




# Operators in python and keywords



# Python Operators

Operators are used to perform operations on variables and values.

Python divides the operators in the following groups:

- Arithmetic operators
  - Assignment operators
  - Comparison operators
  - Logical operators
  - Identity operators
  - Membership operators
  - Bitwise operators
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- Several white diagonal lines of varying lengths and thicknesses are positioned in the bottom right corner of the slide, creating a modern, abstract design element.

# ARITHMETIC OPERATORS

Arithmetic operators are used with numeric values to perform common mathematical operations

Operator	Name	Example
+	Addition	$x + y$
-	Subtraction	$x - y$
*	Multiplication	$x * y$
/	Division	$x / y$
%	Modulus	$x \% y$
**	Exponentiation	$x ** y$
//	Floor division	$x // y$

# ASSIGNMENT OPERATORS

Assignment operators are used to assign values to variables

Operator	Example	Same As
=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3
//=	x //= 3	x = x // 3
**=	x **= 3	x = x ** 3
&=	x &= 3	x = x & 3
=	x  = 3	x = x   3
^=	x ^= 3	x = x ^ 3
>>=	x >>= 3	x = x >> 3
<<=	x <<= 3	x = x << 3

# COMPARISON OPERATORS

COMPARISON OPERATORS ARE USED TO COMPARE TWO VALUES

Operator	Name	Example
==	Equal	x == y
!=	Not equal	x != y
>	Greater than	x > y
<	Less than	x < y
>=	Greater than or equal to	x >= y
<=	Less than or equal to	x <= y

# LOGICAL OPERATORS

LOGICAL OPERATORS ARE USED TO COMBINE CONDITIONAL STATEMENTS

Operator	Description	Example
and	Returns True if both statements are true	<code>x &lt; 5 and x &lt; 10</code>
or	Returns True if one of the statements is true	<code>x &lt; 5 or x &lt; 4</code>
not	Reverse the result, returns False if the result is true	<code>not(x &lt; 5 and x &lt; 10)</code>

# IDENTITY OPERATORS

IDENTITY OPERATORS ARE USED TO COMPARE THE OBJECTS, NOT IF THEY ARE EQUAL, BUT IF THEY ARE ACTUALLY THE SAME OBJECT, WITH THE SAME MEMORY LOCATION

Operator	Description	Example
is	Returns True if both variables are the same object	x is y
is not	Returns True if both variables are not the same object	x is not y

# MEMBERSHIP OPERATORS

MEMBERSHIP OPERATORS ARE USED TO TEST IF AN OBJECT IS PRESENTED IN A SEQUENCE

Operator	Description	Example
in	Returns True if a sequence with the specified value is present in the object	x in y
not in	Returns True if a sequence with the specified value is not present in the object	x not in y



# BITWISE OPERATORS

BITWISE OPERATORS ARE USED TO COMPARE (BINARY) NUMBERS

Operator	Name	Description
&	AND	Sets each bit to 1 if both bits are 1
	OR	Sets each bit to 1 if one of two bits is 1
^	XOR	Sets each bit to 1 if only one of two bits is 1
~	NOT	Inverts all the bits
<<	Zero fill left shift	Shift left by pushing zeros in from the right and let the leftmost bits fall off
>>	Signed right shift	Shift right by pushing copies of the leftmost bit in from the left, and let the rightmost bits fall off

# PYTHON KEYWORDS

Python has 33 keywords that are reserved words that cannot be used as variable names, function names, or any other identifiers!

<u>break</u>	To break out of a loop
<u>class</u>	To define a class
<u>continue</u>	To continue to the next iteration of a loop
<u>def</u>	To define a function
<u>del</u>	To delete an object
<u>elif</u>	Used in conditional statements, same as else if
<u>else</u>	Used in conditional statements
<u>except</u>	Used with exceptions, what to do when an exception occurs
<u>False</u>	Boolean value, result of comparison operations
<u>finally</u>	Used with exceptions, a block of code that will be executed no matter if there is an exception or not
<u>for</u>	To create a for loop
<u>from</u>	To import specific parts of a module
<u>global</u>	To declare a global variable
<u>if</u>	To make a conditional statement
<u>import</u>	To import a module

<u>in</u>	To check if a value is present in a list, tuple, etc.
<u>is</u>	To test if two variables are equal
<u>lambda</u>	To create an anonymous function
<u>None</u>	Represents a null value
<u>nonlocal</u>	To declare a non-local variable
<u>not</u>	A logical operator
<u>or</u>	A logical operator
<u>pass</u>	A null statement, a statement that will do nothing
<u>raise</u>	To raise an exception
<u>return</u>	To exit a function and return a value
<u>True</u>	Boolean value, result of comparison operations
<u>try</u>	To make a try...except statement
<u>while</u>	To create a while loop
<u>with</u>	Used to simplify exception handling