

# Python Course

Python beginner

# WHO AM I?

- Cloud Architecture
- Devops Master
- Python Developer
- Linux Sysadmin
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# Course title

- Python Intro
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- Python Numbers
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- Python PIP
- Python Try...Except

# Python Syntax

## Execute Python Syntax:

```
>>> print("Hello, World!")  
Hello, World!
```

# Python Syntax

## Execute Python Syntax:

```
C:\Users\Your Name>python myfile.py
```

# Python Syntax

## Python Indentations

### Good

```
if 5 > 2:  
    print("Five is greater than two!")
```

### Bad:

```
if 5 > 2:  
print("Five is greater than two!")
```

# Python Syntax

## Comments

```
#This is a comment.  
print("Hello, World!")
```

```
"""This is a  
multiline docstring."""  
print("Hello, World!")
```

# Python Variables

- **Creating Variables**
- 
- `x = 5`
- `y = "John"`
- `print(x)`
- `print(y)`



# Python Variables

- **Creating Variables**
- 
- `x = 4` # x is of type int
- `x = "Sally"` # x is now of type str
- `print(x)`

# Python Variables

- `x = "Python is "`
- `y = "awesome"`
- `z = x + y`
- `print(z)`

# Python Variables

- `x = 5`
- `y = 10`
- `print(x + y)`

# Python Numbers

- Python Numbers
- 
- `x = 1 # int`
- `y = 2.8 # float`
-

# Python Numbers

- Python Numbers
- 
- `x = 1`
- `y = 35656222554887711`
- `z = -3255522`
- 
- `print(type(x))`
- `print(type(y))`
- `print(type(z))`
-

# Python Casting

- **Integers:**

- x = **int**(1) # x will be 1
- y = **int**(2.8) # y will be 2
- z = **int**("3") # z will be 3
- 

- **Floats:**

- x = **float**(1) # x will be 1.0
- y = **float**(2.8) # y will be 2.8
- z = **float**("3") # z will be 3.0
- w = **float**("4.2") # w will be 4.2
- 

- **Strings:**

- x = **str**("s1") # x will be 's1'
- y = **str**(2) # y will be '2'
- z = **str**(3.0) # z will be '3.0'

# Python Strings

- `a = "Hello, World!"`
- `print(a[1])`
- 
- `b = "Hello, World!"`
- `print(b[2:5])`
- 
- `a = " Hello, World! "`
- `print(a.strip())` # returns "Hello, World!"
-

# Python Strings

- `a = "Hello, World!"`
- `print(len(a))`
- 
- `b = "Hello, World!"`
- `print(b.lower())`
- 
- `a = " Hello, World! "`
- `print(a.upper())`



# Python Strings

- `a = "Hello, World!"`
- `print(a.replace("H", "J"))`
- 
- `b = "Hello, World!"`
- `print(a.split(","))` # returns ['Hello', 'World!']
- 
-

# Python Strings

- `print("Enter your name:")`
- `x = input()`
- `print("Hello, ", x)`

# Python Operators

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

# Python Assignment Operators

Operator	Example	Same As
Assign(=)	x=5	x=5
Add and Assign(+=)	X += 3	X = x+3
Subtract and Assign(-=)	X -= 3	X =x - 3
Multiply and Assign(*=)	X *= 3	X = x * 3
Divide and Assign(/=)	X /= 3	X= x / 3
Exponent and Assign(**=)	X %= 3	X= x % 3
Floor-Divide and Assign(//=)	X //=3	X = x //3
Exponentiation(**)	X **= 3	X = x ** 3
Binary AND(&)	X &= 3	X = x & 3
Binary OR( )	X  = 3	X = x   3
Binary XOR(^)	X ^= 3	X = x ^ 3
Binary Left-Shift(<<)	X >>= 3	X = x>> 3
Binary Right-Shift(>>)	X <<=3	X = x<< 3

# Python Operators << >>

```
>>> bin(0b1111 << 1)
'0b11110'
```

```
>>> bin(0b1111 << 2)
'0b111100'
```

```
>>> bin(0b1111 << 3)
'0b1111000'
```

```
>>> bin(0b1111 << 4)
'0b11110000'
```

# Python Comparison Operators

Operator	name	Same As
==	Equal	<code>x == y</code>
!=	Not equal	<code>x != y</code>
>	Greater than	<code>x &gt; y</code>
<	Less than	<code>x &lt; y</code>
>=	Greater than or equal to	<code>x &gt;= y</code>
<=	Less than or equal to	<code>x &lt;= y</code>

# Python Logical Operators

Operator	name	Same As
and	Returns True if both statements are true	$x < 5$ and $x < 10$
or	Returns True if one of the statements is true	$x < 5$ or $x < 4$
not	Reverse the result, returns False if the result is true	$\text{not}(x < 5 \text{ and } x < 10)$

# Python Identity Operators

Operator	name	Same As
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



# Python Membership Operators

Operator	name	Same As
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

# Python Bitwise Operators

Operator	name	Same As
&	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 Lists

- **List** is a collection which is ordered and changeable. Allows duplicate members.
- **Tuple** is a collection which is ordered and unchangeable. Allows duplicate members.
- **Set** is a collection which is unordered and unindexed. No duplicate members.
- **Dictionary** is a collection which is unordered, changeable and indexed. No duplicate members.

