Session1:

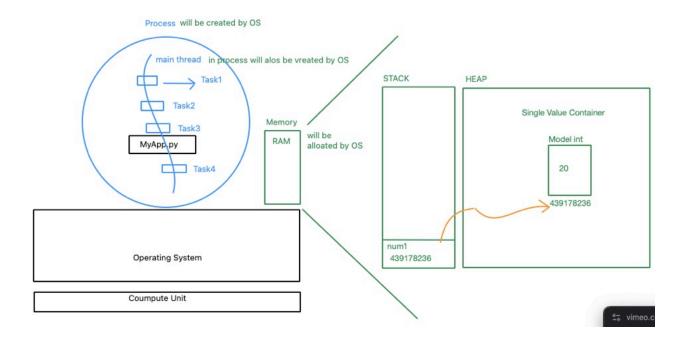
- Introduction to Computer
- Introduction to Programming Language
- Orange Juice Analogy
- Compilation Flows -> C++ and Java
- Interpretation Flow -> Python
- A very Simple Program in Python (Execute on Terminal)
- Installation Python, Visual Studio Code
- JupyterLabs, Google CoLab (Online env)
- On the OS (Application SW) vs In the OS (System SW) -> Interview Que
- Everything in the world in MATEHMATICAL

Session2:

```
What is main?
MyApp.cpp
#include<iostream>
int main(){
       cout<<"Hello";
       return 0;
}
MyApp.java
class MyApp{
       public static void main(){
               System.out.println("Hello");
       }
}
General Definition -> main is that part of program, from where it begins
MyApp.py
print('hello')
In Python, by default you can code without any main
```

What is a Process ?
 A running app is known as a process
 A program in execution is a process

A process has a thread, it has memory associated it The very first thread in a process is known as main thread



A simple program in python:

In a program, we can have below kind of instructions:

- 1. Write Statement
- 2. Read Statement
- 3. Update Statement
- 4. Delete Statement
- 5. Computation Statement, which can result in any of above 4

Analogy: Pendrive

MODEL VIEW CONTROLLER Architecture
 MVC Architecture

Model -> Deals with Data (Data can be containerised) -> Space Complexity **Data Structure**

A container holds data, just the way we put sugar in a container in the kitchen

View - represents Interfaces

Controller - represents logic

Uber Case Study to understand MVC Architecture Model

- source location
- destination location
- type of cab

Purpose: To Store Data

View -> Interface



Purpose-> to show data form MODEL and to capture data from user into MODEL

Controller -> Logic (Maths/Reasoning/Logical SkillSet) -> Time Complexity **Algorithm**

- > Search the shortest distance with least traffic
- > Closest Driver, also second closest if first cancels
- > Least Fare
- > Book Sedan at price of Mini

Purpose -> Get Data from MODEL -> Do Computation -> Show on UI
OR Capture from UI -> Do Computation -> Put in Model

- Create, Update, Delete and read in a program
- TIME is Top Notch Thing
 Any innovation in world aims to solve a problem, which is 100 percent linked with TIME

Code for the Day:

```
# Create Statement
# MODEL: Container -> Single Value
num1 = 10
# num1: is a reference variable created in STACK of RAM
# 10 gets strored in a Container of type int in HEAP of RAM
# Read Statement
print('num1 is:', num1)
print('type of num1 is:', type(num1))
print('num1 hashcode is:', id(num1))
# Update Statement
num1 = 20
# Read Statement -> VIEW
print('num1 now is:', num1)
print('type of num1 now is:', type(num1))
```

print('num1 hashcode now is:', id(num1))

print('type of num1 now is:', type(num1))
print('num1 hashcode now is:', id(num1))

Explicit (del statement) or Implicit (Automatic)

Delete Statement

print('num1 now is:', num1)

del num1

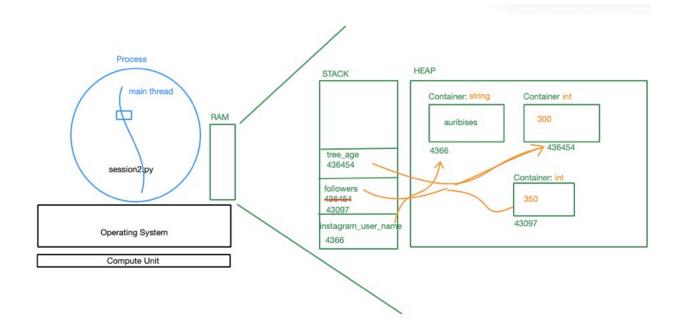
Session3:

MODEL VIEW CONTROLLER

Model -> Deals with Data View -> Represents Interface Controller -> Logical Reasoning Data Structure -> Space Complexity
User Interface -> User Experience (UX)
Algorithm -> Time Complexity

MODEL -> Storage Container -> Data Structure

- Single Value Container
- Multi Value Container
 - Homogeneous MVC
 - Hetrogeneous MVC



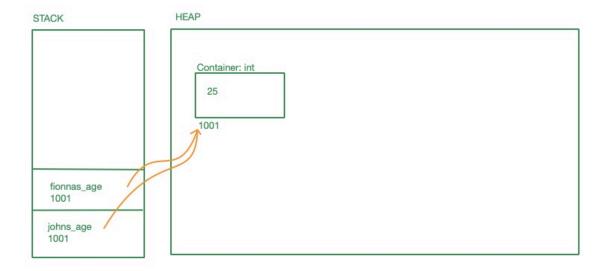
Functions

$$f(x) = 2x + 1$$

$$f(x,y) = 2x + y + 1$$

x -> 1, result -> 3

x->1 and y->2, result -> 5



Hashing -> Logical Way how to store data (Algorithm) HashCode is an outcome of Hashing

