional):** Start searching from this index.
- **end (optional):** Stop searching before this index.

```
fruits = ["apple", "banana", "cherry", "banana", "date"]
```

```
# Find the index of 'banana'
```

```
index_banana = fruits.index("banana")
```

```
print(index_banana) # Output: 1
```

```
# Find the index of 'banana' starting from index 2
index_banana_from_2 = fruits.index("banana", 2)
print(index_banana_from_2) # Output: 3
```

## **b. `reverse()` Method**

Reverses the elements of the list **in place**.

Syntax:

```
my_list.reverse()
```

Example:

```
numbers = [1, 2, 3, 4, 5]
numbers.reverse()
print(numbers) # Output: [5, 4, 3, 2, 1]
```

## **c. `copy()` Method**

Creates a **shallow copy** of the list.

Syntax

```
new_list = my_list.copy()
```

**Example:**

```
original = [1, 2, 3]
copied = original.copy()
copied.append(4)
```



```
print(original) # Output: [1, 2, 3]
print(copied)   # Output: [1, 2, 3, 4]
```

#### d. `clear()` Method

Removes **all items** from the list, resulting in an empty list.

Syntax:

```
my_list.clear()
```

Example:

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

#### e. `extend()` vs `append()`

- `append()`: Adds its argument as a single element to the end of the list.
- `extend()`: Iterates over its argument and adds each element to the list, extending it.

Example:

```
list1 = [1, 2, 3]
```

```
# Using append()
list1.append([4, 5])
```

```
print(list1) # Output: [1, 2, 3, [4, 5]]
```

```
# Reset list1
```

```
list1 = [1, 2, 3]
```

```
# Using extend()
```

```
list1.extend([4, 5])
```

```
print(list1) # Output: [1, 2, 3, 4, 5]
```

## ***List Comprehensions***

**List comprehensions** provide a concise way to create lists based on existing lists. They can include conditional logic and transformations.

### **Basic Syntax:**

```
new_list = [expression for item in iterable if condition]
```

### **Examples:**

```
# Create a list of squares
```

```
squares = [x**2 for x in range(10)]
```

```
print(squares) # Output: [0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```

```
# Create a list of even numbers
```

```
evens = [x for x in range(20) if x % 2 == 0]
print(evens) # Output: [0, 2, 4, 6, 8, 10, 12, 14, 16, 18]

# Create a list of uppercase fruits
fruits = ["apple", "banana", "cherry"]
uppercase_fruits = [fruit.upper() for fruit in fruits]
print(uppercase_fruits) # Output: ['APPLE', 'BANANA', 'CHERRY']

# Nested list comprehension
matrix = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
flattened = [num for row in matrix for num in row]
print(flattened) # Output: [1, 2, 3, 4, 5, 6, 7, 8, 9]
```

## ***Nested Lists***

**Nested lists** are lists within lists, allowing you to create multi-dimensional data structures.

### **Examples:**

```
# Creating a nested list
matrix = [
    [1, 2, 3],
    [4, 5, 6],
```

```
[7, 8, 9]  
]
```

```
print(matrix)
```

```
# Output:
```

```
# [  
#   [1, 2, 3],  
#   [4, 5, 6],  
#   [7, 8, 9]  
# ]
```

```
# Accessing elements in a nested list
```

```
print(matrix[0][1]) # Output: 2 (first row, second column)
```

```
print(matrix[2][0]) # Output: 7 (third row, first column)
```

```
# Modifying an element
```

```
matrix[1][2] = 60
```

```
print(matrix)
```

```
# Output:
```

```
# [  
#   [1, 2, 3],  
#   [4, 5, 60],  
#   [7, 8, 9]  
# ]
```

# ***Copying Lists***

## **Copying Lists**

Copying lists involves creating a new list that contains the same elements as the original. Python provides different ways to copy lists, each with its own implications

### **a. Shallow Copy**

A **shallow copy** creates a new list object but **does not** create copies of nested objects. Instead, it references the same nested objects.

#### **Methods to Create a Shallow Copy:**

1. Using the `copy()` method
2. Using slicing `[:]`
3. Using the `list()` constructor

#### **Examples:**

```
import copy
```

```
original = [1, 2, [3, 4]]
```

```
# Using the copy() method  
shallow_copy1 = original.copy()
```

```
# Using slicing  
shallow_copy2 = original[:]
```

```
# Using the list() constructor
shallow_copy3 = list(original)
```

```
print(shallow_copy1) # Output: [1, 2, [3, 4]]
print(shallow_copy2) # Output: [1, 2, [3, 4]]
print(shallow_copy3) # Output: [1, 2, [3, 4]]
```

```
# Modifying a nested list in the shallow copy affects the
original
shallow_copy1[2].append(5)
print(original)      # Output: [1, 2, [3, 4, 5]]
print(shallow_copy1) # Output: [1, 2, [3, 4, 5]]
```

## b. Deep Copy

A **deep copy** creates a new list and **recursively copies** all nested objects, resulting in complete independence from the original list.

### Method to Create a Deep Copy:

- Using the `deepcopy()` function from the `copy` module

### Example:

```
import copy
```

```
original = [1, 2, [3, 4]]
```

```
deep_copy = copy.deepcopy(original)
```

```
# Modifying the deep copy does not affect the original
```

```
deep_copy[2].append(5)
```

```
print(original) # Output: [1, 2, [3, 4]]
```

```
print(deep_copy) # Output: [1, 2, [3, 4, 5]]
```

## Differences Between Shallow and Deep Copies

Feature	Shallow Copy	Deep Copy
Copies nested objects?	No (references same nested objects)	Yes (creates independent copies)
Affects original when nested objects change?	Yes	No

## Use Cases:

- **Shallow Copy:** When you need a copy of the list structure but are okay with shared nested objects.
- **Deep Copy:** When you require complete independence, especially with complex, nested data structures.

# ***Control Flow***

## ***Conditional Statements***

### 1. Introduction to Conditional Statements

**Conditional statements** allow your program to execute certain pieces of code based on whether a condition is `True` or `False`. They are essential for creating dynamic programs that can handle different scenarios.

#### Why Use Conditional Statements?

- **Decision Making:** Choose different paths of execution based on input or other factors.
- **Control Flow:** Direct the flow of your program to perform tasks only when specific conditions are met.
- **Flexibility:** Make your code adaptable to varying situations.



# ***The if Statement***

## The `if` Statement

The `if` statement is the most basic form of a conditional statement. It allows you to execute a block of code only if a specified condition is `True`.

### **Syntax**

`if condition:`

`# Code block to execute if condition is True`

### **Example**

`age = 18`

`if age >= 18:`

`print("You are an adult.")`

### **Output:**

You are an adult.

# ***The if-else Statement***

An `if-else` statement allows you to execute one block of code if a condition is `True` and another block if the condition is `False`.

## Syntax

```
if condition:
```

```
    # Code block if condition is True
```

```
else:
```

```
    # Code block if condition is False
```

## Example

```
age = 16
```

```
if age >= 18:
```

```
    print("You are an adult.")
```

```
else:
```

```
    print("You are not an adult.")
```

## Output:

You are not an adult.

# *The if-elif-else Statement*

The `if-elif-else` statement allows you to check multiple conditions sequentially. Once a condition is `True`, the corresponding block is executed, and the rest are skipped.

## Syntax

```
if condition1:
```

```
    # Code block if condition1 is True
```

```
elif condition2:
```

```
    # Code block if condition2 is True
```

```
elif condition3:
```

```
    # Code block if condition3 is True
```

```
...
```

```
else:
```

```
    # Code block if none of the above conditions are True
```

## Example

```
score = 85
```

```
if score >= 90:
```

```
    print("Grade: A")
```

```
elif score >= 80:
```

```
    print("Grade: B")
```

```
elif score >= 70:
```

```
    print("Grade: C")
```

```
else:
```

```
    print("Grade: F")
```

# ***Nested if Statements***

**Nested if statements** are `if` statements placed inside another `if` statement. They allow for more granular decision-making based on multiple layers of conditions.

## **Syntax**

```
if condition1:
    # Code block if condition1 is True
    if condition2:
        # Code block if condition2 is True
    else:
        # Code block if condition2 is False
else:
    # Code block if condition1 is False
```

## **Example**

```
age = 20
has_license = True

if age >= 18:
    print("You are eligible to drive.")
    if has_license:
```

```
    print("You can drive a car.")
else:
    print("You need a driver's license to drive.")
else:
    print("You are not eligible to drive.")
```

### **Output:**

You are eligible to drive.  
You can drive a car.

## ***Using Logical Operators in Conditions***

Logical operators allow you to combine multiple conditions within a single `if`, `elif`, or `else` statement.

### Logical Operators

- **and**: Both conditions must be `True`.
- **or**: At least one condition must be `True`.
- **not**: Inverts the truth value of the condition.

## Examples

### a. Using **and**

age = 25

has\_license = True

```
if age >= 18 and has_license:  
    print("You can drive a car.")
```

### Output:

You can drive a car.

### b. Using **or**

is\_weekend = True

has\_free\_time = False

```
if is_weekend or has_free_time:  
    print("You can go out.")
```

### Output:

You can go out.

### c. Using **not**

is\_raining = False

```
if not is_raining:  
    print("You don't need an umbrella.")
```

## Output:

You don't need an umbrella.

# Comparison Operators

Comparison operators are used to compare two values. They return `True` or `False` based on the comparison.

## List of Comparison Operators

Operator	Description	Example
<code>==</code>	Equal to	<code>a == b</code>
<code>!=</code>	Not equal to	<code>a != b</code>
<code>&gt;</code>	Greater than	<code>a &gt; b</code>
<code>&lt;</code>	Less than	<code>a &lt; b</code>
<code>&gt;=</code>	Greater than or equal to	<code>a &gt;= b</code>
<code>&lt;=</code>	Less than or equal to	<code>a &lt;= b</code>

## Examples

`x = 10`

`y = 20`

`# Equal to`

`print(x == y) # Output: False`

# Not equal to  
print(x != y) # Output: True

# Greater than  
print(x > y) # Output: False

# Less than  
print(x < y) # Output: True

# Greater than or equal to  
print(x >= 10) # Output: True

# Less than or equal to  
print(y <= 20) # Output: True

## ***Conditional Expressions (Ternary Operator)***

Python offers a concise way to write conditional statements using **conditional expressions**, also known as the **ternary operator**. This allows you to assign a value to a variable based on a condition in a single line.



## Syntax

variable = value\_if\_true if condition else value\_if\_false

## Example

```
age = 18
```

```
status = "Adult" if age >= 18 else "Minor"
```

```
print(status) # Output: Adult
```

## *Best Practices*

### Avoid Deep Nesting:

- Excessive nesting can make code hard to read. Consider refactoring using functions or logical operators

```
# Deeply nested
```

```
if condition1:
```

```
    if condition2:
```

```
        if condition3:
```

```
            do_something()
```

```
# Refactored
```

```
if condition1 and condition2 and condition3:
```

```
    do_something()
```

## Use `elif` Instead of Multiple `if` Statements:

- Using `elif` ensures that only one block is executed, improving efficiency.

```
# Using multiple ifs
```

```
if x > 0:
```

```
    print("Positive")
```

```
if x == 0:
```

```
    print("Zero")
```

```
if x < 0:
```

```
    print("Negative")
```

```
# Using elif
```

```
if x > 0:
```

```
    print("Positive")
```

```
elif x == 0:
```

```
    print("Zero")
```

```
else:
```

```
    print("Negative")
```

## Common Mistakes

### Using Assignment Instead of Comparison `==`:

```
age = 18
```

```
# Incorrect
```

```
if age = 18:  
    print("You are 18 years old.")
```

# Correct

```
if age == 18:  
    print("You are 18 years old.")
```

## **Logical Errors in Conditions:**

# Intended: Age between 18 and 25

```
if age >= 18 and age <= 25:  
    print("Young adult")
```

# Common mistake: Using or

```
if age >= 18 or age <= 25:  
    print("Young adult") # This condition is always True for  
age >= 18
```

# ***Advanced Topics***

## **a. Chained Comparisons**

Python allows you to chain multiple comparisons in a single

statement, making the code more concise and readable.

**Example:**

```
age = 25
```

```
if 18 <= age < 30:  
    print("Young adult")
```

**Output:**

Young adult

## b. Using Functions in Conditions

Encapsulating conditions within functions can make code more modular and reusable.

**Example:**

```
def is_adult(age):  
    return age >= 18
```

```
age = 20
```

```
if is_adult(age):  
    print("You are an adult.")
```

**Output:**

You are an adult.

## c. Short-Circuit Evaluation

Logical operators in Python use short-circuit evaluation, meaning the second condition is evaluated only if necessary.

### Example:

```
def check_condition():  
    print("Checking condition...")  
    return True
```

```
if False and check_condition():  
    print("This won't print.")
```

### Output:

## *Exercise*

## Examples and Exercises

## Example 1: Determine Pass or Fail

### Example:

```
score = 75
```

```
if score >= 60:  
    print("Pass")  
else:  
    print("Fail")
```

### Output:

```
Pass
```

## Example 2: Grading System

```
score = 88
```

```
if score >= 90:  
    grade = "A"  
elif score >= 80:  
    grade = "B"  
elif score >= 70:  
    grade = "C"  
elif score >= 60:
```

```
        grade = "D"
else:
    grade = "F"

print(f"Grade: {grade}")
```

### **Output:**

Grade: B

### Example 3: Nested `if` Statements

```
age = 22
has_license = True

if age >= 18:
    print("Eligible to drive.")
    if has_license:
        print("You can drive a car.")
    else:
        print("You need a driver's license to
drive.")
else:
    print("Not eligible to drive.")
```

## Output:

Eligible to drive.  
You can drive a car.

## Exercise 4: Even or Odd

**Task:** Write a program that checks if a number is even or odd.

```
number = 7

if number % 2 == 0:
    print("Even")
else:
    print("Odd")
```

## Expected Output:

Odd

## Exercise 5: Leap Year Checker

**Task:** Determine if a given year is a leap year.

**Rules:**



- A year is a leap year if it is divisible by 4 **and not** divisible by 100, **unless** it is also divisible by 400.

```
year = 2000
```

```
if (year % 4 == 0 and year % 100 != 0) or  
(year % 400 == 0):  
    print(f"{year} is a leap year.")  
else:  
    print(f"{year} is not a leap year.")
```

## Exercise 6: Maximum of Three Numbers

**Task:** Find the maximum of three numbers using `if-elif-else`.

```
a = 10
```

```
b = 25
```

```
c = 20
```

```
if a >= b and a >= c:  
    max_num = a  
elif b >= a and b >= c:  
    max_num = b  
else:  
    max_num = c
```

```
print(f"The maximum number is {max_num}.")
```

### Expected Output:

```
The maximum number is 25.
```

## ***Loop Statements***

Loops are a fundamental concept in Python (and programming in general) that allow you to execute a block of code multiple times. They are essential for tasks that require repetition, such as iterating over items in a list, processing data, or performing repetitive calculations.

In Python, there are two primary types of loops:

1. **for Loops**
2. **while Loops**

Additionally, Python provides **loop control statements** that modify the behavior of loops:

- `break`
- `continue`

- pass

## ***The for Loop***

The `for` loop in Python is used for iterating over a sequence (such as a list, tuple, dictionary, set, or string). It allows you to execute a block of code once for each item in the sequence.

### **Syntax**

for variable in sequence:

    # Code block to execute for each item

- **variable**: A name you choose to refer to the current item in the sequence.
- **sequence**: The collection of items you want to iterate over.

### **Example**

```
fruits = ["apple", "banana", "cherry"]
```

```
for fruit in fruits:
```

```
    print(fruit)
```

## **Output:**

apple  
banana  
cherry

## Iterating Over Different Data Types

### **a. List**

```
numbers = [1, 2, 3, 4, 5]
```

```
for num in numbers:  
    print(num)
```

## **Output:**

1  
2  
3  
4  
5

### **b. Tuple**

```
colors = ("red", "green", "blue")
```

```
for color in colors:  
    print(color)
```

## **Output:**

red  
green  
blue

### **c. Dictionary**

When iterating over a dictionary, the default behavior is to iterate over its keys.