# Python Lists

- **List**

- `thislist = ["apple", "banana", "cherry"]`
- `print(thislist)`
- 

- **Access Items**

- `thislist = ["apple", "banana", "cherry"]`
- `print(thislist[1])`
- 

- **Change Item Value**

- `thislist = ["apple", "banana", "cherry"]`
- `thislist[1] = "blackcurrant"`
- `print(thislist)`
-

# Python List

- **Loop Through a List**

- `thislist = ["apple", "banana", "cherry"]`
- `for x in thislist:`
- `print(x)`

- **Check if Item Exists**

- `thislist = ["apple", "banana", "cherry"]`
- `if "apple" in thislist:`
- `print("Yes, 'apple' is in the fruits list")`

- **List Length**

- `thislist = ["apple", "banana", "cherry"]`
- `print(len(thislist))`

# Python List

- **Add Items**

- `thislist = ["apple", "banana", "cherry"]`
- `thislist.append("orange")`
- `print(thislist)`

- **insert**

- `thislist = ["apple", "banana", "cherry"]`
- `thislist.insert(1, "orange")`
- `print(thislist)`

- **Remove Item**

- `thislist = ["apple", "banana", "cherry"]`
- `thislist.remove("banana")`
- `print(thislist)`

# Python List

- **Add pop**

- `sthislist = ["apple", "banana", "cherry"]`
- `thislist.pop()`
- `print(thislist)`

- **Del Item**

- `thislist = ["apple", "banana", "cherry"]`
- `del thislist[0]`
- `print(thislist)`

- **Del list**

- `thislist = ["apple", "banana", "cherry"]`
- `del thislist`

# Python Tuple

- **Tuple**

- `thistuple = ("apple", "banana", "cherry")`
- `print(thistuple)`

- **Access Tuple Items**

- `thistuple = ("apple", "banana", "cherry")`
- `print(thistuple[1])`

- **Change Tuple Values**

- `thistuple = ("apple", "banana", "cherry")`
- `thistuple[1] = "blackcurrant"`
- `# The values will remain the same:`
- `print(thistuple)`

- **Loop Through a Tuple**

- `thistuple = ("apple", "banana", "cherry")`
- `for x in thistuple:`
- `print(x)`



# Python Tuple

- **Check if Item Exists**

- `thistuple = ("apple", "banana", "cherry")`
- `if "apple" in thistuple:`
- `print("Yes, 'apple' is in the fruits tuple")`

- **Tuple Length**

- 
- `thistuple = ("apple", "banana", "cherry")`
- `print(len(thistuple))`

- **Remove Items**

- 
- `thistuple = ("apple", "banana", "cherry")`
- `del thistuple`
- `print(thistuple)` #this will raise an error because the tuple no longer exists

- **The tuple() Constructor**

- 
- `thistuple = tuple(("apple", "banana", "cherry"))` # note the double round-brackets
- `print(thistuple)`

# Python Sets

- **Set**

- `thisset = {"apple", "banana", "cherry"}`
- `print(thisset)`

- **Access Items**

- `thisset = {"apple", "banana", "cherry"}`
- `for x in thisset:`
- `print(x)`

- 

- **Change Items**

- Once a set is created, you cannot change its items, but you can add new items.

# Python Sets

- **Add Items**

- 

- thisset = {"apple", "banana", "cherry"}
- thisset.add("orange")
- `print(thisset)`
- 

- **update Items**

- thisset = {"apple", "banana", "cherry"}
- thisset.update(["orange", "mango", "grapes"])
- `print(thisset)`

- 

- **Get the Length of a Set**

- thisset = {"apple", "banana", "cherry"}
- 
- `print(len(thisset))`

-

# Python Sets

- **Remove Item or discard**

- `thisset = {"apple", "banana", "cherry"}`
- `thisset.remove("banana")`
- `print(thisset)`

- **pop Items**

- `thisset = {"apple", "banana", "cherry"}`
- `x = thisset.pop()`
- `print(x)`
- `print(thisset)`

- **clear**

- `thisset = {"apple", "banana", "cherry"}`
- `thisset.clear()`
- `print(thisset)`

# Python Sets

- **del set**

- thisset = {"apple", "banana", "cherry"}
- 
- del thisset
- 
- print(thisset)

- **The set() Constructor**

- thisset = set(("apple", "banana", "cherry")) # note the double round-brackets
- print(thisset)

# Python Dictionaries

- **Dictionary**

- thisdict = {
  - "brand": "Ford",
  - "model": "Mustang",
  - "year": 1964
  - }
  - **print**(thisdict)

- **Accessing Items**

- x = thisdict["model"]
  - or
  - x = thisdict.get("model")

