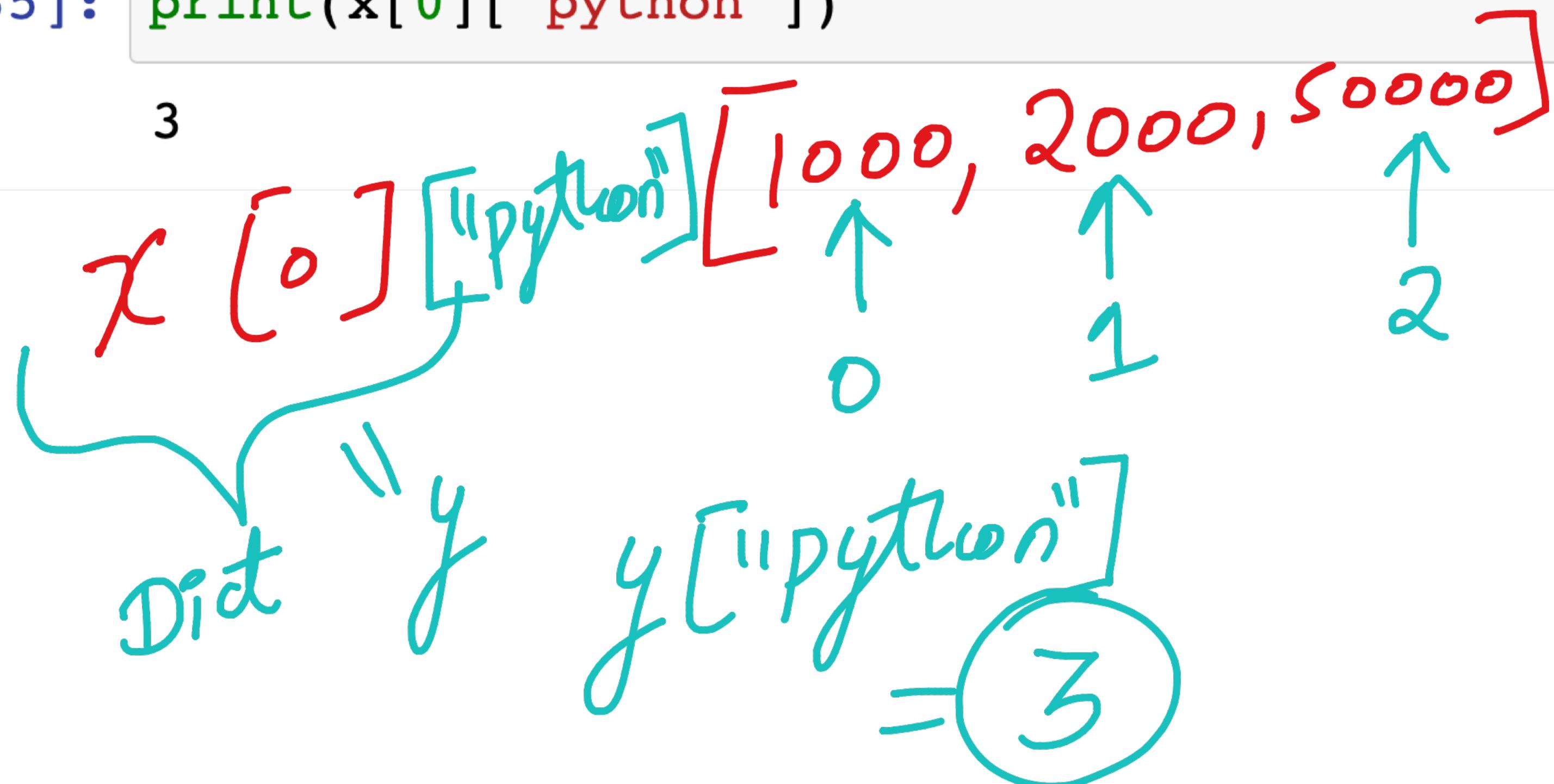


In [34]: `x = [{ 'python':3, 'java':8}, 'mango', (40,50)]`

0 1st 2nd

In [35]: `print(x[0]['python'])`



AND Logical Operator

a	b	c
True	True	True
True	False	False
False	True	False
False	False	False

$c = a \text{ and } b$

OR logical Operator

a	b	c
True	True	True
True	False	True
False	True	True
False	False	False

$$c = a \text{ or } b$$

Not Operator

$x = \text{True}$

$y = \text{not True} \approx \text{False}$

$z = \text{False}$

$m = \text{not } z \approx \text{True}$

code in **Python 3.6**

```
x = [1,2,3]
y = [1,2,3]
```

(drag lower right corner to resize code editor)