```
student_ages = {"Alice": 25, "Bob": 22, "Charlie": 23}
```

```
for student in student_ages:  
    print(student)
```

## **Output:**

Alice  
Bob  
Charlie

To iterate over both keys and values:

```
for student, age in student_ages.items():  
    print(f"{student} is {age} years old.")
```

## **Output:**

Alice is 25 years old.

Bob is 22 years old.

Charlie is 23 years old.

## d. **String**

Iterating over a string allows you to access each character individually.

```
word = "Python"
```

```
for letter in word:  
    print(letter)
```

## **Output**

P  
y  
t  
h  
o  
n

## **Using `range()` with `for` Loops**

The `range()` function generates a sequence of numbers, which is often used with `for` loops for iteration a specific

number of times.

### a. **Basic Usage**

```
for i in range(5):  
    print(i)
```

#### **Output:**

```
0  
1  
2  
3  
4
```

### b. **Specifying Start and End**

```
for i in range(2, 6):  
    print(i)
```

#### **Output:**

```
for i in range(2, 6):  
    print(i)
```

### c. **Specifying Step**

```
for i in range(0, 10, 2):  
    print(i)
```

#### **Output:**

0  
2  
4  
6  
8

## **Nested for Loops**

You can place one **for** loop inside another to handle multi-dimensional data structures.

```
matrix = [  
    [1, 2, 3],  
    [4, 5, 6],  
    [7, 8, 9]  
]
```

```
for row in matrix:  
    for num in row:  
        print(num, end=' ')  
    print() # Newline after each row
```

Output:

1 2 3  
4 5 6  
7 8 9



# ***The while Loop***

The `while` loop in Python repeatedly executes a block of code as long as a given condition is `True`.

## **Syntax**

`while condition:`

`# Code block to execute repeatedly`

**condition:** A boolean expression that is evaluated before each iteration. If `True`, the loop continues; if `False`, the loop stops

## **Example**

```
count = 0
```

```
while count < 5:
```

```
    print(count)
```

```
    count += 1 # Increment count to eventually break the
loop
```

## **Output:**

0

1

2  
3  
4

## Preventing Infinite Loops

An **infinite loop** occurs when the loop's condition never becomes `False`. To prevent this, ensure that the condition will eventually be met.

## Example of an Infinite Loop (Avoid!)

```
count = 0
```

```
while count < 5:  
    print(count)  
    count += 1
```

## Nested `while` Loops

Similar to nested `for` loops, you can nest `while` loops to handle more complex scenarios.

```
i = 1
```

```
while i <= 3:  
    j = 1  
    while j <= 2:  
        print(f"i={i}, j={j}")  
        j += 1
```

```
i += 1
```

### **Output:**

```
i=1, j=1
```

```
i=1, j=2
```

```
i=2, j=1
```

```
i=2, j=2
```

```
i=3, j=1
```

```
i=3, j=2
```

## ***Loop Control Statements***

Loop control statements alter the behavior of loops. Python provides three primary loop control statements:

- `break`
- `continue`
- `pass`

### `break`

The `break` statement terminates the nearest enclosing loop, causing the program to exit the loop immediately.

### Example

```
for num in range(10):
```

```
if num == 5:  
    break # Exit the loop when num is 5  
print(num)
```

### Output:

```
0  
1  
2  
3  
4
```

## continue

The `continue` statement skips the rest of the code inside the loop for the current iteration and moves to the next iteration

### Example

```
for num in range(5):  
    if num == 2:  
        continue # Skip the rest when num is 2  
    print(num)
```

### Output:

```
0  
1  
3
```

## pass

The `pass` statement is a **null operation**; it does nothing. It is useful as a placeholder when a statement is syntactically required but no action is needed.

# *Loop else Clause*

## Loop `else` Clause

In Python, loops (`for` and `while`) can have an `else` clause. The code inside the `else` block is executed **only if the loop completes normally** (i.e., not terminated by a `break` statement).

## Using `else` with `for` Loops

### Example Without `break`

```
for num in range(3):
```

```
    print(num)
```

```
else:
```

```
    print("Loop completed without break.")
```

## Output:

```
0
1
2
Loop completed without break.
```

## Example With `break`

```
for num in range(5):
    print(num)
    if num == 2:
        break
else:
    print("Loop completed without break.")
```

## Output:

```
0
1
2
```

## Explanation:

- Since the loop is terminated by `break`, the `else` block is **not** executed.

## Using `else` with `while` Loops

## Example Without `break`

```
count = 0
```

```
while count < 3:
```

```
    print(count)
```

```
    count += 1
```

```
else:
```

```
    print("While loop completed without break.")
```

### **Output:**

0

1

2

While loop completed without break.

## Example With `break`

```
count = 0
```

```
while count < 5:
```

```
    print(count)
```

```
    if count == 3:
```

```
        break
```

```
    count += 1
```

```
else:
```

```
print("While loop completed without break.")
```

### Output:

```
0
1
2
3
```

### Explanation:

- The loop is terminated by `break`, so the `else` block is **not** executed.

## ***Best Practices***

### • **Choose the Right Loop Type:**

- Use `for` loops when iterating over a sequence or when the number of iterations is known.
- Use `while` loops when the number of iterations is not known in advance and depends on a condition.

### • **Avoid Infinite Loops:**

- ◇ Ensure that the loops condition will eventually



become `False`.

◇ If using `while True`, make sure there is a `break` statement within the loop.

### **Use `enumerate()` and `zip()` When Appropriate:**

- `enumerate()` provides both the index and the value when iterating.
- `zip()` allows parallel iteration over multiple sequences.

Example Using `enumerate()`:

```
fruits = ["apple", "banana", "cherry"]
```

```
for index, fruit in enumerate(fruits):  
    print(f"Fruit {index}: {fruit}")
```

### **Output:**

Fruit 0: apple

Fruit 1: banana

Fruit 2: cherry

### **Example Using `zip()`:**

```
names = ["Alice", "Bob", "Charlie"]
```

```
ages = [25, 22, 23]
```

```
for name, age in zip(names, ages):  
    print(f"{name} is {age} years old.")
```

### **Output:**

Alice is 25 years old.

Bob is 22 years old.

Charlie is 23 years old.

## ***Examples and Exercises***

Example 1: Printing Numbers from 1 to 5

### **Using `for` Loop**

```
for num in range(1, 6):  
    print(num)
```

### **Using `while` Loop**

```
count = 1
```

```
while count <= 5:
```

```
print(count)
count += 1
```

## Output:

```
1
2
3
4
5
```

## Example 2: Summing Numbers in a List

### Using **for** Loop

```
numbers = [1, 2, 3, 4, 5]
total = 0
```

```
for num in numbers:
    total += num
```

```
print(f"Total: {total}")
```

### Using **while** Loop

```
numbers = [1, 2, 3, 4, 5]
total = 0
```

```
index = 0
```

```
while index < len(numbers):  
    total += numbers[index]  
    index += 1
```

```
print(f"Total: {total}")
```

**Output:**

Total: 15

### Example 3: Finding a Specific Element

**Using for Loop with break**

```
fruits = ["apple", "banana", "cherry", "date"]
```

```
for fruit in fruits:  
    if fruit == "cherry":  
        print("Cherry found!")  
        break  
else:  
    print("Cherry not found.")
```

**Output:**

Cherry found!

## Exercise 4: Multiplication Table

**Task:** Write a program that prints the multiplication table for numbers 1 through 5.

### Solution Using `for` Loop

```
for i in range(1, 6):  
    for j in range(1, 11):  
        product = i * j  
        print(f"{i} x {j} = {product}")  
    print("-" * 15) # Separator after each table
```

### Output:

```
1 x 1 = 1  
1 x 2 = 2  
...  
1 x 10 = 10  
-----  
2 x 1 = 2  
...  
5 x 10 = 50  
-----
```

## Exercise 5: Prime Number Checker

```
num = 29  
is_prime = True
```

```
if num <= 1:
    is_prime = False
else:
    for i in range(2, int(num ** 0.5) + 1):
        if num % i == 0:
            is_prime = False
            break

if is_prime:
    print(f"{num} is a prime number.")
else:
    print(f"{num} is not a prime number.")
```

### Output:

29 is a prime number.

## Exercise 6: FizzBuzz

**Task:** For numbers from 1 to 15, print "Fizz" for multiples of 3, "Buzz" for multiples of 5, and "FizzBuzz" for multiples of both.

Solution Using `for` Loop and `if-elif-else`

```
for num in range(1, 16):
    if num % 3 == 0 and num % 5 == 0:
```

```
    print("FizzBuzz")
elif num % 3 == 0:
    print("Fizz")
elif num % 5 == 0:
    print("Buzz")
else:
    print(num)
```

## Output:

```
1
2
Fizz
4
Buzz
Fizz
7
8
Fizz
Buzz
11
Fizz
13
14
FizzBuzz
```

## Exercise 7: Factorial Calculator

**Task:** Calculate the factorial of a given number.

### Solution Using `while` Loop

```
num = 5
```

```
factorial = 1
```

```
if num < 0:
```

```
    print("Factorial does not exist for negative numbers.")
```

```
elif num == 0:
```

```
    print("Factorial of 0 is 1.")
```

```
else:
```

```
    while num > 0:
```

```
        factorial *= num
```

```
        num -= 1
```

```
    print(f"Factorial is {factorial}")
```

### Output:

Factorial is 120

## *List Comprehensions and*



# ***Generator Expressions***

In Python, **List Comprehensions** and **Generator Expressions** provide a concise way to create and manipulate lists and generators. They are not only syntactically elegant but also often more efficient than traditional loops.

- **List Comprehensions:** Generate new lists by applying an expression to each item in an existing iterable, optionally filtering items based on a condition.
- **Generator Expressions:** Similar to list comprehensions but generate items one at a time and are more memory-efficient, especially for large datasets.

## ***List Comprehensions***

List comprehensions offer a concise way to create lists. They consist of brackets containing an expression followed by a `for` clause, and optionally, one or more `if` clauses.

Basic Syntax

[expression for item in iterable if condition]

- **expression:** The value or transformation to apply to each item.
- **item:** The variable representing each element in the iterable.
- **iterable:** The collection of items to iterate over (e.g., list, tuple, range).
- **condition** (optional): A filter that determines whether the `expression` is applied to the `item`.

## Examples

### a. Creating a List of Squares

```
squares = [x**2 for x in range(10)]  
print(squares)
```

#### Output:

```
[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```

### b. Filtering Even Numbers

```
even_numbers = [x for x in range(20) if x % 2 == 0]  
print(even_numbers)
```

#### Output:

```
[0, 2, 4, 6, 8, 10, 12, 14, 16, 18]
```

### c. Applying a Function to Each Item

```
def square(x):  
    return x * x
```

```
squared = [square(x) for x in range(5)]  
print(squared)
```

### **Output:**

```
[0, 1, 4, 9, 16]
```

### **d. Flattening a Nested List**

```
matrix = [  
    [1, 2, 3],  
    [4, 5, 6],  
    [7, 8, 9]  
]
```

```
flattened = [num for row in matrix for num in row]  
print(flattened)
```

```
matrix = [  
    [1, 2, 3],  
    [4, 5, 6],  
    [7, 8, 9]  
]
```

```
flattened = [num for row in matrix for num in row]  
print(flattened)
```

## Output:

[1, 2, 3, 4, 5, 6, 7, 8, 9]

## Nested List Comprehensions:

List comprehensions can be nested to handle multi-dimensional data structures.

## Example: Transposing a Matrix

List comprehensions can be nested to handle multi-dimensional data structures.

## Example: Transposing a Matrix

### Order of `for` Clauses:

- In **single list comprehensions** with multiple `for` clauses, the `for` clauses are ordered from **outer to inner**, just like nested `for` loops.

## Syntax

```
[expr for x in outer for y in inner]  # x is  
outer, y is inner
```

- In **nested list comprehensions**, each list comprehension can have its own `for` clauses, with the outer list comprehension controlling the outer loop and the inner list

comprehension controlling the inner loop.

## **Syntax**

```
[[expr for inner_var in inner_iterable] for outer_var in  
outer_iterable]
```

# ***Generator Expressions***

Generator expressions are similar to list comprehensions but use parentheses `()` instead of brackets `[]`. They generate items one at a time and are more memory-efficient, making them suitable for large datasets.

## **Basic Syntax**

(expression for item in iterable if condition)

## **Examples**

### **a. Creating a Generator for Squares**

```
squares_gen = (x**2 for x in range(10))  
print(squares_gen)
```

## Output

<generator object <genexpr> at 0x...>

To retrieve the items, you can iterate over the generator:

```
for square in squares_gen:  
    print(square)
```

Output:

```
0  
1  
4  
9  
16  
25  
36  
49  
64  
81
```

## b. Filtering with a Generator Expression

```
even_gen = (x for x in range(20) if x % 2 == 0)  
for even in even_gen:  
    print(even)
```

## Output:

0  
2  
4  
6  
8  
10  
12  
14  
16  
18

### c. Using `next()` with Generators

You can manually retrieve items using the `next()` function.

```
squares_gen = (x**2 for x in range(5))  
print(next(squares_gen)) # Output: 0  
print(next(squares_gen)) # Output: 1
```

## Output:

0  
1

**Note:** Once a generator is exhausted, subsequent calls to `next()` will raise a `StopIteration` exception.

### d. Memory Efficiency Example

Creating a large list vs. a generator:

# List comprehension

```
large_list = [x for x in range(10000000)]
```

# Generator expression

```
large_gen = (x for x in range(10000000))
```

- **List Comprehension:** Allocates memory for the entire list.
- **Generator Expression:** Generates items on-the-fly, using much less memory.

## ***Generator Memory Efficiency***

Example: Reading a Large File

Suppose you want to read a large file and process each line

**Using List Comprehension:**

with open('large\_file.txt') as file:

```
    lines = [line.strip() for line in file]
```

# All lines are stored in memory



## Using Generator Expression:

with open('large\_file.txt') as file:

```
lines_gen = (line.strip() for line in file)
```

```
for line in lines_gen:
```

```
    process(line) # Process each line one at a time
```

```
# Only one line is in memory at a time
```

## *Exercise*

### Example 1: List Comprehension with Condition

**Task:** Create a list of squares for even numbers between 1 and 10.

```
squares_even = [x**2 for x in range(1, 11) if x % 2 == 0]  
print(squares_even)
```

Output:

```
[4, 16, 36, 64, 100]
```

### Example 2: Generator Expression for Large Dataset

**Task:** Create a generator that yields squares of numbers from 1 to 1,000,000.

```
squares_gen = (x**2 for x in range(1, 1000001))  
# To demonstrate, we'll print the first 5 squares  
for _ in range(5):  
    print(next(squares_gen))
```

### **Output:**

```
1  
4  
9  
16  
25
```

**Note:** Using a generator here avoids storing a large list in memory.

### **Example 3: Nested List Comprehension**

**Task:** Create a 3x3 matrix initialized with zeros using a nested list comprehension.

```
rows, cols = 3, 3  
matrix = [[0 for _ in range(cols)] for _ in range(rows)]  
print(matrix)
```

### **Output:**

```
[[0, 0, 0], [0, 0, 0], [0, 0, 0]]
```

### **Exercise 4: Filter and Transform**

**Task:** Given a list of numbers, create a new list containing the cubes of numbers that are divisible by 3.

**List:** [1, 3, 4, 6, 7, 9, 12]

**Expected Output:** [27, 216, 729, 1728]

**Solution Using List Comprehension**

```
numbers = [1, 3, 4, 6, 7, 9, 12]
```

```
cubes_div3 = [x**3 for x in numbers if x % 3 == 0]
```

```
print(cubes_div3)
```

**Exercise 5: Create a Dictionary from Two Lists**

**Task:** Given two lists, one containing names and the other containing ages, create a dictionary that maps each name to its corresponding age.

