

Introduction To Python

Lec-1

What is Python ??

- Python is a **high-level, interpreted, general-purpose programming language** known for its **simplicity, readability, and versatility**.
- It allows you to write programs that are clear and logical even for complex problems.
- Python's **easy-to-learn syntax** makes it an **ideal choice for beginners** while its **powerful libraries and frameworks** support advanced applications in various domains like **web development, data science, and automation**.
- Python supports multiple programming paradigms, **including procedural, object-oriented, and functional programming**, making it a flexible tool for different programming needs and styles.



A Brief History of Python

1

Late 1980s

Python was conceived by **Guido van Rossum**, a Dutch programmer, at CWI (Centrum Wiskunde & Informatica) in the Netherlands.

2

1991

First version **Python 0.9.0** was released. It already had exception handling, functions, and modules.

3

2000

Python 2.0 came with new features like garbage collection and Unicode support.

4

2008

Python 3.0 was released — not backward-compatible with Python 2, but designed for cleaner, modern syntax.

5

2020

Python 2 officially retired; now only **Python 3** is **Maintained and Developed**.

As of today, Python is one of the **most popular programming languages** worldwide — used by **Google, Netflix, NASA, YouTube**, and many others.



Fun Fact:

Guido van Rossum named it “**Python**” after the British comedy show “*Monty Python’s Flying Circus*”, not after the snake

Why to learn Python ??

1 **Easy to Learn:** Python has a simple and straightforward syntax, making it an excellent language for beginners.

2 **Versatility:** Python is a versatile language and is used in a wide range of applications- web development, scientific computing, data analysis, artificial intelligence and more.

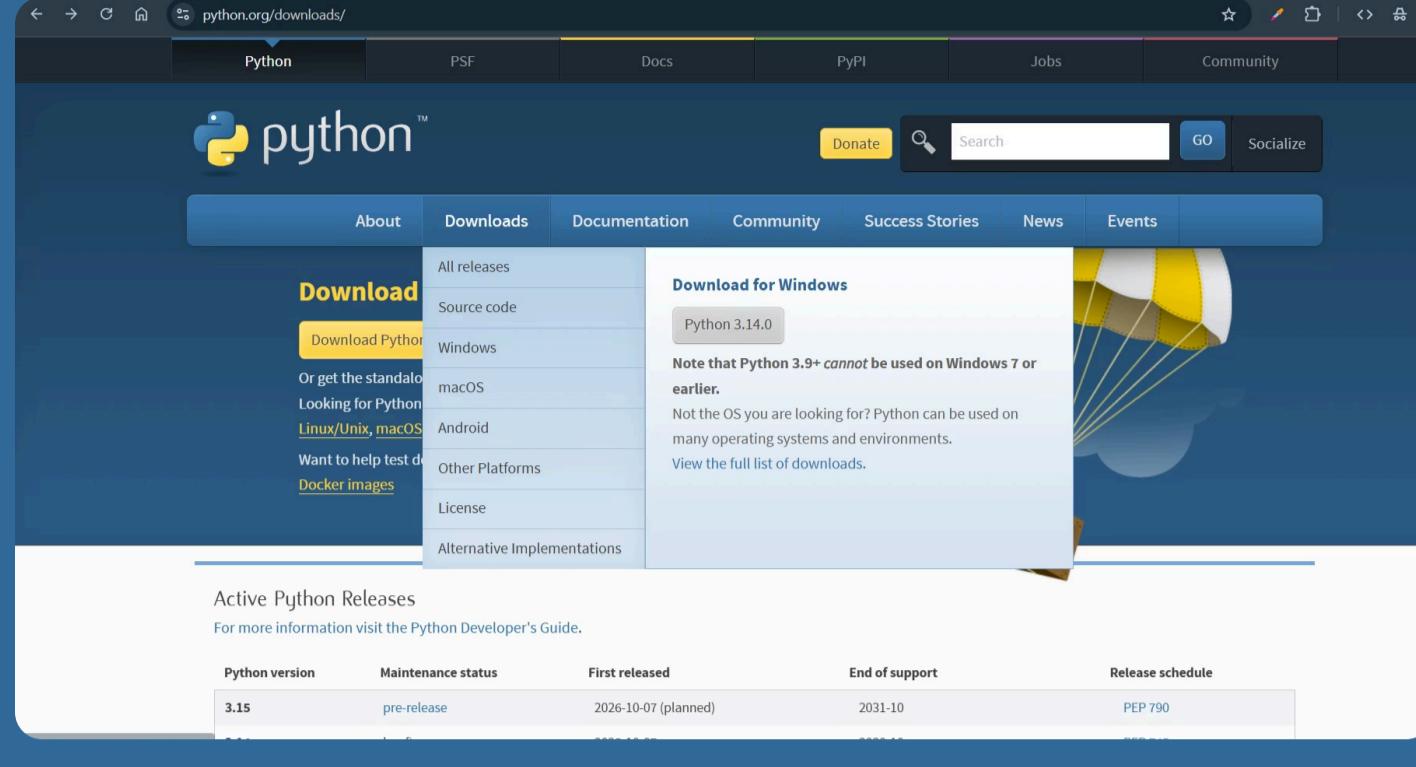
3 **Large and Active Community:** Python has a large and active community of users and developers, which means that there is a wealth of resources and support available.