Hashing Function Bucket Size: 11

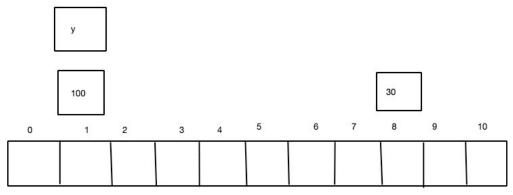
h(X) = X % size

X = 100

h(100) = 1 (hashcode)

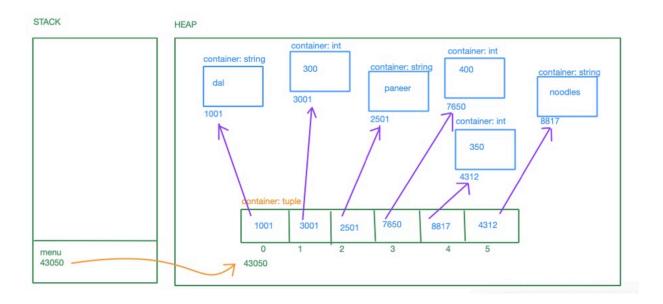
h(30) = 8 (hashcode)

h(200) = 2



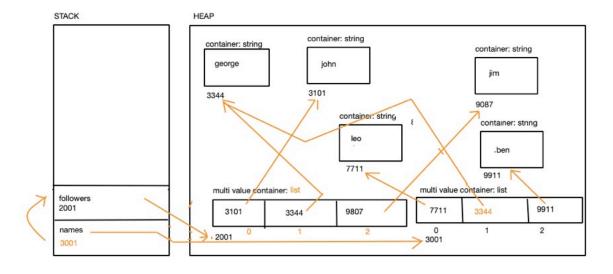
Bucket Size: 11

Multi Value Container: Tuple



Session4:

- Multi Value Container
 - Tuple
 - List
 - Dictionary



Session5:

Set

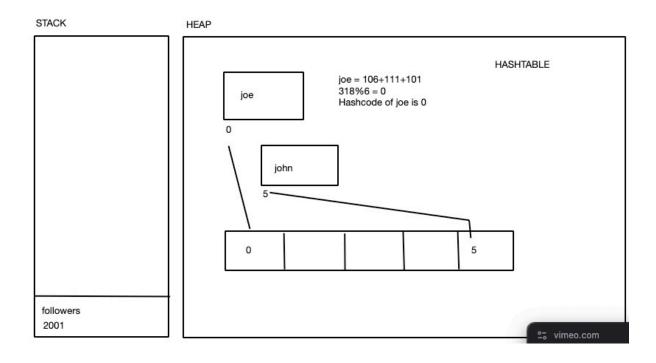
Bucket Size = 6

```
joe = 106+111+101 = 318 % 6 = 0
john = 106 + 111 + 104 + 110 = 431 %6 = 5
```

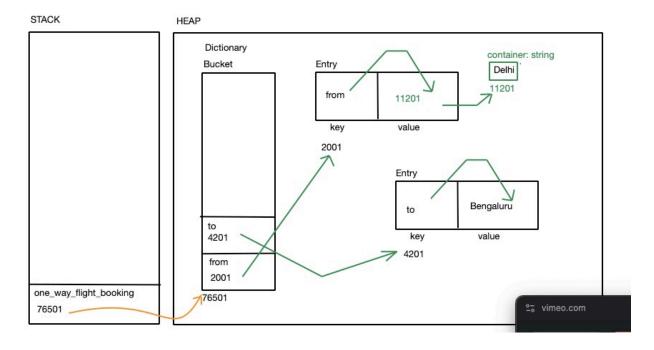
Dictionary

RAM Model for Set and Dictionary

SET



DICTIONARY



View

- input function
- how we can use the right type for input

Controller - Logic

- Computation Operators (Maths)
- Conditional Constructs -> if/else
- Loops/Iterators

Session6

- Shift Operators

>>

<<

bit wise shifting specially on odd/negative numbers to get accurate result

- if/else

simple nested ladder

- loops

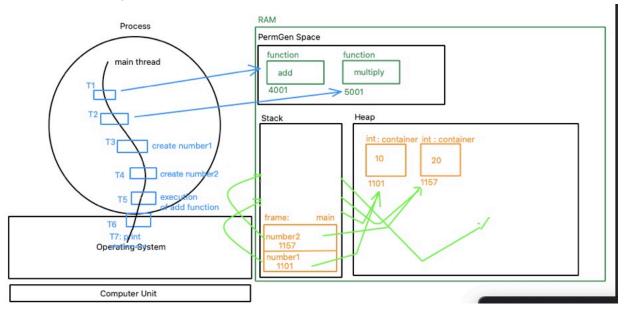
while for

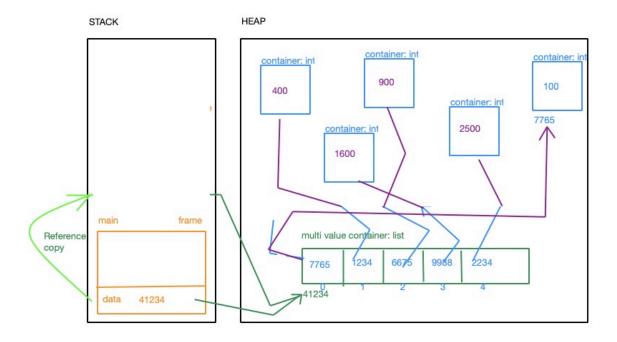
Session6

- Another Brick in the wall
- Nested Loops
- Max and Min in a List
- Functions, why, when and how?

Session7

- main function in python
- Explore Functions
- Functions in Memory





- Functions having different inputs
- Recursion