**Names:** ["Alice", "Bob", "Charlie"]

**Ages:** [25, 22, 23]

**Expected Output:** {"Alice": 25, "Bob": 22, "Charlie": 23}

**Solution Using Dictionary Comprehension**

```
names = ["Alice", "Bob", "Charlie"]
```

```
ages = [25, 22, 23]
```

```
age_dict = {name: age for name, age in zip(names, ages)}
```

```
print(age_dict)
```

## Output:

```
{'Alice': 25, 'Bob': 22, 'Charlie': 23}
```

## Exercise 6: Prime Number Generator

### Exercise 7: Prime Number Generator

**Task:** Create a generator expression that yields prime numbers up to 50.

## Solution

Creating a generator expression for prime numbers is more complex because it involves checking each number for primality. Instead, we'll use a generator function with `yield`

```
def is_prime(n):  
    if n < 2:  
        return False  
    for i in range(2, int(n**0.5) + 1):  
        if n % i == 0:  
            return False  
    return True
```

```
primes_gen = (x for x in range(2, 51) if is_prime(x))
```

```
for prime in primes_gen:
```

```
print(prime, end=' ')
```

Output:

```
2 3 5 7 11 13 17 19 23 29 31 37 41 43 47
```

**Note:** While list comprehensions can handle this, using a generator expression is more memory-efficient.

## Exercise 8: List Comprehension vs Loop

**Task:** Compare the performance of list comprehensions and `for` loops by creating a list of squares from 1 to 1,000,000.

### Solution

We'll use the `time` module to measure execution time.

```
import time
```

```
# Using List Comprehension
```

```
start_time = time.time()
```

```
squares_list = [x**2 for x in range(1, 1000001)]
```

```
end_time = time.time()
```

```
print(f"List Comprehension took {end_time - start_time:.4f}  
seconds.")
```

```
# Using For Loop
```

```
start_time = time.time()
```

```
squares_loop = []  
for x in range(1, 1000001):  
    squares_loop.append(x**2)  
end_time = time.time()  
print(f"For Loop took {end_time - start_time:.4f} seconds.")
```

Sample Output:

List Comprehension took 0.0543 seconds.

For Loop took 0.1521 seconds.

# ***Strings***

Strings are one of the most fundamental data types in Python, used extensively for handling and manipulating textual data. Understanding strings and their associated methods is crucial for effective Python programming.

## **Table of Contents**

## Introduction to Strings

In Python, a **string** is a sequence of characters enclosed within quotes. Strings are used to represent and manipulate text data.

- **Single Quotes:** `'Hello, World!'`
- **Double Quotes:** `"Hello, World!"`
- **Triple Quotes:** `'''Hello, World!'''` or `"""Hello, World!"""` (used for multi-line strings)

## Key Characteristics:

- ◇ **Immutable:** Once created, the contents of a string cannot be changed.
- ◇ **Ordered:** Characters in a string have a defined order and can be accessed via indices.
- ◇ **Iterable:** You can iterate over each character in a string using loops.

# ***String Basics***

## String Creation

Strings can be created in various ways:

# Using single quotes

```
string1 = 'Hello, World!'
```

```
# Using double quotes
```

```
string2 = "Hello, World!"
```

```
# Using triple quotes for multi-line strings
```

```
string3 = """Hello,  
World!"""
```

```
# Using the str() constructor
```

```
string4 = str(123) # Converts integer to string '123'
```

```
print(string1)
```

```
print(string2)
```

```
print(string3)
```

```
print(string4)
```

## Output:

```
Hello, World!
```

```
Hello, World!
```

```
Hello,
```

```
World!
```

```
123
```

## String Immutability

Strings in Python are **immutable**, meaning that once a string is created, its content cannot be changed. Any



operation that modifies a string actually creates a new string.

```
s = "Hello"
# Attempting to change the first character
# s[0] = 'h' # This will raise a TypeError

# Correct way: Create a new string
s_new = 'h' + s[1:]
print(s_new) # Output: "hello"
```

## String Indexing and Slicing

### Slicing Syntax:

string[start:stop:step]

- **start**: Starting index (inclusive)
- **stop**: Ending index (exclusive)
- **step**: Step size (optional)

You can access individual characters in a string using **indices**. Python uses **zero-based indexing**.

```
s = "Python"
```

```
# Positive indices
```

```
print(s[0]) # Output: 'P'
```

```
print(s[2]) # Output: 't'
```

```
# Negative indices
```

```
print(s[-1]) # Output: 'n'
```

```
print(s[-3]) # Output: 'h'
```

```
# Slicing
```

```
print(s[1:4]) # Output: 'yth'
```

```
print(s[:3]) # Output: 'Pyt'
```

```
print(s[3:]) # Output: 'hon'
```

```
print(s[-4:-1]) # Output: 'tho'
```

## String Concatenation and Repetition

**Concatenation** combines two or more strings, while **repetition** repeats a string multiple times.

```
# Concatenation
```

```
s1 = "Hello"
```

```
s2 = "World"
```

```
s3 = s1 + ", " + s2 + "!"
```

```
print(s3) # Output: "Hello, World!"
```

```
# Repetition
```

```
s4 = "Echo! " * 3
```

```
print(s4) # Output: "Echo! Echo! Echo! "
```

# ***Common String Methods***

Python provides a rich set of **string methods** to perform various operations on strings. Below are some of the most useful and commonly used string methods.

**and**

Convert a string to uppercase or lowercase.

```
s = "Hello, World!"
```

```
print(s.upper()) # Output: "HELLO, WORLD!"
```

```
print(s.lower()) # Output: "hello, world!"
```

**, , and**

Remove whitespace or specified characters from the beginning and/or end of a string.

```
s = "  Hello, World!  "
```

```
# Remove leading and trailing whitespace
```

```
print(s.strip()) # Output: "Hello, World!"
```

```
# Remove leading whitespace
```

```
print(s.lstrip()) # Output: "Hello, World! "
```

```
# Remove trailing whitespace
```

```
print(s.rstrip()) # Output: " Hello, World!"
```

Removing Specific Characters:

```
s = "####Hello, World!###"
```

```
# Remove leading and trailing '#'
```

```
print(s.strip('#')) # Output: "Hello, World!"
```

and

`.split()` divides a string into a list based on a specified separator. `.join()` combines elements of an iterable into a single string with a specified separator.

```
# Using split()
```

```
s = "apple,banana,cherry"
```

```
fruits = s.split(',') # Split by comma
```

```
print(fruits) # Output: ['apple', 'banana', 'cherry']
```

```
# Using join()
```

```
separator = "-_"
joined = separator.join(fruits)
print(joined) # Output: "apple-_-banana-_-cherry"
```

## Default Separator:

- If no separator is specified, `.split()` uses any whitespace as the default separator.

```
s = "Hello World! Welcome to Python."
words = s.split() # Split by whitespace
print(words) # Output: ['Hello', 'World!', 'Welcome', 'to', 'Python.']
```

## `.replace()`

**Replace occurrences of a substring with another substring.**

```
s = "Hello, World!"
s_new = s.replace("World", "Python")
print(s_new) # Output: "Hello, Python!"
```

## Replacing Multiple Occurrences:

```
s = "banana"
s_new = s.replace("a", "o")
print(s_new) # Output: "bonono"
```

## Limiting Replacements:

The `.replace()` method can take an optional third argument specifying the maximum number of replacements.

```
s = "apple, apple, apple"
s_new = s.replace("apple", "orange", 2)
print(s_new) # Output: "orange, orange, apple"
```

and

`.find()` and `.index()` are used to locate the position of a substring within a string. Both return the lowest index where the substring is found.

- `.find()` returns `-1` if the substring is not found.
- `.index()` raises a `ValueError` if the substring is not found.

```
s = "Hello, World!"
```

```
# Using find()
position = s.find("World")
print(position) # Output: 7
```

```
# Using index()
position = s.index("World")
print(position) # Output: 7
```

```
# Substring not found
print(s.find("Python")) # Output: -1
# print(s.index("Python")) # Raises ValueError
```

and

**Check if a string starts or ends with a specified substring.**

```
s = "Hello, World!"
print(s.startswith("Hello")) # Output: True
print(s.endswith("World!")) # Output: True
print(s.startswith("World")) # Output: False
```

**Case Sensitivity:** These methods are case-sensitive.

```
print(s.startswith("hello")) # Output: False
```

Count the number of occurrences of a substring within a string.

```
s = "banana"
count = s.count("a")
print(count) # Output: 3
```

# Counting overlapping substrings

```
s = "aaaaa"
count = s.count("aa")
```

`print(count)` # Output: 2 # 'aa' overlaps, counted separately

**,, and**

`.capitalize()` capitalizes the first character of the string and lowers the rest.

`s = "hello, world!"`

`print(s.capitalize())` # Output: "Hello, world!"

`.title()` capitalizes the first character of each word

`s = "hello, world!"`

`print(s.title())` # Output: "Hello, World!"

`.swapcase()` swaps the case of each character.

`s = "Hello, World!"`

`print(s.swapcase())` # Output: "hELLO, wORLD!"

**. () and f-strings**

`.format()`

Use placeholders `{}` within the string and provide values via `.format()`.

`name = "Alice"`

`age = 25`

`s = "My name is {} and I am {} years old.".format(name, age)`

`print(s)` # Output: "My name is Alice and I am 25 years old."



## Specifying Order and Keys:

### Order

```
s = "My name is {0} and I am {1} years old. {0} loves  
Python.".format(name, age)  
print(s) # Output: "My name is Alice and I am 25 years old.  
Alice loves Python."
```

### Keys:

```
s = "My name is {name} and I am {age} years  
old.".format(name="Bob", age=30)print(s) # Output: "My  
name is Bob and I am 30 years old"
```

### f-strings (Formatted String Literals)

Introduced in Python 3.6, f-strings offer a more concise and readable way to embed expressions inside string literals.

```
name = "Charlie"  
age = 23  
s = f"My name is {name} and I am {age} years old."  
print(s) # Output: "My name is Charlie and I am 23 years  
old."
```

### Including Expressions:

```
s = f"Next year, I will be {age + 1} years old."  
print(s) # Output: "Next year, I will be 24 years old."
```

## Formatting Numbers:

```
pi = 3.141592653589793
```

```
s = f"Pi rounded to 2 decimal places is {pi:.2f}."
```

```
print(s) # Output: "Pi rounded to 2 decimal places is 3.14."
```

## Using Methods Inside f-strings:

```
name = "david"
```

```
s = f"My name is {name.capitalize()}."
```

```
print(s) # Output: "My name is David."
```

## ,,, and More

```
s1 = "HelloWorld"
```

```
print(s1.isalpha()) # Output: True # All characters are  
alphabetic
```

```
s2 = "12345"
```

```
print(s2.isdigit()) # Output: True # All characters are digits
```

```
s3 = "Hello123"
```

```
print(s3.isalnum()) # Output: True # All characters are  
alphanumeric
```

```
s4 = "Hello World!"
```

```
print(s4.isalnum()) # Output: False # Contains space and  
punctuation
```

# Other similar methods:

# .isspace(), .islower(), .isupper(), .istitle(), etc.

```
s5 = "  "
```

```
print(s5.isspace()) # Output: True
```

```
s6 = "hello"
```

```
print(s6.islower()) # Output: True
```

```
s7 = "HELLO"
```

```
print(s7.isupper()) # Output: True
```

```
s8 = "Hello"
```

```
print(s8.istitle()) # Output: True
```

## ***Exercise***

### **Example 1: Basic String Manipulation**

```
s = " Python Programming "
```

```
# Remove leading and trailing whitespace
```

```
s_clean = s.strip()
```

```
print(s_clean) # Output: "Python Programming"
```

```
# Convert to uppercase
s_upper = s_clean.upper()
print(s_upper) # Output: "PYTHON PROGRAMMING"

# Replace "Programming" with "Language"
s_replaced = s_clean.replace("Programming", "Language")
print(s_replaced) # Output: "Python Language"

# Split into words
words = s_clean.split()
print(words) # Output: ['Python', 'Programming']

# Join words with a hyphen
s_joined = '-'.join(words)
print(s_joined) # Output: "Python-Programming"
```

## Example 2: Using and f-strings

```
name = "Diana"
age = 27

# Using .format()
s1 = "My name is {} and I am {} years old.".format(name,
age)
print(s1) # Output: "My name is Diana and I am 27 years
old."
```

# Using f-strings

```
s2 = f"My name is {name} and I am {age} years old."
```

```
print(s2) # Output: "My name is Diana and I am 27 years old."
```

# Including expressions in f-strings

```
s3 = f"In five years, I will be {age + 5} years old."
```

```
print(s3) # Output: "In five years, I will be 32 years old."
```

## Example 2: Using and f-strings

```
name = "Diana"
```

```
age = 27
```

# Using .format()

```
s1 = "My name is {} and I am {} years old.".format(name, age)
```

```
print(s1) # Output: "My name is Diana and I am 27 years old."
```

# Using f-strings

```
s2 = f"My name is {name} and I am {age} years old."
```

```
print(s2) # Output: "My name is Diana and I am 27 years old."
```

# Including expressions in f-strings

```
s3 = f"In five years, I will be {age + 5} years old."
```

```
print(s3) # Output: "In five years, I will be 32 years old."
```

### Example 3: Checking String Content

```
s = "Hello123"
```

```
# Check if all characters are alphanumeric
```

```
print(s.isalnum()) # Output: True
```

```
# Check if all characters are alphabetic
```

```
print(s.isalpha()) # Output: False
```

```
# Check if all characters are digits
```

```
print(s.isdigit()) # Output: False
```

```
# Check if string starts with "He"
```

```
print(s.startswith("He")) # Output: True
```

```
# Check if string ends with "123"
```

```
print(s.endswith("123")) # Output: True
```

### Exercise 1: Palindrome Checker

**Task:** Write a program that checks if a given string is a palindrome (reads the same backward as forward).

```
def is_palindrome(s):
```

```
    # Remove spaces and convert to lowercase
```

```
s_clean = ".join(s.split()).lower()
return s_clean == s_clean[::-1]
```

# Test cases

```
test_strings = ["Racecar", "Hello", "A man a plan a canal
Panama", "Python"]
```

```
for string in test_strings:
    if is_palindrome(string):
        print(f"'{string}' is a palindrome.")
    else:
        print(f"'{string}' is not a palindrome.")
```

### **Expected Output:**

Expected Output:

'Racecar' is a palindrome.

'Hello' is not a palindrome.

'A man a plan a canal Panama' is a palindrome.

'Python' is not a palindrome.