4 **Good for rapid prototyping:** Python's simplicity makes it possible to quickly test ideas and iterate on them, saving time and resources compared to compiled languages.

5 **Job Opportunity:** Python has high demand in the job market, particularly in fields of data science, machine learning, web development, genAI and Agentic Ai development.

Downloading and Installing Python

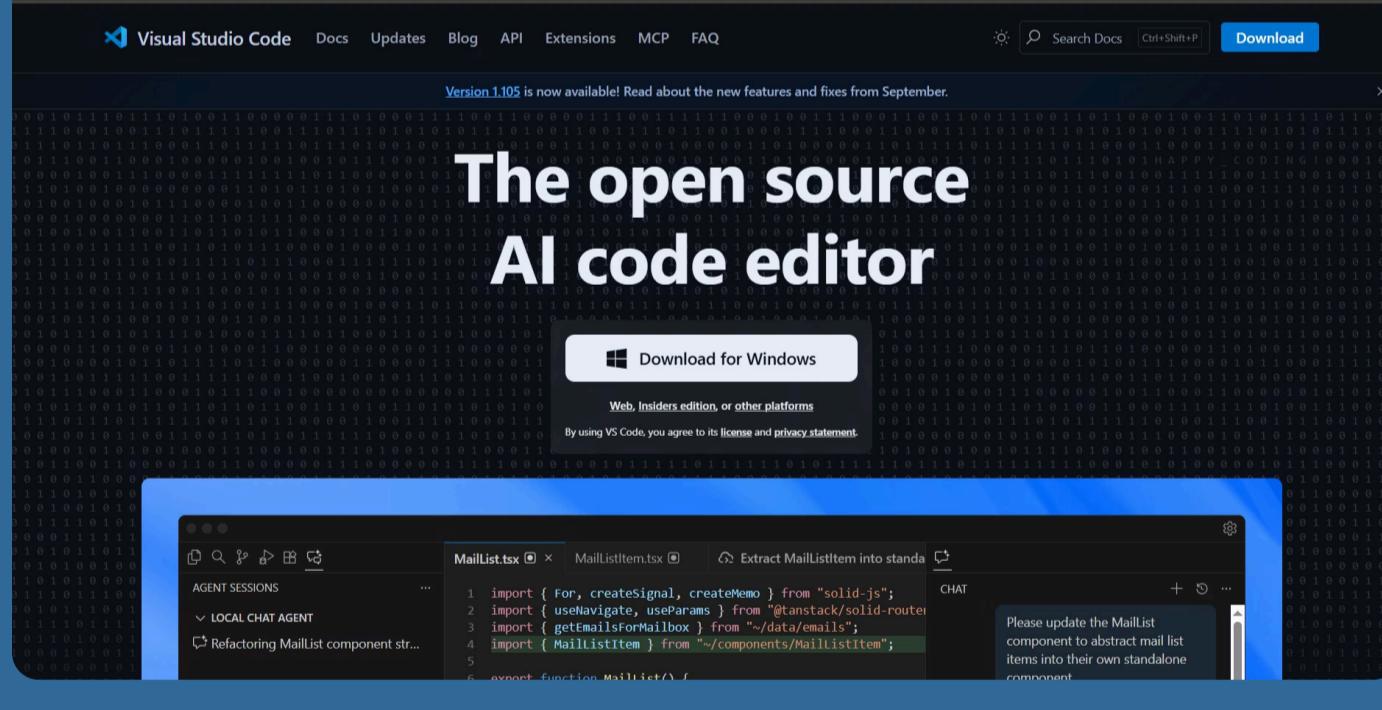
- **Step-1:** Visit- [Download Python](https://www.python.org/downloads/)
- **Step-2:** Hover over **Downloads** option and download the latest version according to your OS



