

Python Tutorial

```
In [7]: 1 import sys
        2 import keyword
        3 import operator
        4 from datetime import datetime
```

Keywords

Keywords are the reserved words in python and can't be used as an identifier

```
In [8]: 1 print(keyword.kwlist)

['False', 'None', 'True', '__peg_parser__', 'and', 'as', 'assert', 'async', 'await', 'break', 'class', 'continue', 'def', 'del', 'elif', 'else', 'except', 'finally', 'for', 'from', 'global', 'if', 'import', 'in', 'is', 'lambda', 'nonlocal', 'not', 'or', 'pass', 'raise', 'return', 'try', 'while', 'with', 'yield']
```

```
In [9]: 1 len(keyword.kwlist)
```

Out[9]: 36

Identifiers

An identifier is a name given to entities like class, functions, variables, etc. It helps to differentiate one entity from another.

```
In [10]: 1 lvar =10

File "C:\Users\Lenovo\AppData\Local\Temp\ipykernel_14668\525829194.py", line 1
    lvar =10
    ^
SyntaxError: invalid syntax
```

```
In [11]: 1 val2@ =35

File "C:\Users\Lenovo\AppData\Local\Temp\ipykernel_14668\3625693022.py", line 1
    val2@ =35
    ^
SyntaxError: invalid syntax
```

```
In [12]: 1 import = 125
```

```
File "C:\Users\Lenovo\AppData\Local\Temp\ipykernel_14668\4166699667.py", line 1
    import = 125
           ^
```

SyntaxError: invalid syntax

```
In [13]: 1 val2 =10
```

```
In [14]: 1 val2
```

Out[14]: 10

Comment

Comments can be used to explain the code for readability

```
In [15]: 1 #single line comment
        2 val1=10
```

```
In [16]: 1 '''
        2 Multi-line
        3 comment
        4 '''
        5 val2=10
```

```
In [17]: 1 """
        2 Multi-line
        3 comment
        4 """
        5
        6 val3= 30
```

Statement

Instructions that python interpreter can execute

```
In [18]: 1 p = 20 #Creates an integer object with value 20 and assigns the variable p to it
        2 q = 20 # Create new reference q which will point to value 20. p & q will be pointing to same memory location
        3 r = q # variable r will also point to the same location where p & q are pointing
        4 p , type(p), hex(id(p)) # Variable P is pointing to memory location
```

Out[18]: (20, int, '0x1d871906b90')

```
In [19]: 1 q , type(q), hex(id(q))
```

```
Out[19]: (20, int, '0x1d871906b90')
```

```
In [20]: 1 r , type(r), hex(id(r))
```

```
Out[20]: (20, int, '0x1d871906b90')
```

```
In [21]: 1 p = 20
2 p = p + 10 # Variable Overwriting
3 p
```

```
Out[21]: 30
```

Variable Assignment

```
In [22]: 1 intvar = 10 # Integer variable
2 floatvar = 2.57 # Float Variable
3 strvar = "Python Language" # String variable
4 print(intvar)
5 print(floatvar)
6 print(strvar)
```

```
10
2.57
Python Language
```

Multiple Assignments

```
In [23]: 1 intvar , floatvar , strvar = 10,2.57,"Python Language" # Using commas to separ
2 print(intvar)
3 print(floatvar)
4 print(strvar)
5
```

```
10
2.57
Python Language
```

```
In [24]: 1 p1 = p2 = p3 = p4 = 44 # ALL variables pointing to same value
2 print(p1,p2,p3,p4)
3
```

```
44 44 44 44
```

Data types

Numeric

```
In [31]: 1 val1 = 10 # Integer data type
2 print(val1)
3 print(type(val1)) # type of object
4 print(sys.getsizeof(val1)) # size of integer object in bytes
5 print(val1, " is Integer?", isinstance(val1, int)) # val1 is an instance of in
```

```
10
<class 'int'>
28
10 is Integer? True
```

```
In [33]: 1 val2 = 92.78 # Float data type
2 print(val2)
3 print(type(val2)) # type of object
4 print(sys.getsizeof(val2)) # size of float object in bytes
5 print(val2, " is float?", isinstance(val2, float)) # Val2 is an instance of fl
```

```
92.78
<class 'float'>
24
92.78 is float? True
```

```
In [34]: 1 val3 = 25 + 10j # Complex data type
2 print(val3)
3 print(type(val3)) # type of object
4 print(sys.getsizeof(val3)) # size of float object in bytes
5 print(val3, " is complex?", isinstance(val3, complex)) # val3 is an instance o
```

```
(25+10j)
<class 'complex'>
32
(25+10j) is complex? True
```

```
In [37]: 1 sys.getsizeof(int()) # size of integer object in bytes
```

Out[37]: 24

```
In [38]: 1 sys.getsizeof(float()) # size of float object in bytes
2
```

Out[38]: 24

```
In [39]: 1 sys.getsizeof(complex()) # size of complex object in bytes
```