## **Exercise 2: Sentence Capitalization**

**Task:** Given a sentence, capitalize the first letter of each word.

```
sentence = "python programming is fun!"
```

```
# Using .title()
capitalized = sentence.title()
print(capitalized) # Output: "Python Programming Is Fun!"
```

```
# Using .split() and .join()
words = sentence.split()
capitalized_words = [word.capitalize() for word in words]
capitalized = ' '.join(capitalized_words)
print(capitalized) # Output: "Python Programming Is Fun!"
```

### Exercise 3: Extracting Vowels

**Task:** Extract all vowels from a given string and return them as a list.

```
def extract_vowels(s):
    vowels = 'aeiouAEIOU'
    return [char for char in s if char in vowels]
```

```
s = "Hello, World!"
vowels_list = extract_vowels(s)
print(vowels_list) # Output: ['e', 'o', 'o']
```

### Exercise 4: Reversing Words in a Sentence

**Task:** Reverse the order of words in a given sentence.



```
sentence = "Python is a powerful programming language."
```

```
# Split the sentence into words
```

```
words = sentence.split()
```

```
# Reverse the list of words
```

```
reversed_words = words[::-1]
```

```
# Join the reversed words back into a string
```

```
reversed_sentence = ' '.join(reversed_words)
```

```
print(reversed_sentence) # Output: "language.  
programming powerful a is Python"
```

## Exercise 5: Counting Specific Characters

```
def count_e(s):
```

```
    return s.lower().count('e')
```

```
s = "Eleven elephants entered the estate."
```

```
count = count_e(s)
```

```
print(f"The letter 'e' appears {count} times.") # Output: "The  
letter 'e' appears 7 times."
```

## Exercise 5: Counting Specific Characters

**Task:** Count the number of times the letter 'e' appears in a string, case-insensitive

```
def count_e(s):  
    return s.lower().count('e')
```

```
s = "Eleven elephants entered the estate."
```

```
count = count_e(s)
```

```
print(f"The letter 'e' appears {count} times.") # Output: "The  
letter 'e' appears 7 times."
```

# *Tuples*

## Introduction to Tuples

A **tuple** is an ordered, immutable collection of items in Python. Unlike lists, tuples cannot be modified after their creation, making them suitable for storing data that should remain constant throughout the program.

### Key Characteristics of Tuples:

- **Ordered:** Elements have a defined order, and that order will not change.
- **Immutable:** Once a tuple is created, its elements cannot be altered, added, or removed.
- **Heterogeneous:** Tuples can contain elements of different

data types.

- **Indexed:** Elements can be accessed using indices, starting from 0.
- **Hashable:** Tuples can be used as keys in dictionaries if all their elements are hashable.

### **Common Use Cases:**

- Returning multiple values from a function.
- Storing related but different pieces of data.
- Using as keys in dictionaries.
- Ensuring data integrity by preventing modifications.

## ***Tuple Basics***

Tuples can be created in several ways:

### **Using Parentheses ()**

# Empty tuple

```
empty_tuple = ()
```

# Tuple with multiple elements

```
fruits = ("apple", "banana", "cherry")
```

```
print(fruits) # Output: ('apple', 'banana', 'cherry')
```

## Without Parentheses (Tuple Packing)

```
# Tuple packing
colors = "red", "green", "blue"
print(colors) # Output: ('red', 'green', 'blue')
```

## Using the `tuple()` Constructor

```
# From a list
numbers = tuple([1, 2, 3, 4])
print(numbers) # Output: (1, 2, 3, 4)

# From a string
letters = tuple("Python")
print(letters) # Output: ('P', 'y', 't', 'h', 'o', 'n')
```

**Note:** Parentheses are optional when defining a tuple; however, they enhance readability, especially in complex expressions.

## Tuple Immutability

Tuples are **immutable**, meaning that once a tuple is created, its elements cannot be changed, added, or removed.

```
s = (1, 2, 3)
# Attempting to modify an element
```

```
# s[0] = 10 # This will raise a TypeError
```

```
# Attempting to add an element
```

```
# s.append(4) # AttributeError: 'tuple' object has no  
attribute 'append'
```

```
# Attempting to remove an element
```

```
# del s[1] # TypeError: 'tuple' object doesn't support item  
deletion
```

## Why Use Immutable Tuples?

- **Data Integrity:** Ensures that the data remains constant throughout the program.
- **Hashable:** Allows tuples to be used as keys in dictionaries and elements in sets.
- **Performance:** Slightly faster than lists due to immutability.

## Tuple Indexing and Slicing

Like lists, tuples support **indexing** and **slicing** to access their elements.

Slicing Syntax:

- **start:** Starting index (inclusive).
- **stop:** Ending index (exclusive).
- **step:** Step size (optional).

```
s = ("a", "b", "c", "d", "e")
```

```
# Indexing
```

```
print(s[0]) # Output: 'a'
```

```
print(s[-1]) # Output: 'e'
```

```
# Slicing
```

```
print(s[1:4]) # Output: ('b', 'c', 'd')
```

```
print(s[:3]) # Output: ('a', 'b', 'c')
```

```
print(s[2:]) # Output: ('c', 'd', 'e')
```

```
print(s[::2]) # Output: ('a', 'c', 'e')
```

## Tuple Concatenation and Repetition

Tuples support **concatenation** using the `+` operator and **repetition** using the `*` operator.

```
t1 = (1, 2, 3)
```

```
t2 = (4, 5)
```

```
# Concatenation
```

```
t3 = t1 + t2
```

```
print(t3) # Output: (1, 2, 3, 4, 5)
```

```
# Repetition
```

```
t4 = ("repeat",) * 3  
print(t4) # Output: ('repeat', 'repeat', 'repeat')
```

### **Important Note on Repetition:**

- To create a single-element tuple, include a comma:  
single = ("single",)  
print(single) # Output: ('single',)

Without the comma, it's just a string within parentheses:

```
not_a_tuple = ("single")  
print(not_a_tuple) # Output: 'single'
```

## **Single-Element Tuples**

Creating a tuple with a single element requires a trailing comma to differentiate it from a regular parenthesis-enclosed expression.

```
# Single-element tuple  
singleton = (42,)  
print(singleton) # Output: (42,)
```

```
# Not a tuple  
not_tuple = (42)  
print(not_tuple) # Output: 42
```

## **Why the Comma?**

- The comma is the defining characteristic of a tuple, not the parentheses. Parentheses are used for grouping, while commas indicate tuple elements

## ***Tuple Operations***

### **Tuple Unpacking**

**Tuple unpacking** allows you to assign the elements of a tuple to individual variables in a single statement.

```
# Unpacking a tuple
```

```
person = ("Alice", 30, "Engineer")
```

```
name, age, profession = person
```

```
print(name)      # Output: Alice
```

```
print(age)       # Output: 30
```

```
print(profession) # Output: Engineer
```

### **Error Example (Mismatch in Elements):**

```
data = (1, 2, 3)
```

```
# a, b = data # ValueError: too many values to unpack  
(expected 2)
```



## Handling Variable Number of Elements:

# Using \* to capture remaining elements

```
data = (1, 2, 3, 4, 5)
```

```
a, b, *c = data
```

```
print(a) # Output: 1
```

```
print(b) # Output: 2
```

```
print(c) # Output: [3, 4, 5]
```

## Packing Tuples

**Tuple packing** is the process of combining multiple values into a single tuple without explicitly using parentheses.

# Tuple packing

```
packed = "x", "y", "z"
```

```
print(packed) # Output: ('x', 'y', 'z')
```

# Equivalent to

```
packed = ("x", "y", "z")
```

```
print(packed) # Output: ('x', 'y', 'z')
```

## Use Cases:

- Returning multiple values from a function.
- Passing multiple values as a single entity.

## Swapping Variables

Tuples make it easy to swap the values of two variables

without needing a temporary variable.

```
a = 10
```

```
b = 20
```

```
# Swapping using tuple unpacking
```

```
a, b = b, a
```

```
print(a) # Output: 20
```

```
print(b) # Output: 10
```

### **Explanation:**

- The right-hand side `(b, a)` creates a tuple `(20, 10)`.
- The left-hand side `a, b` unpacks the tuple, assigning `20` to `a` and `10` to `b`.

## ***Common Tuple Methods***

Tuples have a minimal set of built-in methods due to their immutability. Here are the most commonly used ones:

### **`.count()`**

Counts the number of occurrences of a specified value in

the tuple.

```
t = (1, 2, 3, 2, 4, 2, 5)
```

```
count_2 = t.count(2)
```

```
print(count_2) # Output: 3
```

```
count_6 = t.count(6)
```

```
print(count_6) # Output: 0
```

## **.index()**

Returns the index of the first occurrence of a specified value. Raises a `ValueError` if the value is not found.

```
t = ("apple", "banana", "cherry", "banana")
```

```
index_banana = t.index("banana")
```

```
print(index_banana) # Output: 1
```

```
# Finding index with start and end parameters
```

```
index_banana_second = t.index("banana", 2)
```

```
print(index_banana_second) # Output: 3
```

```
# Value not in tuple
```

```
# t.index("orange") # Raises ValueError: tuple.index(x): x not  
in tuple
```

## **Handling ValueError:**

```
t = (1, 2, 3)
```

```
try:  
    t.index(4)  
except ValueError:  
    print("Value not found in tuple.") # Output: Value not  
found in tuple.
```

## Nested Tuples

Tuples can contain other tuples (or other data structures) as elements, allowing the creation of multi-dimensional tuples.

# ***Advanced Tuple Concepts***

## Nested Tuples

Tuples can contain other tuples (or other data structures) as elements, allowing the creation of multi-dimensional tuples.

```
nested = ((1, 2), (3, 4), (5, 6))
```

```
print(nested)      # Output: ((1, 2), (3, 4), (5, 6))
print(nested[0])   # Output: (1, 2)
print(nested[0][1]) # Output: 2
```

## Named Tuples

**Named Tuples** provide a way to define simple classes with named fields, making tuples more readable and accessible.

### Advantages:

- Access elements by name instead of index.
- Improves code readability.
- Immutable like regular tuples.

### Using the `collections` module:

```
from collections import namedtuple
```

```
# Define a named tuple type
```

```
Person = namedtuple('Person', ['name', 'age', 'profession'])
```

```
# Create instances
```

```
alice = Person(name="Alice", age=30, profession="Engineer")
```

```
bob = Person("Bob", 25, "Designer")
```

```
print(alice)    # Output: Person(name='Alice', age=30,
profession='Engineer')
```

```
print(bob.name) # Output: Bob
```

```
print(bob.age) # Output: 25
```

### **Accessing Elements:**

```
print(alice.name) # Output: Alice
```

```
print(alice[1]) # Output: 30 (index-based access is also allowed)
```

### **Extending Named Tuples:**

Named tuples can be extended by defining new named tuple types or by using inheritance.

```
# Define a new named tuple type that extends Person
Employee = namedtuple('Employee', Person._fields +
('employee_id',))
```

```
# Create an instance
```

```
charlie = Employee(name="Charlie", age=28,
profession="Developer", employee_id=1001)
```

```
print(charlie) # Output: Employee(name='Charlie',
age=28, profession='Developer', employee_id=1001)
```

```
print(charlie.employee_id) # Output: 1001
```

## ***Tuple Comprehensions***

Python does **not** support tuple comprehensions in the same way it does list comprehensions. Instead, generator expressions are used for similar purposes, as tuples require all elements to be generated upfront.

However, you can create a tuple from a generator expression using the `tuple()` constructor.

```
# Attempting a tuple comprehension-like syntax (Not valid)
# t = (x for x in range(5)) # This creates a generator, not a
tuple
```

```
# Correct way to create a tuple from a generator expression
t = tuple(x for x in range(5))
print(t) # Output: (0, 1, 2, 3, 4)
```

## ***Tuples vs Lists***

## 6. Tuples vs. Lists

Understanding the differences between tuples and lists is crucial for choosing the appropriate data structure based on the use case.

Feature	Tuples	Lists
Syntax	Parentheses <code>()</code> or no parentheses	Square brackets <code>[]</code>
Mutability	Immutable	Mutable
Use Cases	Fixed collections, dictionary keys	Dynamic collections, collections needing modification
Performance	Slightly faster due to immutability	Slower for certain operations
Methods Available	<code>.count()</code> , <code>.index()</code>	Numerous methods like <code>.append()</code> , <code>.remove()</code> , <code>.pop()</code> , etc.
Memory Consumption	Generally uses less memory	Generally uses more memory
Hashability	Hashable if all elements are hashable	Not hashable

### When to Use Tuples

- **Fixed Data:** When the collection of data should not change.
- **Dictionary Keys:** Tuples can be used as keys in dictionaries, while lists cannot.
- **Data Integrity:** Ensuring that data remains constant throughout the program.
- **Performance:** Slightly faster access and iteration.



## When to Use Lists

- ◇ **Dynamic Data:** When the collection needs to be modified (add, remove, change elements).
- ◇ **Homogeneous Data:** Often used for collections of similar items.
- ◇ **Advanced Operations:** When you need to perform operations like sorting, reversing, etc.

## *Examples and Exercises*

### Example 1: Returning Multiple Values from a Function

Tuples are commonly used to return multiple values from a function.

```
def get_user_info():  
    name = "Eve"  
    age = 28  
    profession = "Data Scientist"  
    return name, age, profession # Returns a tuple  
  
user_info = get_user_info()
```

```
print(user_info) # Output: ('Eve', 28, 'Data Scientist')
```

```
# Unpacking the tuple
```

```
name, age, profession = get_user_info()
```

```
print(name)      # Output: Eve
```

```
print(age)       # Output: 28
```

```
print(profession) # Output: Data Scientist
```

## Example 2: Using Named Tuples for Structured Data

Named tuples enhance the readability and usability of tuples by allowing access via named fields.

```
from collections import namedtuple
```

```
# Define the named tuple
```

```
Point = namedtuple('Point', ['x', 'y'])
```

```
# Create instances
```

```
p1 = Point(10, 20)
```

```
p2 = Point(x=15, y=25)
```

```
print(p1)      # Output: Point(x=10, y=20)
```

```
print(p2.x, p2.y) # Output: 15 25
```

## Exercise 1: Finding Unique Elements

**Task:** Given a tuple of numbers, return a new tuple containing only the unique elements.

**List:** (1, 2, 2, 3, 4, 4, 5)

**Expected Output:** (1, 2, 3, 4, 5)

```
def unique_elements(t):  
    return tuple(set(t))
```

```
numbers = (1, 2, 2, 3, 4, 4, 5)  
unique = unique_elements(numbers)  
print(unique) # Output: (1, 2, 3, 4, 5)
```

## Exercise 2: Merging Two Tuples

**Task:** Merge two tuples into a single tuple.

**Tuples:**

- t1 = (1, 2, 3)
- t2 = (4, 5, 6)

**Expected Output:** (1, 2, 3, 4, 5, 6)

```
t1 = (1, 2, 3)  
t2 = (4, 5, 6)
```

```
merged = t1 + t2
```

```
print(merged) # Output: (1, 2, 3, 4, 5, 6)
```

### Exercise 3: Reversing a Tuple

**Task:** Reverse the elements of a tuple.

**Tuple:** (1, 2, 3, 4, 5)

**Expected Output:** (5, 4, 3, 2, 1)

```
t = (1, 2, 3, 4, 5)
```

```
reversed_t = t[::-1]
```

```
print(reversed_t) # Output: (5, 4, 3, 2, 1)
```

### Exercise 4: Checking for an Element in a Tuple

**Task:** Write a function that checks if a given element exists in a tuple.

**Tuple:** ("apple", "banana", "cherry")

**Function:** `def contains(t, element):`

```
t = ("apple", "banana", "cherry")
```

```
def contains(t, element):
```

```
    return element in t
```

```
print(contains(t, "banana")) # Output: True
```

```
print(contains(t, "grape")) # Output: False
```

## Exercise 5: Counting Vowels in a Tuple of Strings

**Task:** Given a tuple of strings, count the total number of vowels present.

**Tuple:** ("hello", "world", "python", "programming")

**Expected Output:** 7

**Solution:**

```
def count_vowels(t):  
    vowels = 'aeiouAEIOU'  
    return sum(1 for word in t for char in word if char in vowels)
```

```
words = ("hello", "world", "python", "programming")  
total_vowels = count_vowels(words)  
print(total_vowels) # Output: 7
```

## Sets

### Introduction to Sets

A **set** is an **unordered** collection of unique elements in Python. Sets are mutable, meaning you can add or remove

elements after creation. However, the elements contained within a set must be **hashable** (immutable types like numbers, strings, and tuples).