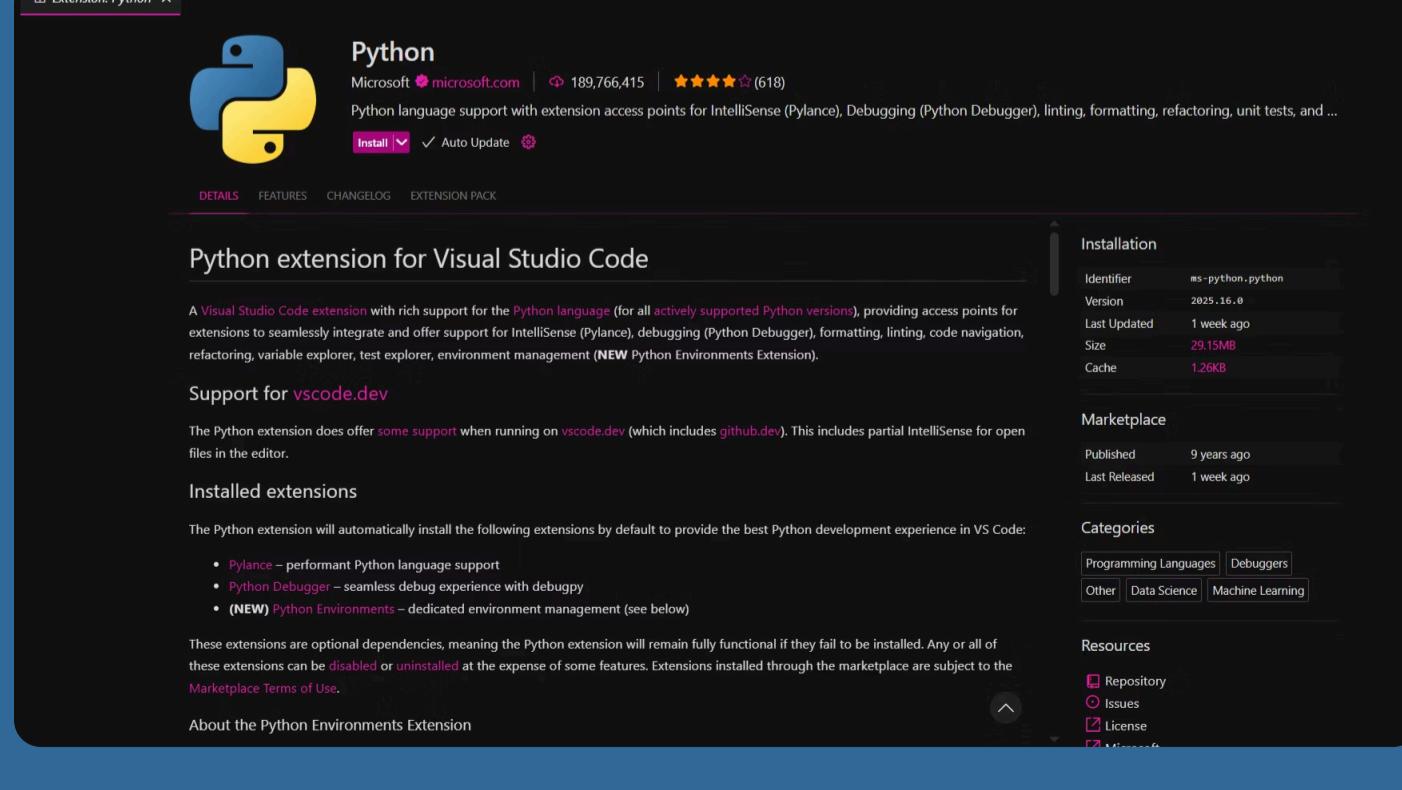
- **Step-3:** Click on **Install Now**



- **Step-4:** Go to <https://code.visualstudio.com/>, download and install it.



