* Python: It is very easy computer language that helps us talk to the computer we can use it to make websites, appr. games, or even do math and science work. It is simple to read and write, so beginners can learn it quickly. * History of python: python was readed by 'cruido van Romum' in 1911
He wanted a language that was easy to read, simple, and powerful. He named it python after a funny TV show called " monty python's Flying Circus", not the snake. since then, python became very popular and is new used all over the world for websites, apps, data nience, Al and more * Advantages of python: · easy to read and write · Beginner friendly and quek to learn · works on any computer

- · has many ready-made libraries
- · used in many areas- AI, websites, data science, game
- * Duadvardages of python
 - · Slower than some other languages
 - · wes more memory
 - · mobile app development is not very strong with python.

* Applications used by python · webite - making sites like instagram keywords are special words that have a fixed · Data Ruinee - Studying clata and finding patterns mening and purpose. eg if, else, for, while, class, def, import, True, False. · Artificial intelligence - Chathob, Self derving Cars. none, and, or, not ... etc. · Crames - making simple and fin games · Apps - wating disktop or small mobile apps * Variables: variables are like Containers used to store data I what is commente? It means note you with in your code to explain what it does . The computer egnores comment (numbers, words, etc). eg: name = "leene" age = 21 they are just for humans to read and understand here name and age are variables the code better. · Valid Variables: Type of Comments . much start with a letter or underscore (_)) Single line Comment · can have letter, numbers and underscores 11) multe line comment · Cannot be a Leyword eg: name, -count, age2, total-marks. i) Songlo line comment # Thu u a myle line Comment print ("Hello") · Invalid Variables; · 2 age (cannot start with number) 1) multi line comment · my-name (Connot use -) · Class (keyword not allowed) This is a muttiline comment. It can take more than one Line. · total marks (no space allowed). punt (" Hello")

It tills what kind of value a vanable is flow chart of if else * Datalypu storing (number, test, true / false, etc) . Single detatype - Stores only one type of Value explision eg: age=21 # int (number) name: "Frans" # Str (feed) . mults vahued dataligu - stores diff lypes of Value Body du together, usually in a hist, high or distronery. Body of if eg: data:[21, "lune", True] # hist with unt, Str, Stalement just boolean * if conditional statement flow control Now Chart elif fals. expussion Tue if code block

* mput and output function input () . used to take input from user eg name= input ("enter your name:") age = int (riput (" ender your age: ")) print (" Hello", name, "you are", age, "year old.") quint () · used to dipley output # Simple print

print (" welcome to python") # printing Variables pent (" Value of x is", x) # f- string (modern I recommended way) heme: "Alie"
print (f" Hello, & Name }!")

uning format () marls = 95 print ("you stored ?? Marks.". format (marks,)) * Conditional Astement encetes code only if the Condition is true. y Syndex ef Condition: eg. age = int (input ("ender the oge:")) if (age >= 18): print ("you are eligible to vole") if else. if condition # code of true # Code of Falm eg: rum: int Comput (ander a number.")) y num /2 == 0: put (" uner no") puit (" odd no")

elif Byntas # lode of Cond1 trace but Cond2 talse if Condition ! Statement Condi * cede of Conditals elif cond2" Statement Cond2 eg num= int Comput (enter a no: ")) y (nun >= 0): elif end3: Malment Cond3 y (rum: =0): put ("No u ziro") code if all conditions are take els: print ("no is positis") eg: marks: int Comput (" ender your marks: ")) elu: put ("no is -ve"). if (work >-90): pind (" grade +) elif (mark >= 75): put ("grade B) ely (mark >: 50) ; punt (" grade c") put (grade fail) Norted of else Syntax # Code of both could m tun