### Key Characteristics of Sets:

- **Unordered:** Sets do not maintain any order. The elements have no index positions.
- **Unique:** All elements in a set are unique; duplicates are automatically removed.
- **Mutable:** You can add or remove elements from a set.
- **Iterable:** You can loop through the elements in a set.

### Common Use Cases:

- ◇ **Membership Testing:** Quickly check if an element exists in a collection.
- ◇ **Removing Duplicates:** Eliminate duplicate entries from a list.
- ◇ **Set Operations:** Perform mathematical set operations like union, intersection, and difference.

## ***Set Basics***

### Creating Sets

There are several ways to create sets in Python:

## Using Curly Braces {}:

# Creating a set with multiple elements

```
fruits = {"apple", "banana", "cherry"}
```

```
print(fruits) # Output: {'banana', 'cherry', 'apple'}
```

# Creating an empty set (Note: `{}` creates an empty dictionary)

```
empty_set = set()
```

```
print(empty_set) # Output: set()
```

## Using the set() Constructor:

# From a list

```
numbers = set([1, 2, 3, 4, 5])
```

```
print(numbers) # Output: {1, 2, 3, 4, 5}
```

# From a string

```
letters = set("Python")
```

```
print(letters) # Output: {'n', 'h', 'y', 'P', 't', 'o'}
```

# From a tuple

```
t = set((1, 2, 3))
```

```
print(t) # Output: {1, 2, 3}
```

## Using Set Comprehensions:

# Creating a set of squares from 0 to 9

```
squares = {x**2 for x in range(10)}
```

```
print(squares) # Output: {0, 1, 64, 4, 9, 16, 25, 36, 49, 81}
```

## Important Notes:

**Uniqueness:** When creating a set, duplicate elements are automatically removed

```
duplicates = {1, 2, 2, 3, 4, 4, 5}
```

```
print(duplicates) # Output: {1, 2, 3, 4, 5}
```

**Immutable Elements:** Sets cannot contain mutable elements like lists or dictionaries.

```
# This will raise a TypeError
```

```
invalid_set = {1, 2, [3, 4]}
```

```
# TypeError: unhashable type: 'list'
```

## Set Immutability

While **sets themselves are mutable** (you can add or remove elements), the **elements within a set must be immutable** (hashable).

Mutable Elements (Not Allowed):

```
# Attempting to add a list to a set
```

```
s = {1, 2, 3}
```

```
s.add([4, 5]) # Raises TypeError: unhashable type: 'list'
```

Immutable Elements (Allowed):



```
# Adding a tuple to a set
s = {1, 2, 3}
s.add((4, 5))
print(s) # Output: {1, 2, 3, (4, 5)}
```

## Set Indexing and Slicing

**Sets are unordered**, which means they do not support indexing, slicing, or other sequence-like behavior

```
s = {"apple", "banana", "cherry"}
```

```
# Attempting to access an element by index
# print(s[0]) # Raises TypeError: 'set' object is not
# subscriptable
```

```
# Iterating through a set
for fruit in s:
    print(fruit)
```

### Output:

```
banana
cherry
apple
```

**Note:** The order of elements when iterating over a set is not

guaranteed and may vary.

## Set Concatenation and Repetition

Sets do not support concatenation (+) or repetition (\*) operations like lists and strings because they are unordered and contain unique element

```
s1 = {"a", "b", "c"}
```

```
s2 = {"d", "e", "f"}
```

```
# Concatenation (Not Supported)
```

```
# combined = s1 + s2 # Raises TypeError: unsupported  
operand type(s) for +: 'set' and 'set'
```

```
# Repetition (Not Supported)
```

```
# repeated = s1 * 2 # Raises TypeError: unsupported  
operand type(s) for *: 'set' and 'int'
```

## Alternative for Union:

Use the `union()` method or the `|` operator to combine sets.

```
# Using union()
```

```
combined = s1.union(s2)
```

```
print(combined) # Output: {'a', 'b', 'c', 'd', 'e', 'f'}
```

```
# Using | operator
```

```
combined = s1 | s2
```

```
print(combined) # Output: {'a', 'b', 'c', 'd', 'e', 'f'}
```

## Single-Element Sets

To create a set with a single element, include a trailing comma inside the curly braces.

```
# Single-element set
singleton = {"apple"}
print(singleton) # Output: {'apple'}
```

```
# However, {} is an empty dictionary, not a set
empty = {}
print(type(empty)) # Output: <class 'dict'>
```

```
# Correct way for empty set
empty_set = set()
print(type(empty_set)) # Output: <class 'set'>
```

**Note:** `{}` creates an empty dictionary, not a set. Use `set()` to create an empty set.

# Set Operations

Sets support various mathematical operations, allowing for efficient handling of unique elements.

## Mathematical Set Operations

### Union (`|` or `.union()`)

Combines elements from two or more sets, removing duplicates.

```
s1 = {1, 2, 3}
```

```
s2 = {3, 4, 5}
```

```
# Using | operator
```

```
union_set = s1 | s2
```

```
print(union_set) # Output: {1, 2, 3, 4, 5}
```

```
# Using .union() method
```

```
union_set = s1.union(s2)
```

```
print(union_set) # Output: {1, 2, 3, 4, 5}
```

### Intersection (`&` or `.intersection()`)

Returns elements common to both sets.

```
s1 = {1, 2, 3}
```

```
s2 = {3, 4, 5}
```

# Using & operator

```
intersection_set = s1 & s2
```

```
print(intersection_set) # Output: {3}
```

# Using .intersection() method

```
intersection_set = s1.intersection(s2)
```

```
print(intersection_set) # Output: {3}
```

## **Difference (- or .difference())**

Returns elements present in the first set but not in the second.

```
s1 = {1, 2, 3}
```

```
s2 = {3, 4, 5}
```

# Using - operator

```
difference_set = s1 - s2
```

```
print(difference_set) # Output: {1, 2}
```

# Using .difference() method

```
difference_set = s1.difference(s2)
```

```
print(difference_set) # Output: {1, 2}
```

## **Symmetric Difference (^ or .symmetric\_difference())**

Returns elements present in either set but not in both.

```
s1 = {1, 2, 3}
```

```
s2 = {3, 4, 5}
```

```
# Using ^ operator
```

```
sym_diff_set = s1 ^ s2
```

```
print(sym_diff_set) # Output: {1, 2, 4, 5}
```

```
# Using .symmetric_difference() method
```

```
sym_diff_set = s1.symmetric_difference(s2)
```

```
print(sym_diff_set) # Output: {1, 2, 4, 5}
```

## Subset and Superset

### Subset (<= or .issubset())

Checks if all elements of one set are present in another.

```
s1 = {1, 2}
```

```
s2 = {1, 2, 3}
```

```
# Using <= operator
```

```
is_subset = s1 <= s2
```

```
print(is_subset) # Output: True
```

```
# Using .issubset() method
```

```
is_subset = s1.issubset(s2)
```

```
print(is_subset) # Output: True
```

### Superset (>= or .issuperset())

**Description:** Checks if a set contains all elements of another set.

```
s1 = {1, 2, 3}
```

```
s2 = {1, 2}
```

```
# Using >= operator
```

```
is_superset = s1 >= s2
```

```
print(is_superset) # Output: True
```

```
# Using .issuperset() method
```

```
is_superset = s1.issuperset(s2)
```

```
print(is_superset) # Output: True
```

## Disjoint Sets

**Description:** Determines if two sets have no elements in common

```
s1 = {1, 2, 3}
```

```
s2 = {4, 5, 6}
```

```
s3 = {3, 4}
```

```
# Using .isdisjoint() method
```

```
print(s1.isdisjoint(s2)) # Output: True
```

```
print(s1.isdisjoint(s3)) # Output: False
```

# Common Set Methods

While sets have fewer methods compared to lists, they still offer a range of functionalities to manipulate and interact with their elements.

## `add()`

**Description:** Adds a single element to the set.

```
s = {1, 2, 3}
```

```
s.add(4)
```

```
print(s) # Output: {1, 2, 3, 4}
```

# Adding an element that already exists has no effect

```
s.add(2)
```

```
print(s) # Output: {1, 2, 3, 4}
```

## `update()`

**Description:** Adds multiple elements to the set from an iterable (like lists, tuples, or other sets).

```
s = {1, 2, 3}
```

```
s.update([4, 5], {6, 7}, (8, 9))
```

```
print(s) # Output: {1, 2, 3, 4, 5, 6, 7, 8, 9}
```



## **remove()**

**Description:** Removes a specified element from the set.

Raises a `KeyError` if the element is not found.

```
s = {1, 2, 3, 4}
```

```
s.remove(3)
```

```
print(s) # Output: {1, 2, 4}
```

```
# Attempting to remove a non-existent element
```

```
# s.remove(5) # Raises KeyError: 5
```

## **discard()**

**Description:** Removes a specified element from the set if it exists. Does **not** raise an error if the element is not found.

```
s = {1, 2, 3, 4}
```

```
s.discard(3)
```

```
print(s) # Output: {1, 2, 4}
```

```
# Discarding a non-existent element does nothing
```

```
s.discard(5)
```

```
print(s) # Output: {1, 2, 4}
```

## pop()

**Description:** Removes and returns an arbitrary element from the set. Raises a `KeyError` if the set is empty.

```
s = {1, 2, 3}
element = s.pop()
print(element) # Output: 1 (could be any element)
print(s)      # Output: {2, 3} (assuming 1 was popped)
```

**Note:** Since sets are unordered, `pop()` does not guarantee which element will be removed.

## clear()

**Description:** Removes all elements from the set, resulting in an empty set

```
s = {1, 2, 3}
s.clear()
print(s) # Output: set()
```

## copy()

**Description:** Returns a shallow copy of the set.

```
s1 = {1, 2, 3}
s2 = s1.copy()
print(s2) # Output: {1, 2, 3}
```

# Modifying s2 does not affect s1

```
s2.add(4)
```

```
print(s1) # Output: {1, 2, 3}
```

```
print(s2) # Output: {1, 2, 3, 4}
```

## issubset()

**Description:** Checks if the set is a subset of another set.

```
s1 = {1, 2}
```

```
s2 = {1, 2, 3}
```

```
print(s1.issubset(s2)) # Output: True
```

```
s3 = {2, 4}
```

```
print(s3.issubset(s2)) # Output: False
```

## issuperset()

**Description:** Checks if the set is a superset of another set.

```
s1 = {1, 2, 3}
```

```
s2 = {1, 2}
```

```
print(s1.issuperset(s2)) # Output: True
```

```
s3 = {2, 4}
```

```
print(s1.issuperset(s3)) # Output: False
```

## isdisjoint()

**Description:** Checks if two sets have no elements in

common

s1 = {1, 2, 3}

s2 = {4, 5, 6}

s3 = {3, 4}

print(s1.isdisjoint(s2)) # Output: True

print(s1.isdisjoint(s3)) # Output: False

## ***Advanced Set Concepts***

### Frozen Sets

A **frozen set** is an immutable version of a set. Once created, you cannot add or remove elements from a frozen set.

However, you can perform set operations that return new frozen sets.

### **Creating a Frozen Set:**

```
frozen = frozenset([1, 2, 3, 4])
```

```
print(frozen) # Output: frozenset({1, 2, 3, 4})
```

### **Key Characteristics:**

- **Immutable:** Cannot modify after creation.
- **Hashable:** Can be used as keys in dictionaries or elements in other sets.

Usage Example:

```
# Using frozenset as dictionary keys
```

```
d = {}
```

```
key = frozenset(["apple", "banana"])
```

```
d[key] = "Fruit Basket"
```

```
print(d) # Output: {frozenset({'apple', 'banana'}): 'Fruit Basket'}
```

## Set Comprehensions

**Description:** Similar to list comprehensions, set comprehensions provide a concise way to create sets.

### Syntax:

```
{expression for item in iterable if condition}
```

Example: Creating a Set of Squares:

```
squares = {x**2 for x in range(10)}
```

```
print(squares) # Output: {0, 1, 4, 9, 16, 25, 36, 49, 64, 81}
```

### Example: Extracting Vowels from a String:

```
sentence = "Hello, World!"
```

```
vowels = {char.lower() for char in sentence if char.lower() in 'aeiou'}
```

```
print(vowels) # Output: {'e', 'o'}
```

# Sets vs. Other Data Structures

Understanding the differences between sets and other Python data structures like lists, tuples, and dictionaries helps in choosing the right tool for your specific needs.

Sets vs. Lists		
Feature	Sets	Lists
Ordering	Unordered	Ordered
Duplicates	No duplicates allowed	Duplicates allowed
Mutability	Mutable	Mutable
Indexing	Not supported	Supported
Performance	Faster for membership testing	Slower for membership testing
Use Cases	Removing duplicates, set operations	Maintaining ordered collections, allowing duplicates

## Example: Removing Duplicates from a List Using a Set

```
fruits = ["apple", "banana", "cherry", "apple", "banana"]
unique_fruits = set(fruits)
print(unique_fruits) # Output: {'banana', 'cherry', 'apple'}
```

## Sets vs. Tuples

Feature	Sets	Tuples
Ordering	Unordered	Ordered
Duplicates	No duplicates allowed	Duplicates allowed
Mutability	Mutable	Immutable
Indexing	Not supported	Supported
Use Cases	Membership testing, uniqueness	Fixed collections, data integrity

### Example: Using a Tuple as a Dictionary Key (Possible) vs. Using a List as a Key (Not Possible)

# Using a tuple as a dictionary key

```
t = (1, 2, 3)
```

```
d = {t: "Value"}
```

```
print(d) # Output: {(1, 2, 3): 'Value'}
```

# Using a list as a dictionary key (Raises TypeError)

```
# l = [1, 2, 3]
```

```
# d = {l: "Value"} # Raises TypeError: unhashable type: 'list'
```

## Sets vs. Dictionaries

Feature	Sets	Dictionaries
Purpose	Store unique elements	Store key-value pairs
Structure	Single elements	Key-value pairs
Ordering	Unordered	Ordered (as of Python 3.7+)
Mutability	Mutable	Mutable
Duplicates	No duplicates allowed	Keys must be unique; values can be duplicates
Use Cases	Membership testing, unique collections	Fast lookup, mapping relationships

Example: Using a Set vs. Dictionary

# Using a set for membership testing

```
fruits = {"apple", "banana", "cherry"}
```

```
print("banana" in fruits) # Output: True
```

# Using a dictionary for mapping

```
fruit_prices = {"apple": 0.99, "banana": 0.59, "cherry": 2.99}
```

```
print(fruit_prices["banana"]) # Output: 0.59
```

## *Examples and Exercises*

Example 1: Removing Duplicates from a List

**Task:** Given a list with duplicate elements, remove the duplicates using a set.



```
fruits = ["apple", "banana", "cherry", "apple", "banana",  
"date"]  
unique_fruits = set(fruits)  
print(unique_fruits) # Output: {'banana', 'date', 'cherry',  
'apple'}
```

## Example 2: Membership Testing

**Task:** Check if a specific element exists in a set.

```
s = {"apple", "banana", "cherry"}  
print("banana" in s) # Output: True  
print("grape" in s) # Output: False
```

## Example 3: Set Operations

**Task:** Perform union, intersection, difference, and symmetric difference between two sets.

```
s1 = {1, 2, 3, 4}  
s2 = {3, 4, 5, 6}
```

# Union

```
print(s1 | s2) # Output: {1, 2, 3, 4, 5, 6}
```

# Intersection

```
print(s1 & s2) # Output: {3, 4}
```

# Difference

```
print(s1 - s2) # Output: {1, 2}
```

```
print(s2 - s1) # Output: {5, 6}
```

# Symmetric Difference

```
print(s1 ^ s2) # Output: {1, 2, 5, 6}
```

## Exercise 1: Finding Common Elements

**Task:** Given two lists, find the common elements using sets.

**Lists:**

```
list1 = [1, 2, 3, 4, 5]
```

```
list2 = [4, 5, 6, 7, 8]
```

**Expected Output:** {4, 5}

**Solution:**

```
list1 = [1, 2, 3, 4, 5]
```

```
list2 = [4, 5, 6, 7, 8]
```

```
set1 = set(list1)
```

```
set2 = set(list2)
```

```
common = set1 & set2
```

```
print(common) # Output: {4, 5}
```

## Exercise 2: Counting Unique Words

**Task:** Given a sentence, count the number of unique words using sets.

**Sentence:** "Python is great and Python is fun"

**Expected Output:** {'Python', 'is', 'great', 'and', 'fun'}

Solution:

```
sentence = "Python is great and Python is fun"
```

```
words = sentence.split()
```

```
unique_words = set(words)
```

```
print(unique_words) # Output: {'is', 'Python', 'and', 'great', 'fun'}
```

```
print(len(unique_words)) # Output: 5
```

## Exercise 3: Power Set

**Task:** Generate the power set of a given set (all possible subsets).

**Set:** {1, 2}

**Expected Output:** {frozenset(), frozenset({1}), frozenset({2}), frozenset({1, 2})}

Solution:

```
from itertools import chain, combinations
```

```
def power_set(s):  
    s = list(s)  
    return set(frozenset(combo) for combo in  
chain.from_iterable(combinations(s, r) for r in range(len(s)  
+1)))
```

```
s = {1, 2}  
ps = power_set(s)  
print(ps)  
# Output: {frozenset(), frozenset({1}), frozenset({2}),  
frozenset({1, 2})}
```

## Exercise 4: Checking for Anagrams

**Task:** Write a function to check if two strings are anagrams using sets.

### Example:

- "listen" and "silent" → **True**
- "hello" and "world" → **False**

### Solution:

While sets can be used to check for the presence of the same unique characters, they **cannot** account for the frequency of each character, which is essential for

determining anagrams. Instead, it's better to use sorted strings or dictionaries.