Out[39]: 32

```
In [40]: 1 sys.getsizeof(str()) # size of string object in bytes
```

```
Out[40]: 51
```

```
In [41]: 1 sys.getsizeof(list())
```

```
Out[41]: 56
```

```
In [42]: 1 sys.getsizeof(set())
```

```
Out[42]: 216
```

```
In [43]: 1 sys.getsizeof(tuple())
```

```
Out[43]: 40
```

```
In [44]: 1 sys.getsizeof(dict())
```

```
Out[44]: 232
```

Boolean

Boolean data types can have only two possible values true or false

```
In [46]: 1 bool1 = True
        2 bool2 = False
        3 print(type(bool1))
        4 print(type(bool2))
        5 print(isinstance(bool1, bool))
```

```
<class 'bool'>
<class 'bool'>
True
```

```
In [47]: 1 bool(0)
```

```
Out[47]: False
```

```
In [48]: 1 bool(1)
```

```
Out[48]: True
```

```
In [49]: 1 bool(None)
```

```
Out[49]: False
```

```
In [50]: 1 bool (False)
```

```
Out[50]: False
```

```
In [51]: 1 bool(4)
```

```
Out[51]: True
```

```
In [52]: 1 bool('T')
```

```
Out[52]: True
```

Strings

String Creation

```
In [53]: 1 str1 = "HELLO PYTHON"
        2 print(str1)
```

```
HELLO PYTHON
```

```
In [54]: 1 mystr = 'Hello World' # Define string using single quotes
        2 print(mystr)
        3
```

```
Hello World
```

```
In [55]: 1 mystr = "Hello World" # Define string using double quotes
        2 print(mystr)
        3
```

```
Hello World
```

```
In [56]: 1 mystr = '''Hello
        2 World ''' # Define string using triple quotes
        3 print(mystr)
```

```
Hello
World
```

```
In [57]: 1 mystr = """Hello
        2 World""" # Define string using triple quotes
        3 print(mystr)
        4
```

```
Hello
World
```

```
In [58]: 1 mystr = ('Happy '
          2 'Monday '
          3 'Everyone')
          4 print(mystr)
          5
```

Happy Monday Everyone

```
In [59]: 1 mystr2 = 'Woohoo '
          2 mystr2 = mystr2*5
          3 mystr2
```

Out[59]: 'Woohoo Woohoo Woohoo Woohoo Woohoo '

```
In [60]: 1 len(mystr2) # Length of string
```

Out[60]: 35

String Indexing

```
In [61]: 1 str1
```

Out[61]: 'HELLO PYTHON'

```
In [62]: 1 str1[0] # First character in string "str1"
```

Out[62]: 'H'

```
In [63]: 1 str1[len(str1)-1] # Last character in string using len function
```

Out[63]: 'N'

```
In [64]: 1 str1[-1] # Last character in string
```

Out[64]: 'N'

```
In [65]: 1 str1[6] #Fetch 7th element of the string
```

Out[65]: 'P'

```
In [66]: 1 str1[5]
```

Out[66]: ' '

String Slicing

In [67]: 1 str1[0:5] *# String slicing - Fetch all characters from 0 to 5 index location*

Out[67]: 'HELLO'

In [68]: 1 str1[6:12] *# String slicing - Retrieve all characters between 6 - 12 index*

Out[68]: 'PYTHON'

In [69]: 1 str1[-4:] *# Retrieve last four characters of the string*

Out[69]: 'THON'

In [70]: 1 str1[-6:] *# Retrieve last six characters of the string*

Out[70]: 'PYTHON'

In [71]: 1 str1[:4] *# Retrieve first four characters of the string*

Out[71]: 'HELL'

In [72]: 1 str1[:6] *# Retrieve first six characters of the string*

Out[72]: 'HELLO '

Update & Delete String

In [73]: 1 str1

Out[73]: 'HELLO PYTHON'

In [75]: 1 *#Strings are immutable which means elements of a string cannot be changed*
2 str1[0:5] = 'HOLAA'

```
-----
TypeError                                Traceback (most recent call last)
~\AppData\Local\Temp\ipykernel_14668\2984603276.py in <module>
      1 #Strings are immutable which means elements of a string cannot be changed
----> 2 str1[0:5] = 'HOLAA'

TypeError: 'str' object does not support item assignment
```



```
In [76]: 1 del str1 # Delete a string
          2 print(srt1)
          3
```

```
-----
NameError                                Traceback (most recent call last)
~\AppData\Local\Temp\ipykernel_14668\1861387540.py in <module>
      1 del str1 # Delete a string
----> 2 print(srt1)

NameError: name 'srt1' is not defined
```

String Concatenation

```
In [78]: 1 # String concatenation
          2 s1 = "Hello"
          3 s2 = "Asif"
          4 s3 = s1 + ' ' + s2
          5 print(s3)
```

Hello Asif

```
In [ ]: 1
```

```
In [ ]: 1
```