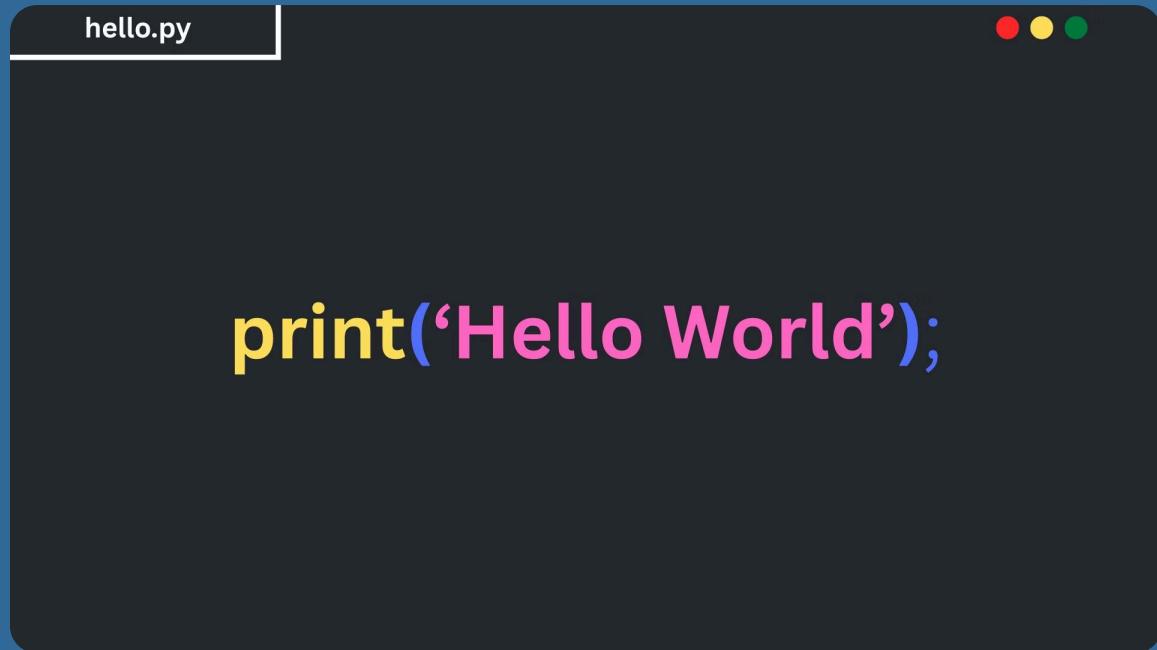
- **Step-5:** Download the following VS Code extension for Python in VS Code.



- **Step-6:** Open **Command Prompt** and run the below command in it, if it results the following way then your python installation is successful.

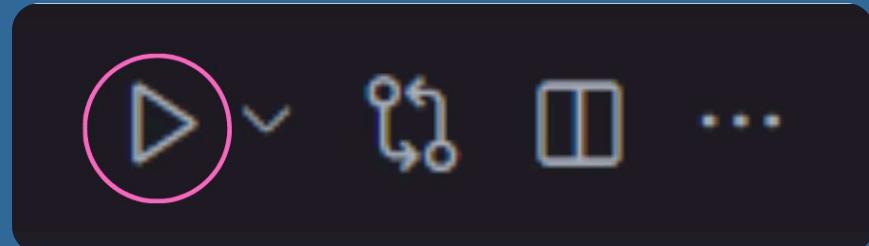
```
C:\Users\DELL>python --version
Python 3.14.0
```

Hello World in Python



- To run Python program in Vs code there are 3 ways:

1. Use Run Button on Right Top Corner of VS Code editor



2. Inside terminal by running the command in following way

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

● PS D:\Gen and Agentic AI\Python-tut-complete> cd 1_Intro-to-Python
● PS D:\Gen and Agentic AI\Python-tut-complete\1_Intro-to-Python> python hello.py
Hello world
○ PS D:\Gen and Agentic AI\Python-tut-complete\1_Intro-to-Python>
```

Inner Working of Python

- Following is the inner working of Python.
- At very first step our Python code (**inside .py file**) get's compiled into **Byte Code**, which is **low level** and **platform independent**.
- The only reason we can use python in **cloud based platform** is **Byte Code being platform independent**.
- Byte code runs faster.
- Byte code **is not a Machine code**.
- It is a **Python specific interpretation**.
- It has following components:
 1. **.PYC: Compiled Python files (frozen binaries)**
 2. **__pycache__: Folder used to organize frozen binaries.**
- Frozen Binaries are generated only for imported files, not for top level files.

Python Virtual Machine (PVM)

- It is a Code loop to iterate byte code.
- It is a Run Time Engine also known as python interpreter.

Datatypes

- Python has vast collection of datatypes- **Text type, Numeric type, Sequence type, Mapping type, Set type, Boolean type, Binary Type, etc.**

Numeric Datatype

- It consists of following datatypes:

1. **Integers**

2. **Float**

3. **Complex**

- **Eg:**

```
int1 = 20  
flt1 = 12.2  
  
print(int1) # will print 20  
  
print(flt1) # will print 12.2
```

Arithmetic 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

- **Eg:**

```
num1 = 20  
num2 = 40  
  
print(num1 + num2) # will print 60  
  
print(num2 - num1) # will print 20  
  
print(num1 * num2) # will print 800  
  
print(num2 / num1) # will print 2.0  
  
print(num2 // num1) # will print 2  
  
num3 = 8  
num4 = 3  
  
print(num3 % num4) # will print 2  
  
print(num3 ** num4) # will print 512
```

Casting in Python

- Casting is basically **specifying a type onto a variable**.
- Casting in python is done by using **Constructor Functions** such as- **int(), float(), bool(), str()**.
- **Eg:**

```
var1 = 20  
  
print(var1) # will print 20  
  
print(type(var1)) # will print <class 'int'>  
  
print(str(var1)) # will print 20  
  
print(type(str(var1))) # will print <class 'str'>
```

Datatypes

Boolean Datatype

- Boolean represents one of two values- **True** or **False**.
- **Eg:**

```
isTrue = 0  
print(bool(isTrue)) # will print False
```

```
isTrue = 1  
print(bool(isTrue)) # will print True
```

```
isTrue = 'John'  
print(bool(isTrue)) # will print True
```

```
isTrue = None  
print(bool(isTrue)) # will print False
```

Comparison Operators

Operator	Name	Example
<code>==</code>	Equal	<code>x == y</code>
<code>!=</code>	Not equal to	<code>x != y</code>
<code>></code>	Greater Than	<code>x > y</code>
<code><</code>	Less Than	<code>x < y</code>
<code>>=</code>	Greater Than Equal To	<code>x >= y</code>
<code><=</code>	Less Than Equal To	<code>x <= y</code>

- **Eg:**

```
var1 = 10  
var2 = 6
```

```
print(var1 == var2) # will print False
```

```
print(var1 != var2) # will print True
```

```
print(var1 > var2) # will print True
```

```
print(var1 < var2) # will print False
```

```
print(var1 >= var2) # will print True
```

```
print(var1 <= var2) # will print False
```

Logical Operators

Operator	Description	Example
and	Returns True if both statements are true	<code>x < 5 and x < 10</code>
or	Returns True if one of the statements is true	<code>x < 5 or x < 4</code>
not	Reverse the result, returns False if the result is true	<code>not(x < 5 or x < 4)</code>

- **Eg:**

```
var1 = 10  
var2 = 6
```

```
print(var1 > var2 and var1 == var2) # will print False
```

```
print(var1 > var2 or var1 == var2) # will print True
```

```
print(bool(not(var1))) # will print False
```

Datatypes

Strings in Python

- Strings in python are **surrounded by** either **single quotation marks**, or **double quotation marks**.
- **Eg:**

```
str1 = 'Hello'  
print(str1) # will print 'Hello'
```

```
str2 = "Hello World"  
print(str2) # will print 'Hello World'
```

- To get length of an string, we can use **len()** function.

- **Eg:**