However, to adhere to the exercise, here's how sets can partially check for anagrams

```
def are_anagrams_set(s1, s2):  
    return set(s1) == set(s2)
```

```
print(are_anagrams_set("listen", "silent")) # Output: True  
print(are_anagrams_set("hello", "world"))   # Output: False
```

```
# Note: This method does not consider character counts  
print(are_anagrams_set("aabb", "ab"))        # Output: True  
(Incorrect for anagrams)
```

### **Proper Anagram Check Using Sorted Strings:**

```
def are_anagrams(s1, s2):  
    return sorted(s1) == sorted(s2)
```

```
print(are_anagrams("listen", "silent")) # Output: True  
print(are_anagrams("hello", "world"))   # Output: False  
print(are_anagrams("aabb", "ab"))        # Output: False
```

## **Exercise 5: Removing Specific Elements**

**Task:** Given a set of numbers, remove all even numbers.

**Set:** {1, 2, 3, 4, 5, 6, 7, 8, 9, 10}

**Expected Output:** {1, 3, 5, 7, 9}

### **Solution:**

```
numbers = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10}
```

```
# Using set comprehension to filter out even numbers
```

```
odds = {x for x in numbers if x % 2 != 0}
```

```
print(odds) # Output: {1, 3, 5, 7, 9}
```

```
# Alternatively, removing in-place
```

```
numbers = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10}
```

```
for x in list(numbers):
```

```
    if x % 2 == 0:
```

```
        numbers.remove(x)
```

```
print(numbers) # Output: {1, 3, 5, 7, 9}
```

## ***Dictionaries***

### **1. Introduction to Dictionaries**

A **dictionary** in Python is an **unordered** collection of **key-value pairs**, where each key is unique and maps to a

corresponding value. Dictionaries are mutable, meaning you can add, remove, or modify key-value pairs after creation.

## **Key Characteristics of Dictionaries:**

- **Unordered:** As of Python 3.7, dictionaries maintain the insertion order, but they are still fundamentally considered unordered collections.
- **Mutable:** You can modify dictionaries by adding, removing, or updating key-value pairs.
- **Indexed by Keys:** Unlike lists or tuples, dictionaries are indexed by keys, not by numerical indices.
- **Dynamic:** They can grow or shrink as needed.
- **Heterogeneous:** Keys and values can be of different data types.

## **Common Use Cases:**

- **Mapping:** Associating unique keys with values (e.g., user IDs to user information).
- **Fast Lookup:** Retrieving data quickly using keys.
- **Data Representation:** Representing JSON-like data structures.
- **Counting and Grouping:** Tallying occurrences or grouping related data.

# ***Dictionary Basics***

## Creating Dictionaries

There are multiple ways to create dictionaries in Python:

### **Using Curly Braces {}:**

# Empty dictionary

```
empty_dict = {}
```

```
print(empty_dict) # Output: {}
```

# Dictionary with key-value pairs

```
person = {  
    "name": "Alice",  
    "age": 30,  
    "profession": "Engineer"  
}
```

```
print(person)
```

```
# Output: {'name': 'Alice', 'age': 30, 'profession': 'Engineer'}
```

### **Using the `dict()` Constructor:**



# From keyword arguments

```
car = dict(make="Toyota", model="Camry", year=2020)
print(car)
```

# Output: {'make': 'Toyota', 'model': 'Camry', 'year': 2020}

# From a list of tuples

```
fruits = dict([("apple", 2), ("banana", 3), ("cherry", 5)])
print(fruits)
```

# Output: {'apple': 2, 'banana': 3, 'cherry': 5}

# From a list of lists

```
capitals = dict([["USA", "Washington D.C."], ["France",
"Paris"], ["Japan", "Tokyo"]])
print(capitals)
```

# Output: {'USA': 'Washington D.C.', 'France': 'Paris', 'Japan': 'Tokyo'}

## Using Dictionary Comprehensions:

# Creating a dictionary of squares

```
squares = {x: x**2 for x in range(6)}
print(squares)
```

# Output: {0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25}

## Important Notes:

- **Keys Must Be Hashable:** Immutable types like strings, numbers, and tuples can be used as keys. Mutable types like

lists or other dictionaries cannot.

- **Unique Keys:** Each key in a dictionary must be unique. If duplicate keys are provided, the last occurrence overwrites the previous ones.

```
duplicate_keys = {"a": 1, "b": 2, "a": 3}
print(duplicate_keys) # Output: {'a': 3, 'b': 2}
```

## Accessing Values

You can access dictionary values using their corresponding keys:

### Using Square Brackets `[]`:

```
person = {"name": "Alice", "age": 30, "profession":
"Engineer"}
print(person["name"]) # Output: Alice
print(person["age"]) # Output: 30
```

**Note:** Accessing a non-existent key using `[]` raises a `KeyError`.

```
print(person["salary"]) # Raises KeyError: 'salary'
```

## Using the `.get()` Method:

```
print(person.get("name"))    # Output: Alice
print(person.get("salary")) # Output: None
print(person.get("salary", 50000)) # Output: 50000 (default value)
```

## Advantages of `.get()`:

- Avoids `KeyError` by returning `None` or a specified default value if the key is not found.

## Modifying Dictionaries

Dictionaries are mutable, allowing you to add, update, or remove key-value pairs.

### Adding or Updating Entries:

```
person = {"name": "Alice", "age": 30}

# Adding a new key-value pair
person["profession"] = "Engineer"
print(person)
# Output: {'name': 'Alice', 'age': 30, 'profession': 'Engineer'}

# Updating an existing key
person["age"] = 31
print(person)
```

```
# Output: {'name': 'Alice', 'age': 31, 'profession': 'Engineer'}
```

## Removing Entries:

### Using `del`:

```
del person["age"]
```

```
print(person)
```

```
# Output: {'name': 'Alice', 'profession': 'Engineer'}
```

**Note:** Attempting to delete a non-existent key raises a `KeyError`.

### Using `.pop()`:

```
profession = person.pop("profession")
```

```
print(profession) # Output: Engineer
```

```
print(person)    # Output: {'name': 'Alice'}
```

### Using `.popitem()`:

# Removes and returns an arbitrary key-value pair (as of Python 3.7, it removes the last inserted item)

```
last_item = person.popitem()
```

```
print(last_item) # Output: ('name', 'Alice')
```

```
print(person)   # Output: {}
```

## Clearing the Dictionary:

```
person = {"name": "Alice", "age": 30, "profession":
```

```
"Engineer"}  
person.clear()  
print(person) # Output: {}
```

## Dictionary Immutability

While the **dictionary structure is mutable**, meaning you can add, remove, or change key-value pairs, the **keys themselves must be immutable** (hashable). However, the **values can be of any type**, including mutable ones like lists or other dictionaries.

```
# Dictionary with mutable values
```

```
data = {  
    "fruits": ["apple", "banana"],  
    "numbers": [1, 2, 3],  
    "details": {"name": "Alice", "age": 30}  
}
```

```
# Modifying a mutable value
```

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

## Immutable Keys:

```
# Dictionary with mutable values
```

```
data = {  
    "fruits": ["apple", "banana"],  
    "numbers": [1, 2, 3],  
    "details": {"name": "Alice", "age": 30}  
}
```

```
# Modifying a mutable value
```

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

## ***Common Dictionary Methods***

### **Common Dictionary Methods**

Dictionaries in Python come with a rich set of methods that allow for efficient data manipulation. Below are some of the most commonly used dictionary methods with examples.

#### **keys()**

**Description:** Returns a view object containing all the keys in the dictionary.

```
person = {"name": "Alice", "age": 30, "profession":  
"Engineer"}  
keys = person.keys()  
print(keys) # Output: dict_keys(['name', 'age', 'profession'])  
  
# Iterating through keys  
for key in person.keys():  
    print(key)  
# Output:  
# name  
# age  
# profession
```

## values()

**Description:** Returns a view object containing all the values in the dictionary.

```
person = {"name": "Alice", "age": 30, "profession":  
"Engineer"}  
values = person.values()  
print(values) # Output: dict_values(['Alice', 30, 'Engineer'])  
  
# Iterating through values  
for value in person.values():
```

```
    print(value)
# Output:
# Alice
# 30
# Engineer
```

## `items()`

**Description:** Returns a view object containing all key-value pairs as tuples.

```
person = {"name": "Alice", "age": 30, "profession":
"Engineer"}
items = person.items()
print(items) # Output: dict_items([('name', 'Alice'), ('age', 30),
('profession', 'Engineer')])

# Iterating through key-value pairs
for key, value in person.items():
    print(f"{key}: {value}")
# Output:
# name: Alice
# age: 30
# profession: Engineer
```

## `get()`



**Description:** Returns the value for a specified key if the key exists; otherwise, returns `None` or a specified default value.

```
person = {"name": "Alice", "age": 30}
```

```
# Existing key
```

```
name = person.get("name")  
print(name) # Output: Alice
```

```
# Non-existent key without default
```

```
salary = person.get("salary")  
print(salary) # Output: None
```

```
# Non-existent key with default
```

```
salary = person.get("salary", 50000)  
print(salary) # Output: 50000
```

## `update()`

**Description:** Updates the dictionary with key-value pairs from another dictionary or an iterable of key-value pairs.

```
person = {"name": "Alice", "age": 30}
```

```
additional_info = {"profession": "Engineer", "age": 31}
```

```
# Updating with another dictionary
```

```
person.update(additional_info)
print(person)
# Output: {'name': 'Alice', 'age': 31, 'profession': 'Engineer'}

# Updating with an iterable of key-value pairs
person.update([("salary", 70000), ("city", "New York")])
print(person)
# Output: {'name': 'Alice', 'age': 31, 'profession': 'Engineer',
'salary': 70000, 'city': 'New York'}
```

## pop()

**Description:** Removes the specified key and returns its value. If the key is not found, it raises a `KeyError` unless a default value is provided.

```
person = {"name": "Alice", "age": 30, "profession":
"Engineer"}

# Popping an existing key
profession = person.pop("profession")
print(profession) # Output: Engineer
print(person)    # Output: {'name': 'Alice', 'age': 30}
```

```
# Popping a non-existent key without default (Raises
KeyError)
```

```
# salary = person.pop("salary") # Raises KeyError: 'salary'
```

```
# Popping a non-existent key with default
```

```
salary = person.pop("salary", 50000)
```

```
print(salary) # Output: 50000
```

```
print(person) # Output: {'name': 'Alice', 'age': 30}
```

## **popitem()**

**Description:** Removes and returns an arbitrary key-value pair as a tuple. As of Python 3.7, it removes the last inserted key-value pair.

```
person = {"name": "Alice", "age": 30, "profession":  
"Engineer"}
```

```
# Popping the last item
```

```
item = person.popitem()
```

```
print(item) # Output: ('profession', 'Engineer')
```

```
print(person) # Output: {'name': 'Alice', 'age': 30}
```

## **clear()**

**Description:** Removes all items from the dictionary, resulting in an empty dictionary.

```
person = {"name": "Alice", "age": 30, "profession":  
"Engineer"}
```

```
person.clear()
print(person) # Output: {}
```

## **setdefault()**

**Description:** Returns the value of a key if it exists; otherwise, inserts the key with a specified default value and returns that value.

# ***Advanced Dictionary Concepts***

## **Nested Dictionaries**

**Description:** Dictionaries can contain other dictionaries as values, allowing for complex, multi-level data structures.

```
# Nested dictionary
company = {
    "employees": {
        "Alice": {"age": 30, "profession": "Engineer"},
        "Bob": {"age": 25, "profession": "Designer"},
        "Charlie": {"age": 35, "profession": "Manager"}
    },
    "departments": ["Engineering", "Design", "Management"]
}
```

# Accessing nested values

```
print(company["employees"]["Alice"]["profession"]) #
```

Output: Engineer

# Adding a new employee

```
company["employees"]["Diana"] = {"age": 28, "profession":  
"Analyst"}
```

```
print(company["employees"])
```

# Output:

```
# {  
#   'Alice': {'age': 30, 'profession': 'Engineer'},  
#   'Bob': {'age': 25, 'profession': 'Designer'},  
#   'Charlie': {'age': 35, 'profession': 'Manager'},  
#   'Diana': {'age': 28, 'profession': 'Analyst'}  
# }
```

## Dictionary Comprehensions

**Description:** Similar to list and set comprehensions, dictionary comprehensions provide a concise way to create dictionaries based on existing iterables.

### Syntax:

```
{key_expression: value_expression for item in iterable if  
condition}
```

### Examples:

## Creating a Dictionary of Squares:

```
squares = {x: x**2 for x in range(6)}  
print(squares)  
# Output: {0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25}
```

## Filtering Items:

```
numbers = range(10)  
even_squares = {x: x**2 for x in numbers if x % 2 == 0}  
print(even_squares)  
# Output: {0: 0, 2: 4, 4: 16, 6: 36, 8: 64}
```

## Swapping Keys and Values:

```
original = {"a": 1, "b": 2, "c": 3}  
swapped = {value: key for key, value in original.items()}  
print(swapped)  
# Output: {1: 'a', 2: 'b', 3: 'c'}
```

**Note:** If the original dictionary has duplicate values, the resulting dictionary will only contain one of the possible key-value pairs, as keys must be unique.

## Default Dictionaries

**Description:** The `defaultdict` class from the `collections` module provides dictionaries with default values for non-

existent keys, avoiding the need to check for key existence.

### **Advantages:**

- Automatically initializes missing keys with a default value.
- Simplifies code by eliminating the need for key existence checks.

