

# GETTING STARTED WITH PYTHON



## VARIABLES:

Used to store values (values can be int, float, string, boolean, complex numbers, list, dictionary, tuple)

01- **ASSIGNMENT** : `a = 5`

02- **DATA TYPES** :

- a) Boolean      b) Number
- c) String        d) List
- e) Dictionary    f) Tuple

## STRINGS:

Are a series of character surrounded by quotes.

01- **ASSIGNMENT** : `x = "Hello World!"`

02- **OPERATIONS** :

- a) Multiplication: `x * 2 = "Hello World!Hello World!"`
- b) Concatenation: `x + x = "Hello World!Hello World!"`
- c) Conditionals: `d in x = True`

## LISTS:

Stores a series of items and mutable.

01- **ASSIGNMENT** : `x = ['a', 'b', 'c', 'd']`

02- **OPERATIONS** :

- a) Selecting element at "i"th index: `x[i]`
- b) Selecting last element: `x[-1]`
- c) Slicing from "i"th to "j"th index(including j): `x[i:j+1]`
- d) Add "e": `x.append('e')`
- e) Delete "e" : `x.remove('e')`
- f) Delete element at "i"th index: `del x[i]`
- g) Addition of lists:  
`x + x = ['a', 'b', 'c', 'd', 'a', 'b', 'c', 'd']` or `x.extend(x)`
- h) Multiplication: `x * 2 = ['a', 'b', 'c', 'd', 'a', 'b', 'c', 'd']`
- i) Sorting: `x.sort()`
- j) Reversing: `x.reverse()`

03- **LIST COMPREHENSION**: `x = [a*2 for a in range(0,3)]`

## OPERATORS:

01- **ARITHMETIC OPERATORS** :

- a) Addition : `a + 5`
- b) Subtraction : `a - 5`
- c) Multiplication : `a * 5`
- e) Division : `a / 5`
- e) Exponentiation : `a ** 5`
- f) Remainder : `a % 5`

02- **COMPARISON OPERATORS**:

Operator	Code	Result
==	<code>3==5</code>	False
!=	<code>3!=5</code>	True
>	<code>3&gt;4</code>	False
<	<code>3&lt;4</code>	True
>=	<code>3&gt;=3</code>	True
<=	<code>5&lt;=4</code>	False

03- **LOGICAL OPERATORS**:

Operator	Code	Result
AND	<code>4&gt; 2 and 4 &gt; 5</code>	False
OR	<code>4&gt;3 or 4&gt;2</code>	True
NOT	<code>not(1&gt;5)</code>	True

04- **MEMBERSHIP OPERATORS**:

Operator	Code	Result
IN	<code>a = 'Hello World'</code> <code>'W' in a</code>	True
NOT IN	<code>a = 'Hello World'</code> <code>'X' not in a</code>	True

05- **IDENTITY OPERATORS**:

<code>x1 = 5</code>	# Output: False
<code>y1 = 5</code>	<code>print(x1 is not y1)</code>
<code>x2 = 'Hello'</code>	# Output: True
<code>y2 = 'Hello'</code>	<code>print(x2 is y2)</code>
<code>x3 = [1,2,3]</code>	# Output: False
<code>y3 = [1,2,3]</code>	<code>print(x3 is y3)</code>