```
str1 = "Hello py"  
  
print(len(str1)) # will print 8
```

Indexing in Strings

```
str1 = "Hello"  
  
print(str1[2]) # will print 'l'  
  
print(str1[4]) # will print 'o'
```

String Slicing

- **Note: Slicing excludes the end index (slices up to but not including it).**

```
str2 = 'Brother'  
print(str2[3:6]) # will print 'the'  
  
# Without Start Index  
print(str2[0:3]) # will print 'bro'  
  
# Without Ending Index  
print(str2[4:]) # will print 'her'
```

- **Note: During negative indexing slicing excludes the start index (start slicing from it but not including it).**

```
# Negative Indexing  
str3 = 'Programmer'  
  
print(str3[-7:-3]) # will print 'gram'  
  
print(str3[:-3]) # will print 'Program'  
  
print(str3[-7:]) # will print 'grammer'
```

Datatypes

String Concatenation

- To concatenate, or combine, two strings you can use the **+ operator**.
- **Eg:**

```
str4 = 'Wel'  
str5 = 'come'  
print(str4 + str5) # will print 'Welcome'  
print(str4 + " " + str5) # will print 'Wel come'
```

Formatted Strings

- In python, we **cannot combine variables(with type other than strings)** with our Strings.
- **Eg:**

```
age = 25  
print('My age is' + age) # This results in TypeError
```

- So in this case **we make use of formatted strings.**
- We initiate formatted string by using a **small "f"** before writing our string.