### **Common Use Cases:**

- **Counting:** Tallying occurrences of items.

```
from collections import defaultdict
```

```
words = ["apple", "banana", "apple", "cherry", "banana",  
"apple"]
```

```
word_counts = defaultdict(int)
```

```
for word in words:
```

```
    word_counts[word] += 1
```

```
print(word_counts)
```

```
# Output: defaultdict(<class 'int'>, {'apple': 3, 'banana': 2,  
'cherry': 1})
```

### **Grouping: Grouping items based on a key.**

```
from collections import defaultdict
```

```
students = [
```

```
    {"name": "Alice", "grade": "A"},
```

```
{ "name": "Bob", "grade": "B"},  
{ "name": "Charlie", "grade": "A"},  
{ "name": "Diana", "grade": "C"},  
{ "name": "Eve", "grade": "B"}  
]  
  
grade_groups = defaultdict(list)  
  
for student in students:  
    grade_groups[student["grade"]].append(student["name"])  
  
print(grade_groups)  
# Output:  
# defaultdict(<class 'list'>, {'A': ['Alice', 'Charlie'], 'B': ['Bob',  
'Eve'], 'C': ['Diana']})
```

## Important Notes:

- The `default_factory` function defines the default value for non-existent keys. It should be callable without arguments.
- Once a `defaultdict` is created, you can modify its `default_factory` attribute if needed.



# ***Examples and Exercises***

## **Example 1: Storing and Retrieving User Information**

# Creating a dictionary to store user information

```
user = {  
    "username": "alice123",  
    "email": "alice@example.com",  
    "age": 30,  
    "is_active": True  
}
```

# Accessing values

```
print(user["username"]) # Output: alice123
```

```
print(user.get("email")) # Output: alice@example.com
```

# Adding a new key-value pair

```
user["profession"] = "Engineer"
```

# Updating an existing key

```
user["age"] = 31
```

# Removing a key-value pair

```
user.pop("is_active")
```

```
print(user)
```

```
# Output: {'username': 'alice123', 'email':  
'alice@example.com', 'age': 31, 'profession': 'Engineer'}
```

## **Example 2: Counting Occurrences Using Dictionaries**

```
words = ["apple", "banana", "apple", "cherry", "banana",  
"apple"]
```

```
word_counts = {}
```

```
for word in words:
```

```
    if word in word_counts:
```

```
        word_counts[word] += 1
```

```
    else:
```

```
        word_counts[word] = 1
```

```
print(word_counts)
```

```
# Output: {'apple': 3, 'banana': 2, 'cherry': 1}
```

```
# Using defaultdict for simplification
```

```
from collections import defaultdict
```

```
word_counts = defaultdict(int)
```

```
for word in words:
```

```
    word_counts[word] += 1
```

```
print(word_counts)
# Output: defaultdict(<class 'int'>, {'apple': 3, 'banana': 2,
'cherry': 1})
```

### **Example 3: Merging Dictionaries**

```
dict1 = {"a": 1, "b": 2}
```

```
dict2 = {"b": 3, "c": 4}
```

```
# Using the `update()` method
```

```
merged = dict1.copy()
```

```
merged.update(dict2)
```

```
print(merged)
```

```
# Output: {'a': 1, 'b': 3, 'c': 4}
```

```
# Using dictionary unpacking (Python 3.5+)
```

```
merged = {**dict1, **dict2}
```

```
print(merged)
```

```
# Output: {'a': 1, 'b': 3, 'c': 4}
```

### **Example 4: Nested Dictionaries**

```
# Nested dictionary representing students and their grades
```

```
students = {
```

```
    "Alice": {"math": 90, "science": 85},
```

```
    "Bob": {"math": 75, "science": 95},
```

```
"Charlie": {"math": 85, "science": 80}
}

# Accessing nested values
print(students["Alice"]["math"]) # Output: 90

# Adding a new subject for Bob
students["Bob"]["english"] = 88

print(students)
# Output:
# {
#   'Alice': {'math': 90, 'science': 85},
#   'Bob': {'math': 75, 'science': 95, 'english': 88},
#   'Charlie': {'math': 85, 'science': 80}
# }
```

## Exercise 1: Creating and Accessing a Dictionary

**Task:** Create a dictionary to store information about a book, including its title, author, publication year, and genres. Then, access and print the author's name.

### Solution:

```
# Creating the dictionary
book = {
```

```
"title": "To Kill a Mockingbird",  
"author": "Harper Lee",  
"publication_year": 1960,  
"genres": ["Fiction", "Classic", "Coming-of-age"]  
}
```

```
# Accessing the author's name  
author = book["author"]  
print(author) # Output: Harper Lee
```

## Exercise 2: Updating and Removing Dictionary Entries

**Task:** Given the following dictionary representing a movie, update its rating to 8.5 and remove the director from the dictionary.

```
movie = {  
    "title": "Inception",  
    "director": "Christopher Nolan",  
    "year": 2010,  
    "rating": 8.0  
}
```

**Expected Output:**

```
{  
    "title": "Inception",  
    "year": 2010,  
    "rating": 8.5  
}
```

### **Solution:**

```
movie = {  
    "title": "Inception",  
    "director": "Christopher Nolan",  
    "year": 2010,  
    "rating": 8.0  
}
```

```
# Updating the rating  
movie["rating"] = 8.5
```

```
# Removing the director  
movie.pop("director")
```

```
print(movie)  
# Output: {'title': 'Inception', 'year': 2010, 'rating': 8.5}
```

### **Exercise 3: Using `.get()` with Default Values**

**Task:** Given a dictionary representing a car, retrieve the

value of the key "color". If the key does not exist, return "Unknown".

```
car = {  
    "make": "Toyota",  
    "model": "Camry",  
    "year": 2020  
}
```

### Expected Output:

Unknown

```
car = {  
    "make": "Toyota",  
    "model": "Camry",  
    "year": 2020  
}
```

```
color = car.get("color", "Unknown")  
print(color) # Output: Unknown
```

## Exercise 4: Iterating Through a Dictionary

**Task:** Given a dictionary of students and their scores, print each student's name along with their score.

```
students_scores = {  
    "Alice": 85,  
    "Bob": 92,  
    "Charlie": 78,  
    "Diana": 90  
}
```

### **Expected Output:**

Alice: 85

Bob: 92

Charlie: 78

Diana: 90

### **Solution:**

```
students_scores = {  
    "Alice": 85,  
    "Bob": 92,  
    "Charlie": 78,  
    "Diana": 90  
}
```

```
for student, score in students_scores.items():  
    print(f"{student}: {score}")
```



## Exercise 5: Merging Multiple Dictionaries

**Task:** Given a list of dictionaries representing various products, merge them into a single dictionary. If there are duplicate keys, later entries should overwrite earlier ones.

### Solution:

Assuming that the `"id"` is the unique key.

```
products = [  
    {"id": 1, "name": "Laptop", "price": 999},  
    {"id": 2, "name": "Smartphone", "price": 499},  
    {"id": 1, "name": "Gaming Laptop", "price": 1299}  
]
```

```
merged_products = {}  
for product in products:  
    merged_products[product["id"]] = product
```

```
print(merged_products)
```

# Output:

```
# {  
#     1: {'id': 1, 'name': 'Gaming Laptop', 'price': 1299},  
#     2: {'id': 2, 'name': 'Smartphone', 'price': 499}  
# }
```

# ***Dictionary Unpacking Operator***

## **Understanding the `**` Operator in Dictionary Merging**

In Python, the `**` operator is known as the **dictionary unpacking** operator. When used within a dictionary literal (i.e., inside `{}`), it **unpacks** the key-value pairs from one dictionary into another. This feature was introduced in **Python 3.5** and has become a popular and concise way to merge dictionaries.

## **Syntax Breakdown**

```
merged = {**dict1, **dict2}
```

- `{}`: Denotes a dictionary literal.
- `**dict1`: Unpacks all key-value pairs from `dict1` into the new dictionary.
- `**dict2`: Unpacks all key-value pairs from `dict2` into the new dictionary.
- `merged`: The resulting dictionary containing combined key-value pairs from both `dict1` and `dict2`.

## **How It Works**

1. **Unpacking Key-Value Pairs:** The `**` operator takes all the key-value pairs from `dict1` and `dict2` and inserts them into the new dictionary.
2. **Handling Duplicate Keys:** If both dictionaries contain the same key, the value from the latter dictionary (`dict2` in this case) **overwrites** the value from the former (`dict1`).

## How It Works

1. **Unpacking Key-Value Pairs:** The `**` operator takes all the key-value pairs from `dict1` and `dict2` and inserts them into the new dictionary.
2. **Handling Duplicate Keys:** If both dictionaries contain the same key, the value from the latter dictionary (`dict2` in this case) **overwrites** the value from the former (`dict1`).

```
# Define two dictionaries
```

```
dict1 = {  
    "a": 1,  
    "b": 2,  
    "c": 3  
}
```

```
dict2 = {  
    "b": 20,  
    "d": 4
```

```
}
```

```
# Merge dictionaries using ** unpacking  
merged = {**dict1, **dict2}
```

```
print(merged)
```

```
# Output: {'a': 1, 'b': 20, 'c': 3, 'd': 4}
```

### Explanation:

- The key "b" exists in both `dict1` and `dict2`.
- In the `merged` dictionary, the value of "b" is 20, which comes from `dict2`, effectively **overwriting** the value 2 from `dict1`.

### Advantages of Using \*\* for Merging

1. **Conciseness:** The syntax is short and easy to read.
2. **Immutability:** It creates a **new dictionary** without modifying the original dictionaries, preserving data integrity.
3. **Flexibility:** You can merge more than two dictionaries seamlessly.

### Merging Multiple Dictionaries

You can merge more than two dictionaries by chaining the `*` operator:

```
dict1 = {"a": 1, "b": 2}
dict2 = {"b": 20, "c": 3}
dict3 = {"c": 30, "d": 4}

merged = {**dict1, **dict2, **dict3}

print(merged)
# Output: {'a': 1, 'b': 20, 'c': 30, 'd': 4}
```

## Comparison with Other Merging Methods

### Using the `.update()` Method

Another common way to merge dictionaries is using the `.update()` method. However, there are key differences:

```
dict1 = {"a": 1, "b": 2}
dict2 = {"b": 20, "c": 3}

# Using .update() modifies dict1 in-place
dict1.update(dict2)
print(dict1)
# Output: {'a': 1, 'b': 20, 'c': 3}
```

## Key Differences:

Aspect	<code>**</code> Unpacking	<code>.update()</code> Method
Creates New Dict	Yes, does not modify original dicts	No, modifies the dictionary in-place
Immutability	Preserves original dictionaries	Alters the first dictionary directly
Return Value	Returns the new merged dictionary	Returns <code>None</code>
Readability	More concise and readable for merging	More verbose and intended for updating existing dicts

## Example:

```
dict1 = {"a": 1, "b": 2}
```

```
dict2 = {"b": 20, "c": 3}
```

```
# Using ** unpacking
```

```
merged = {**dict1, **dict2}
```

```
print(merged)
```

```
# Output: {'a': 1, 'b': 20, 'c': 3}
```

```
print(dict1)
```

```
# Output: {'a': 1, 'b': 2} # Unchanged
```

```
# Using .update()
```

```
dict1.update(dict2)
```

```
print(dict1)
```

```
# Output: {'a': 1, 'b': 20, 'c': 3} # Modified
```

# Important Considerations

1. **Order Matters:** In cases where multiple dictionaries have the same keys, the **last dictionary's value** for that key will prevail.

```
dict1 = {"x": 1}
```

```
dict2 = {"x": 2}
```

```
dict3 = {"x": 3}
```

```
merged = {**dict1, **dict2, **dict3}
```

```
print(merged)
```

```
# Output: {'x': 3}
```

**Python Version:** The `**` unpacking for dictionaries within dictionary literals is available from **Python 3.5** onwards. Ensure your Python environment is compatible.

**Non-Dictionary Iterables:** While `.update()` can accept any iterable of key-value pairs, `**` unpacking specifically requires dictionaries or objects that implement the mapping protocol.

```
# Using .update() with an iterable of tuples
```

```
dict1 = {"a": 1}
```

```
dict1.update([("b", 2), ("c", 3)])
```

```
print(dict1)
```

```
# Output: {'a': 1, 'b': 2, 'c': 3}
```

```
# Using ** unpacking with non-dictionary iterables raises  
TypeError
```

```
try:  
    merged = {**dict1, **[("d", 4)]}  
except TypeError as e:  
    print(e) # Output: 'mapping expected instead of list'
```

## Additional Examples

### Example 1: Merging Dictionaries with Overlapping Keys

```
dict1 = {"name": "Alice", "age": 25, "city": "New York"}  
dict2 = {"age": 30, "profession": "Engineer"}
```

```
merged = {**dict1, **dict2}  
print(merged)  
# Output: {'name': 'Alice', 'age': 30, 'city': 'New York',  
'profession': 'Engineer'}
```

### Example 2: Merging Dictionaries with No Overlapping Keys



```
dict1 = {"fruit": "apple"}
dict2 = {"vegetable": "carrot"}

merged = {**dict1, **dict2}
print(merged)
# Output: {'fruit': 'apple', 'vegetable': 'carrot'}
```

### **Example 3: Merging Dictionaries in a Function**

```
def merge_dicts(*dicts):
    merged = {}
    for d in dicts:
        merged = {**merged, **d}
    return merged
```

```
dict_a = {"a": 1, "b": 2}
dict_b = {"b": 3, "c": 4}
dict_c = {"c": 5, "d": 6}
```

```
result = merge_dicts(dict_a, dict_b, dict_c)
print(result)
# Output: {'a': 1, 'b': 3, 'c': 5, 'd': 6}
```

### **Example 4: Merging Dictionaries with Variable Keys**

```
defaults = {
    "host": "localhost",
    "port": 8080,
    "debug": False
```

```
}
```

```
overrides = {  
    "port": 9090,  
    "debug": True  
}
```

```
config = {**defaults, **overrides}  
print(config)  
# Output: {'host': 'localhost', 'port': 9090, 'debug': True}
```

## Comparing with Other Unpacking Scenarios

```
def greet(name, age):  
    print(f"Hello, {name}! You are {age} years old.")
```

```
info = {"name": "Bob", "age": 25}
```

```
greet(**info)  
# Output: Hello, Bob! You are 25 years old.
```

### Explanation:

- The `**info` syntax unpacks the `info` dictionary into

keyword arguments, effectively calling `greet(name="Bob", age=25)`.

## Key Difference

- ◇ **In Function Calls:** `**` unpacks a dictionary into keyword arguments.
- ◇ **In Dictionary Literals:** `**` unpacks key-value pairs into a new dictionary.

# *Functions*

## Introduction to Functions

A **function** in Python is a block of reusable code that performs a specific task. Functions help in breaking down complex problems into smaller, manageable pieces, promoting code reusability and readability.

### **Key Benefits of Using Functions:**

- **Reusability:** Write code once and reuse it multiple times.
- **Organization:** Break down complex tasks into simpler, manageable parts.
- **Readability:** Improve code clarity by encapsulating functionality.

- **Maintainability:** Easier to update and manage code by modifying functions.

## Terminology:

- ◇ **Function Definition:** The code that specifies what the function does.
- ◇ **Function Call:** Executing the function to perform its task.
- ◇ **Parameters (Arguments):** Inputs passed to a function to customize its behavior.
- ◇ **Return Value:** The output produced by a function.

# ***Function Basics***

## Defining a Function

In Python, functions are defined using the `def` keyword, followed by the function name and parentheses `()`. The function body is indented and contains the code to be executed.

## Syntax:

```
def function_name(parameters):  
    """Docstring explaining the function."""  
    # Function body
```

return value

### **Example:**

```
def greet():  
    """Prints a greeting message."""  
    print("Hello, World!")
```

## **Calling a Function**

Once a function is defined, you can execute it by **calling** its name followed by parentheses. If the function requires parameters, you pass them inside the parentheses.