Frames

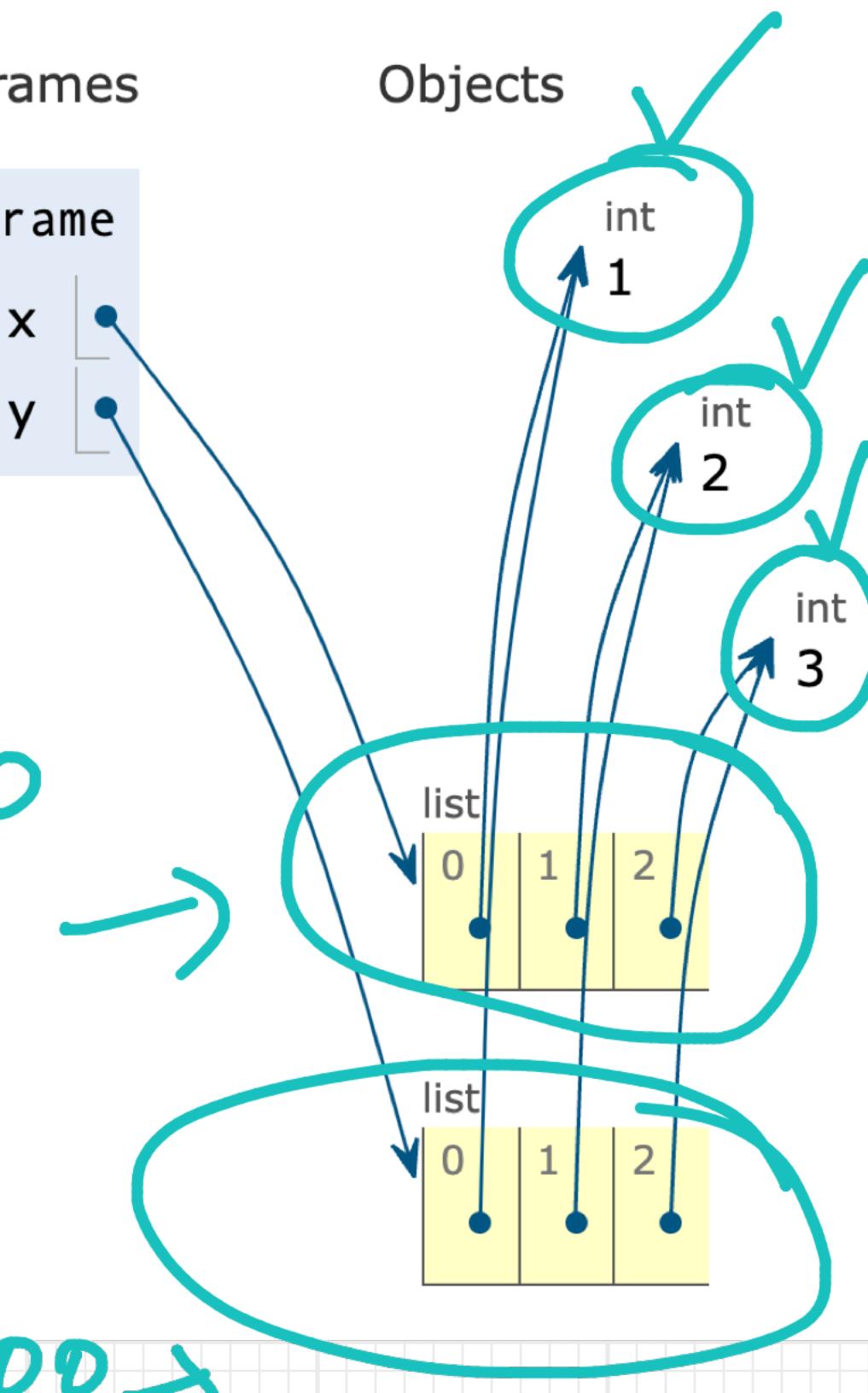
Global frame

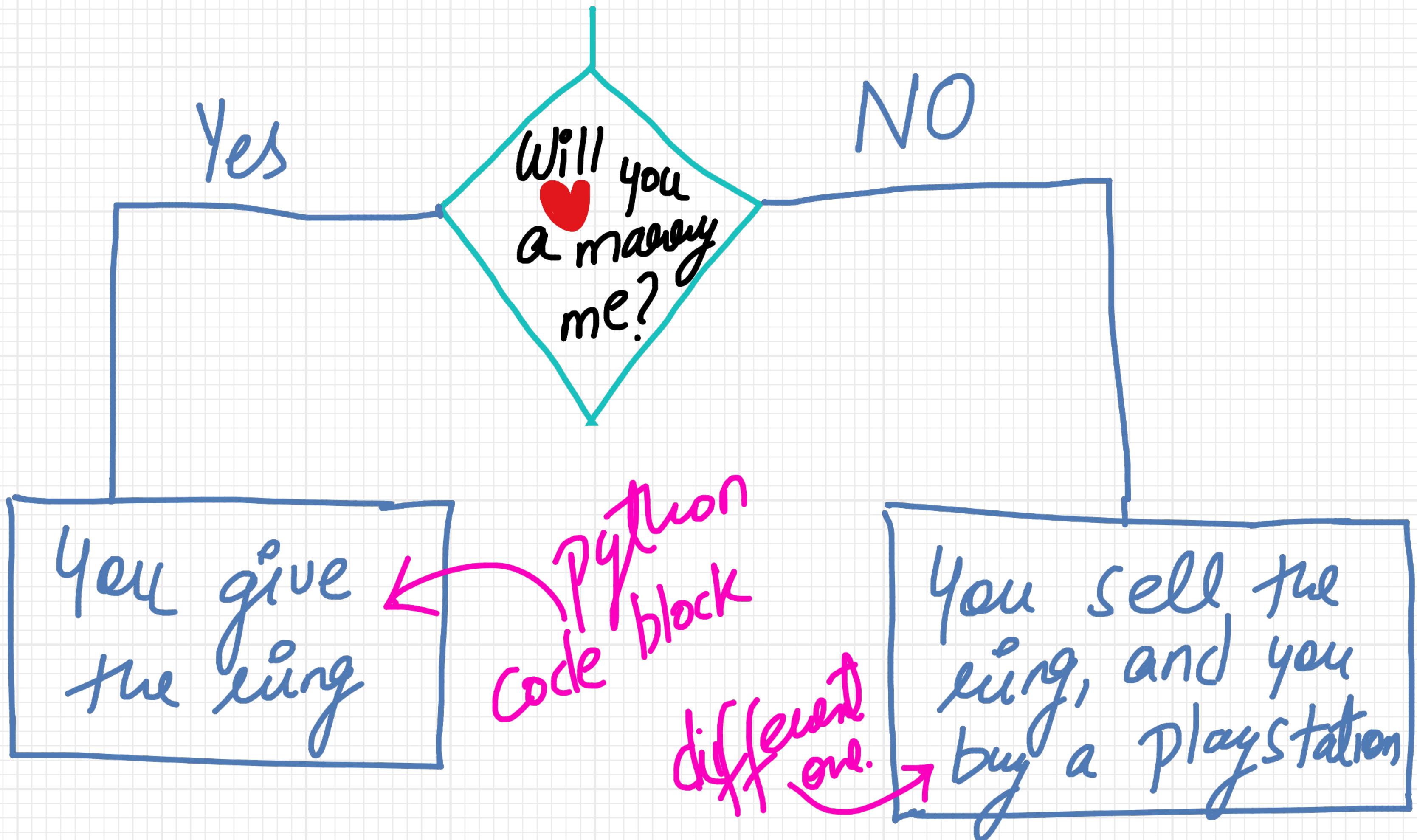
x

y

300

100





reply = input()

if

reply == "Yes":

colors

Syntax

print("Ring is in the finger")

else:

print("Play Station")

if

Rules for writing code
in Python, decided by
inventors.