```
print(f'My age is: {age}') # This will print "My age is 25"  
print(f"My age after 5 years will be: {age + 5}") # My age after 5 years will be 30.
```

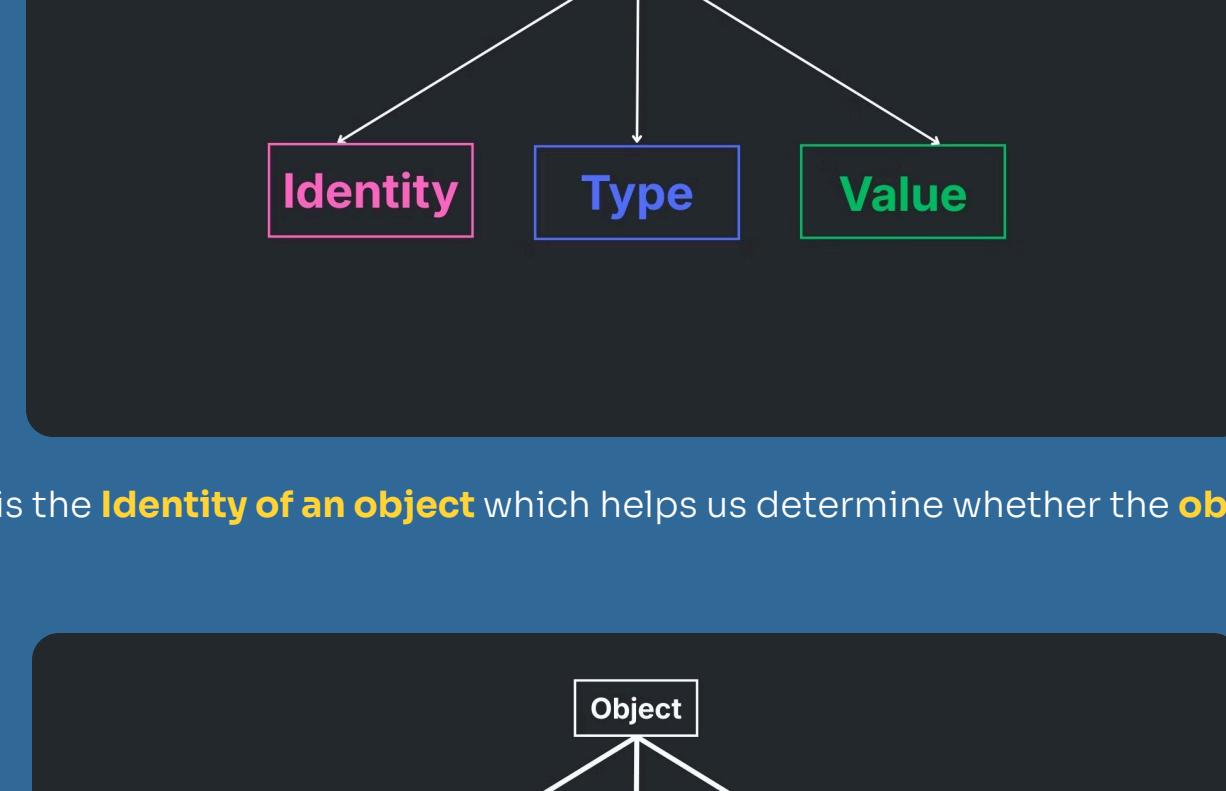
Mutable and Immutable

- **Everything is Object in Python.**
- **Mutability** means the **ability of an object to get modified inside the memory** after it's creation.
- Every Object has the following properties:

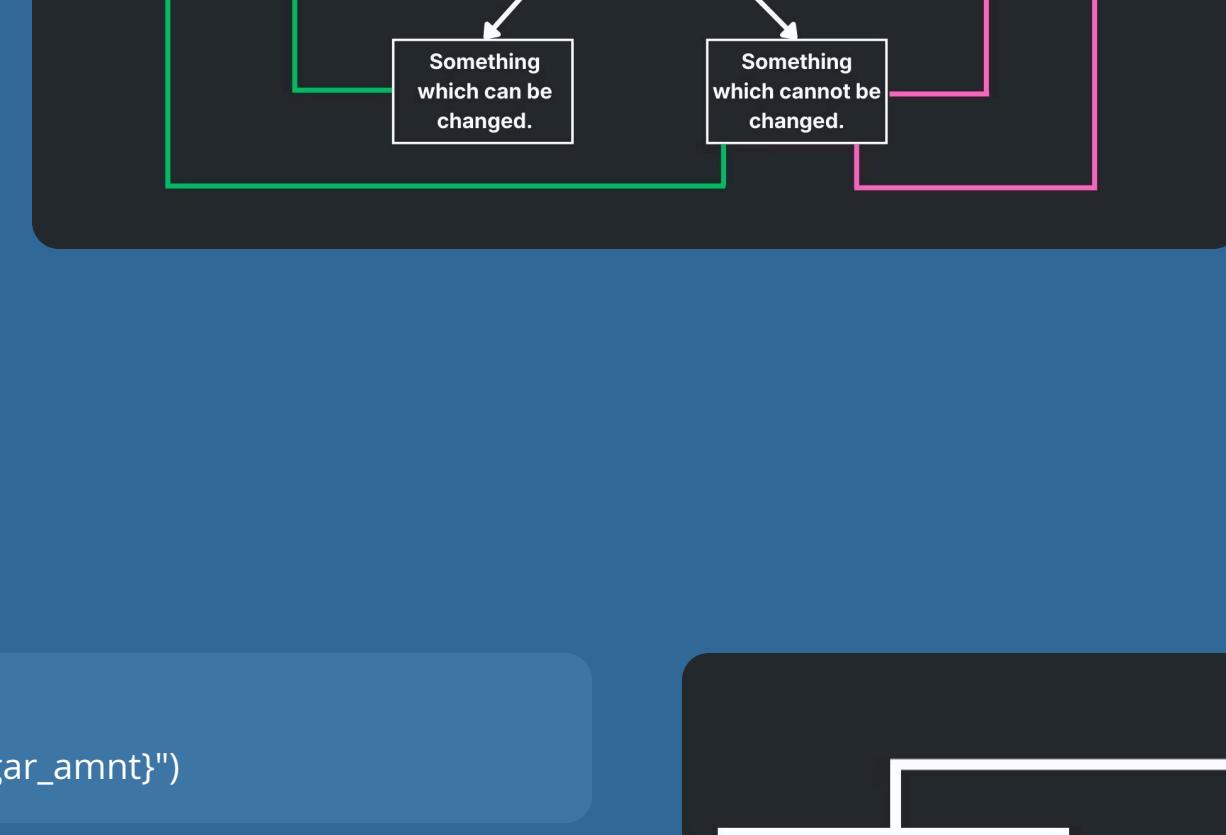
1. **Identity**

2. **Type**

3. **Value**



- Always Remember it is the **Identity of an object** which helps us determine whether the **object is Mutable or Immutable**.



Immutable

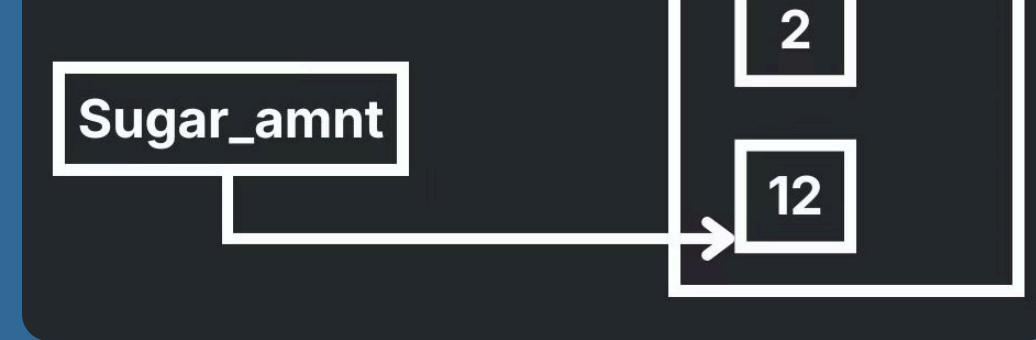
- **Eg:**

python:

```
sugar_amnt = 2
print(f"Initial Sugar: {sugar_amnt}")
```

output:

Initial Sugar: 2



python:

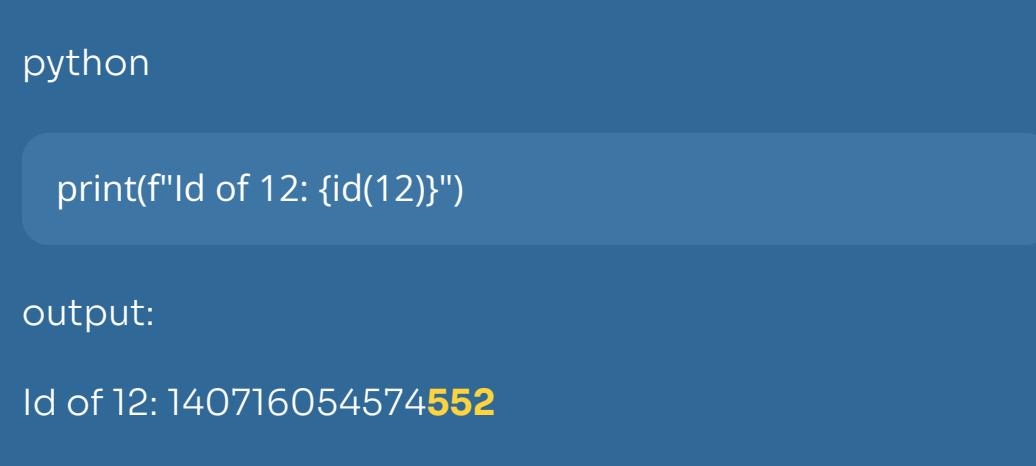
```
sugar_amnt = 2
print(f"Initial Sugar: {sugar_amnt}")

sugar_amnt = 12
print(f"Second Initial Sugar: {sugar_amnt}")
```

output:

Initial Sugar: 2

Second Initial Sugar: 12



• When we say **Mutability doesn't get decided by value**, we mean to say that **when we assign different value to a same variable the reference to that variable inside the memory gets changed** and the old value still remains inside the memory as unrefereed.

python

```
print(f"Id of 2: {id(2)}")
```

output:

Id of 2: 140716054574232

python

```
print(f"Id of 12: {id(12)}")
```

output:

Id of 12: 140716054574552

- So the above object was **Immutable** i.e. **numbers are immutable**.

Mutable

- **Eg:**

python:

```
spice_mix = set()
print(spice_mix)
print(f"Initial spice mix id: {id(spice_mix)}")
```

output:

set()

Initial spice mix id: 2139208714496



python:

```
spice_mix.add("Cardamom")
print(spice_mix)
print(f"After spice mix id: {id(spice_mix)})")
```

output:

{'Cardamom'}

After spice mix id: 2139208714496



python:

```
spice_mix.add("Ginger")
print(spice_mix)
print(f"After spice mix id: {id(spice_mix)})")
```

output:

{'Cardamom', 'Ginger'}

After spice mix id: 2139208714496