- **Change Values**

- thisdict = {
  - "brand": "Ford",
  - "model": "Mustang",
  - "year": 1964
  - }
  - thisdict["year"] = 2018

-

# Python Dictionaries

- **Loop Through a Dictionary**
  - `for x in thisdict:`
  - `print(x)`
- **Accessing Items values**
  - `for x in thisdict.values():`
  - `print(x)`
- **Access items**
  - `for x, y in thisdict.items():`
  - `print(x, y)`

# Python Dictionaries

- **Check if Key Exists**

- - thisdict = {
  - "brand": "Ford",
  - "model": "Mustang",
  - "year": 1964
  - }
  - if "model" in thisdict:
  - print("Yes, 'model' is one of the keys in the thisdict dictionary")
  -

- **Dictionary Length**

- - print(len(thisdict))

- **Adding Items**

- - thisdict = {
  - "brand": "Ford",
  - "model": "Mustang",
  - "year": 1964
  - }
  - thisdict["color"] = "red"
  - print(thisdict)



# Python Dictionaries

- **Removing Items**

- - thisdict = {
    - "brand": "Ford",
    - "model": "Mustang",
    - "year": 1964
  - }
  - thisdict.pop("model")
  - **print**(thisdict)
  -

- **popitem**

- - thisdict = {
    - "brand": "Ford",
    - "model": "Mustang",
    - "year": 1964
  - }
  - thisdict.popitem()
  - **print**(thisdict)

- **del Items**

- thisdict = {
  - "brand": "Ford",
  - "model": "Mustang",
  - "year": 1964
- }
- **del** thisdict["model"]
- **print**(thisdict)

# Python If...Else

- **a = 33**
- **b = 200**
- **if b > a:**
- **print("b is greater than a")**

# Python If...Else

- **a = 33**
- **b = 33**
- **if b > a:**
- **print("b is greater than a")**
- **elif a == b:**
- **print("a and b are equal")**

# Python If...Else

- **a = 200**
- **b = 33**
- **if b > a:**
- **print("b is greater than a")**
- **elif a == b:**
- **print("a and b are equal")**
- **else:**
- **print("a is greater than b")**

# Python If...Else

- `print("A") if a > b else print("B")`
-

# Python While Loops

- **while loops**
- **for loops**
-

# Python While Loops

- `i = 1`
- `while i < 6:`
- `print(i)`
- `i += 1`

# Python While Loops

- **The break Statement**

- `i = 1`
- `while i < 6:`
- `print(i)`
- `if i == 3:`
- `break`
- `i += 1`



# Python While Loops

- **The continue Statement**

- 

- `i = 0`
- `while i < 6:`
- `i += 1`
- `if i == 3:`
- `continue`
- `print(i)`

# Python For Loops

- **For Loop**

- fruits = ["apple", "banana", "cherry"]
- for x in fruits:
- print(x)

- 

- **Looping Through a String**

- for x in "banana":
- print(x)

- **The break Statement**

- 

- fruits = ["apple", "banana", "cherry"]
- for x in fruits:
- print(x)
- if x == "banana":
- break

# Python For Loops

- **The continue Statement**

- - `fruits = ["apple", "banana", "cherry"]`
  - `for x in fruits:`
  - `if x == "banana":`
  - `continue`
  - `print(x)`

- **The range() Function**

- `for x in range(6):`
- `print(x)`
- 
- `for x in range(2, 30, 3):`
- `print(x)`

-

# Python For Loops

- **Else in For Loop**

- 

- `for x in range(6):`
- `print(x)`
- `else:`
- `print("Finally finished!")`

- 

- **Nested Loops**

- 

- `adj = ["red", "big", "tasty"]`
- `fruits = ["apple", "banana", "cherry"]`
- 
- `for x in adj:`
- `for y in fruits:`
- `print(x, y)`

# Python Functions

- **Creating a Function**

- `def my_function():`
- `print("Hello from a function")`

- **Calling a Function**

- `def my_function():`
- `print("Hello from a function")`
- 
- `my_function()`

- **Parameters**

- 

- `def my_function(x):`
- `return 5 * x`
- 
- `print(my_function(3))`
- `print(my_function(5))`
- `print(my_function(9))`

# Python Functions

- **Default Parameter Value**

- `def my_function(country = "Norway"):`
- `print("I am from " + country)`
- 
- `my_function("Sweden")`
- `my_function("India")`
- `my_function()`
- `my_function("Brazil")`

- 

- **Passing a List as a Parameter**

- 
- `def my_function(food):`
- `for x in food:`
- `print(x)`
- 
- `fruits = ["apple", "banana", "cherry"]`
- 
- `my_function(fruits)`

- 

- **Return Values**

- `def my_function(x):`
- `return 5 * x`
- 
- `print(my_function(3))`
- `print(my_function(5))`
- `print(my_function(9))`

# Python Lambda

# Python Arrays



# Python Classes/Objects

# Python Inheritance

# Python Iterators

# Python Modules

# Python Dates

# Python JSON

# Python RegEx

# Python PIP



# Python Try...Except