### **Syntax:**

```
function_name(arguments)
```

### **Example:**

```
greet() # Output: Hello, World!
```

## **Function Parameters**

Parameters allow you to pass data to functions, making them more flexible and dynamic. Python supports various types of parameters:

## Positional Arguments

Arguments passed to a function based on their position.

```
def add(a, b):  
    return a + b
```

```
result = add(5, 3)  
print(result) # Output: 8
```

## Keyword Arguments

Arguments passed to a function by explicitly specifying the parameter name.

```
def describe_person(name, age):  
    print(f"{name} is {age} years old.")
```

```
describe_person(age=25, name="Alice") # Output: Alice is  
25 years old.
```

## Default Arguments

Parameters that assume a default value if no argument is provided.

```
def greet(name="Guest"):
    print(f"Hello, {name}!")
```

```
greet()      # Output: Hello, Guest!
greet("Bob") # Output: Hello, Bob!
```

## Variable-Length Arguments

Allows a function to accept an arbitrary number of arguments.

- **\*args**: Non-keyword variable-length arguments.
- **\*\*kwargs**: Keyword variable-length arguments.

### Example:

## Non-keyword (Positional) Variable-length Arguments

- **\*args** allows you to pass **any number of positional arguments** (i.e., arguments without a keyword) to a function. It collects these arguments into a **tuple**.
- You use **\*args** when you does not know how many arguments are going to be passed to the function in advance

### Example:

```
def multiply(*args):  
    result = 1  
    for number in args:  
        result *= number  
    return result
```

```
print(multiply(2, 3))      # Output: 6  
print(multiply(2, 3, 4))   # Output: 24
```

### **\*\*kwargs**: Keyword Variable-length Arguments

- **\*\*kwargs** allows you to pass **any number of keyword arguments** (i.e., arguments with a key and a value, like `key=value`) to a function. It collects these arguments into a **dictionary**.
- You use **\*\*kwargs** when you want to pass a variable number of keyword arguments.

### Example:

```
def build_profile(first, last, **kwargs):  
    profile = {}  
    profile['first_name'] = first  
    profile['last_name'] = last  
    for key, value in kwargs.items():  
        profile[key] = value
```



return profile

```
user_profile = build_profile('John', 'Doe', location='USA',  
field='Engineering')  
print(user_profile)  
# Output: {'first_name': 'John', 'last_name': 'Doe', 'location':  
'USA', 'field': 'Engineering'}
```

## Return Values

Functions can return values using the `return` statement. If no `return` statement is provided, the function returns `None` by default.

### Example:

```
def square(x):  
    return x * x
```

```
result = square(4)  
print(result) # Output: 16
```

### Returning Multiple Values:

Python functions can return multiple values as a tuple.

```
def get_coordinates():  
    x = 10
```

```
y = 20  
return x, y
```

```
coords = get_coordinates()  
print(coords)      # Output: (10, 20)  
print(type(coords)) # Output: <class 'tuple'>
```

## ***Advanced Function Concepts***

### **Anonymous Functions (Lambda)**

**Lambda functions** are small, unnamed functions defined using the `lambda` keyword. They are primarily used for short, throwaway functions.

#### **Syntax:**

lambda arguments: expression

#### **Example:**

```
add = lambda a, b: a + b  
print(add(5, 3)) # Output: 8
```

## Use Cases:

### ◇ **Sorting with Custom Keys:**

```
students = [("Alice", 25), ("Bob", 20), ("Charlie", 23)]  
# Sort by age  
sorted_students = sorted(students, key=lambda student:  
student[1])  
print(sorted_students)  
# Output: [('Bob', 20), ('Charlie', 23), ('Alice', 25)]
```

## Use Cases:

### **Sorting with Custom Keys:**

```
students = [("Alice", 25), ("Bob", 20), ("Charlie", 23)]  
# Sort by age  
sorted_students = sorted(students, key=lambda student:  
student[1])  
print(sorted_students)  
# Output: [('Bob', 20), ('Charlie', 23), ('Alice', 25)]
```

**Using with** `map()`, `filter()`, and `reduce()`

## Limitations:

- **Single Expression:** Lambda functions can only contain a single expression, making them unsuitable for complex

operations.

- **No Statements:** They cannot contain statements like loops or multiple expressions.

## Higher-Order Functions

**Higher-order functions** are functions that take other functions as arguments or return them as results. They enable functional programming paradigms in Python.

### Common Higher-Order Functions:

- **map()**: Applies a function to all items in an iterable.
- **filter()**: Filters items out of an iterable based on a function.
- **reduce()**: Applies a function cumulatively to the items of an iterable (requires `functools`).
- **sorted()**: Sorts items using a key function.

## Decorators

**Decorators** are a powerful feature in Python that allow you to modify or enhance functions without changing their actual code. They are higher-order functions that take a function as an argument and return a new function.

### Syntax:

```
@decorator_name
def function_to_decorate():
    pass
```

### **Basic Example:**

```
def my_decorator(func):
    def wrapper():
        print("Before the function runs.")
        func()
        print("After the function runs.")
    return wrapper
```

```
@my_decorator
def say_hello():
    print("Hello!")
```

```
say_hello()
```

# Output:

# Before the function runs.

# Hello!

# After the function runs.

### **Use Cases:**

- **Logging**
- **Access Control**
- **Caching**

- **Timing Functions**

### **Example: Logging Decorator:**

```
def my_decorator(func):  
    def wrapper():  
        print("Before the function runs.")  
        func()  
        print("After the function runs.")  
    return wrapper
```

```
@my_decorator  
def say_hello():  
    print("Hello!")
```

```
say_hello()
```

```
# Output:
```

```
# Before the function runs.
```

```
# Hello!
```

```
# After the function runs.
```

## Recursion

**Recursion** is a programming technique where a function calls itself to solve smaller instances of a problem. It is particularly useful for tasks that can be divided into similar subtasks.

## Key Components of Recursion:

1. **Base Case:** The condition under which the recursion stops.
2. **Recursive Case:** The part of the function where it calls itself with modified parameters.

## Example: Factorial Function

```
def factorial(n):
```

```
    """Returns the factorial of n."""
```

```
    if n == 0:
```

```
        return 1 # Base case
```

```
    else:
```

```
        return n * factorial(n - 1) # Recursive case
```

```
print(factorial(5)) # Output: 120
```

How it work:

*Note:*

*{ } => indicate return value*

*[ ] => function call*

*[factorial(5)]*

*{5} \* [factorial(4)]*

*5 \* {4} \* [factorial(3)]*

*20 \* {3} \* [factorial(2)]*

*60 \* {2} \* [factorial(1)]*

120 \* 1

120

## Example: Fibonacci Sequence

```
def fibonacci(n):
```

```
    """Returns the nth Fibonacci number."""
```

```
    if n <= 0:
```

```
        return 0 # Base case
```

```
    elif n == 1:
```

```
        return 1 # Base case
```

```
    else:
```

```
        return fibonacci(n - 1) + fibonacci(n - 2) # Recursive case
```

```
print(fibonacci(6)) # Output: 8
```

How It work:

Note:

{ } => indicate return value

[ ] => function call

*fibonacci(6)*

*{[fibonacci(5)] + fibonacci(4)}*

*{[fibonacci(4)] + fibonacci(3)} + fibonacci(4)*



$\{[fibonacci(3)] + fibonacci(2)\} + fibonacci(3) + fibonacci(4)$   
 $\{[fibonacci(2)] + fibonacci(1)\} fibonacci(2) + fibonacci(3) +$   
 $fibonacci(4)$

$\{[fibonacci(1)] + fibonacci(0)\} + fibonacci(1) + fibonacci(2) +$   
 $fibonacci(3) + fibonacci(4)$

$\{1\} + [fibonacci(0)] + fibonacci(1) + fibonacci(2) + fibonacci(3)$   
 $+ fibonacci(4)$

$1 + \{0\} + [fibonacci(1)] + fibonacci(2) + fibonacci(3) +$   
 $fibonacci(4)$

$1 + \{1\} + fibonacci(2) + fibonacci(3) + fibonacci(4)$

$2 + \{[fibonacci(1)] + fibonacci(0)\} + fibonacci(3) + fibonacci(4)$

$2 + \{1\} + [fibonacci(0)] + fibonacci(3) + fibonacci(4)$

$3 + \{0\} + [fibonacci(3)] + fibonacci(4)$

$3 + \{[fibonacci(2)] + fibonacci(1)\} + fibonacci(4)$

$3 + \{[fibonacci(1)] + fibonacci(0)\} + fibonacci(1)\} + fibonacci(4)$

$3 + \{1\} + [fibonacci(0)] + fibonacci(1)\} + fibonacci(4)$

$4 + \{0\} + [fibonacci(1)] + fibonacci(4)$

$4 + \{1\} + [fibonacci(4)]$

$5 + \{[fibonacci(3)] + fibonacci(2)\}$

$5 + \{[fibonacci(2)] + fibonacci(1)\} + fibonacci(2)$

$5 + \{[fibonacci(1)] + fibonacci(0)\} + fibonacci(1) + fibonacci(2)$

$5 + \{1\} + [fibonacci(0)] + fibonacci(1) + fibonacci(2)$

$6 + \{0\} + [fibonacci(1)] + fibonacci(2)$

$6 + \{1\} + [fibonacci(2)]$

$7 + \{[fibonacci(1)] + fibonacci(0)\}$

$7 + \{1\} + [fibonacci(0)]$

$8 + [\text{fibonacci}(0)]$

$8 + \{0\}$

8

## Considerations:

- **Stack Overflow:** Deep recursion can lead to stack overflow errors. Python has a recursion limit (`sys.getrecursionlimit()`) that can be adjusted with caution.
- **Efficiency:** Recursive solutions may be less efficient for certain problems due to repeated computations. Techniques like memoization can help optimize recursive functions.

## Generator Functions

**Generators** are a special type of function that return an iterator, allowing you to iterate over a sequence of values lazily (i.e., one at a time and only when needed). They are memory-efficient and suitable for handling large datasets.

### Defining a Generator:

Use the `yield` keyword instead of `return` to produce a value.

### Example: Simple Generator

```
def countdown(n):  
    while n > 0:  
        yield n
```

```
n -= 1
```

```
for number in countdown(5):  
    print(number)
```

# Output:

# 5

# 4

# 3

# 2

# 1

## Closures

A **closure** occurs when a nested function captures the local variables from its enclosing scope. Closures enable the creation of functions with preserved state.

### Example:

```
def make_multiplier(factor):  
    def multiplier(x):  
        return x * factor  
    return multiplier
```

```
times_three = make_multiplier(3)  
print(times_three(5)) # Output: 15
```

```
times_five = make_multiplier(5)
print(times_five(5)) # Output: 25
```

### Explanation:

- `make_multiplier` is a higher-order function that returns the `multiplier` function.
- The `multiplier` function retains access to the `factor` variable from its enclosing scope, even after `make_multiplier` has finished executing.

## ***Function Scope and Lifetime***

Understanding variable scope within functions is crucial to prevent unexpected behaviors and bugs.

### Local and Global Variables

- **Local Variables:** Defined within a function and accessible only inside that function.
- **Global Variables:** Defined outside of any function and accessible throughout the module.

Example:

```
x = 10 # Global variable
```

```
def foo():
```

```
    y = 5 # Local variable
```

```
    print(f"Inside foo: x = {x}, y = {y}")
```

```
foo()
```

```
print(f"Outside foo: x = {x}")
```

```
# Output:
```

```
# Inside foo: x = 10, y = 5
```

```
# Outside foo: x = 10
```

**Note:** Attempting to access a local variable outside its function raises a `NameError`.

```
def bar():
```

```
    z = 20
```

```
bar()
```

```
print(z) # Raises NameError: name 'z' is not defined
```

## ***Examples and Exercises***

### Example 1: Basic Function

**Task:** Define a function that prints a welcome message.

```
def welcome():  
    """Prints a welcome message."""  
    print("Welcome to Python Functions!")
```

`welcome()` # Output: Welcome to Python Functions!

## Example 2: Function with Multiple Parameters

**Task:** Define a function that takes two numbers and returns their sum.

```
def add(a, b):  
    """Returns the sum of a and b."""  
    return a + b
```

```
result = add(5, 7)  
print(result) # Output: 12
```

## Example 3: Using Default Parameters

**Task:** Define a function that greets a user, with a default name of "Guest".

```
def greet(name="Guest"):
```

```
"""Greets the user by name."""  
print(f"Hello, {name}!")
```

```
greet()      # Output: Hello, Guest!  
greet("Alice") # Output: Hello, Alice!
```

## Example 4: Recursive Function

**Task:** Define a recursive function to compute the factorial of a number.

```
def factorial(n):  
    """Returns the factorial of n."""  
    if n == 0:  
        return 1 # Base case  
    else:  
        return n * factorial(n - 1) # Recursive case  
  
print(factorial(5)) # Output: 120
```

## Exercise 1: Factorial Function

**Task:** Write a function `compute_factorial(n)` that returns the factorial of `n` using recursion.

```
def compute_factorial(n):
    """Computes the factorial of n recursively."""
    if n < 0:
        return "Factorial not defined for negative numbers."
    elif n == 0 or n == 1:
        return 1
    else:
        return n * compute_factorial(n - 1)

# Testing the function
print(compute_factorial(5)) # Output: 120
print(compute_factorial(0)) # Output: 1
print(compute_factorial(-3)) # Output: Factorial not defined
for negative numbers.
```

### **Solution:**

```
def compute_factorial(n):
    """Computes the factorial of n recursively."""
    if n < 0:
        return "Factorial not defined for negative numbers."
    elif n == 0 or n == 1:
        return 1
    else:
        return n * compute_factorial(n - 1)

# Testing the function
```



```
print(compute_factorial(5)) # Output: 120
print(compute_factorial(0)) # Output: 1
print(compute_factorial(-3)) # Output: Factorial not defined
for negative numbers.
```

## Exercise 2: Fibonacci Sequence

**Task:** Write a function `fibonacci(n)` that returns the *n*th Fibonacci number using recursion.

### Solution

```
def fibonacci(n):
    """Returns the nth Fibonacci number."""
    if n < 0:
        return "Fibonacci number not defined for negative
indices."
    elif n == 0:
        return 0
    elif n == 1:
        return 1
    else:
        return fibonacci(n - 1) + fibonacci(n - 2)
```

# Testing the function

```
print(fibonacci(6)) # Output: 8
print(fibonacci(0)) # Output: 0
print(fibonacci(-2)) # Output: Fibonacci number not defined
```

for negative indices.

## Exercise 3: Decorator for Logging

**Task:** Create a decorator `logger` that logs the function name and its arguments each time the function is called.

Solution:

```
def logger(func):
    """Decorator that logs the function call details."""
    def wrapper(*args, **kwargs):
        args_str = ', '.join([str(a) for a in args])
        kwargs_str = ', '.join([f"{k}={v}" for k, v in
kwargs.items()])
        print(f"Calling '{func.__name__}' with args: {args_str}
and kwargs: {kwargs_str}")
        result = func(*args, **kwargs)
        print(f"'{func.__name__}' returned {result}")
        return result
    return wrapper
```

@logger

```
def multiply(a, b):
    return a * b
```

# Testing the decorator

```
multiply(3, 4)
```

```
# Output:
```

```
# Calling 'multiply' with args: 3, 4 and kwargs:
```

```
# 'multiply' returned 12
```

## Exercise 4: Generator for Even Numbers

**Task:** Write a generator function `even_numbers(limit)` that yields even numbers up to a specified limit.

**Solution:**

```
def even_numbers(limit):
```

```
    """Yields even numbers up to the specified limit."""
```

```
    for num in range(2, limit + 1, 2):
```

```
        yield num
```

```
# Using the generator
```

```
for even in even_numbers(10):
```

```
    print(even)
```

```
# Output:
```

```
# 2
```

```
# 4
```

```
# 6
```

```
# 8
```

```
# 10
```