

PSP0201

Week 4

Writeup

Group Name: ikun no 1

Members

ID	Name	Role
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Day 15: Scripting There's a Python in my stocking!

Tool used: Kali-Linux, Python

Solution/walkthrough:

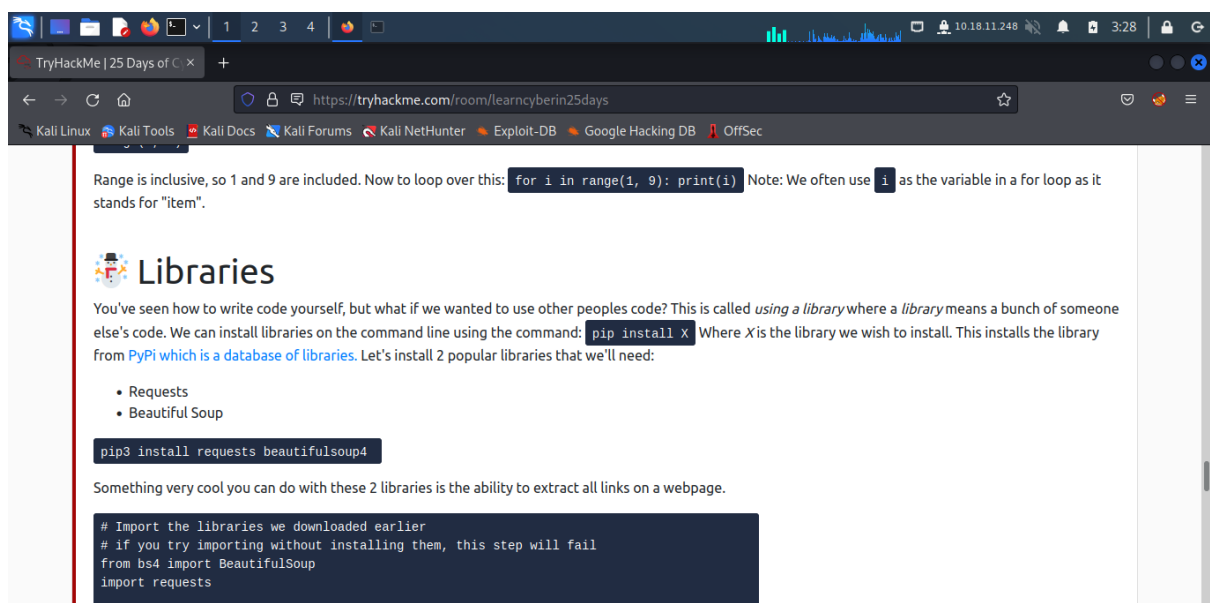
Question 1

True = 1

True + True = 1 + 1

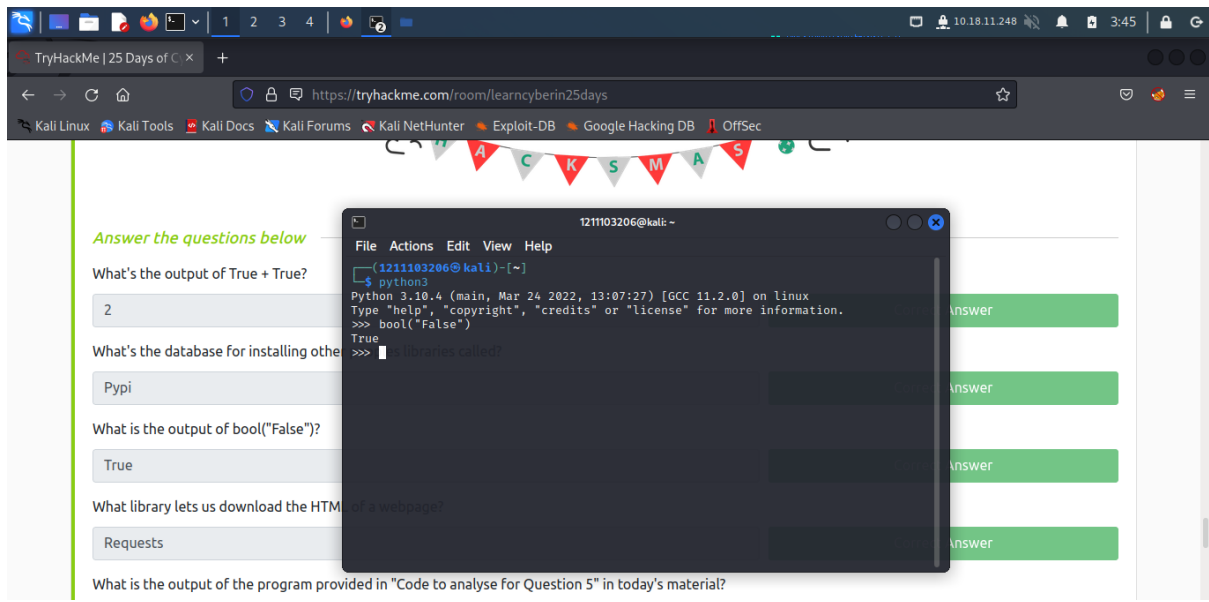
So, the answer is 2

Question 2



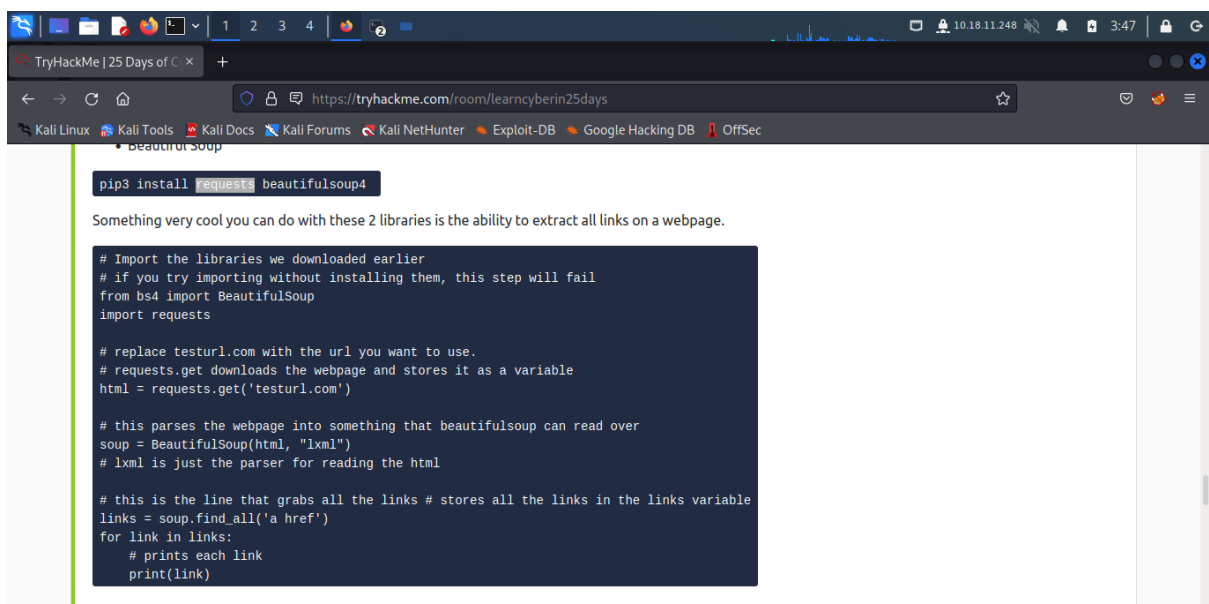
Find the answer in THM.

Question 3



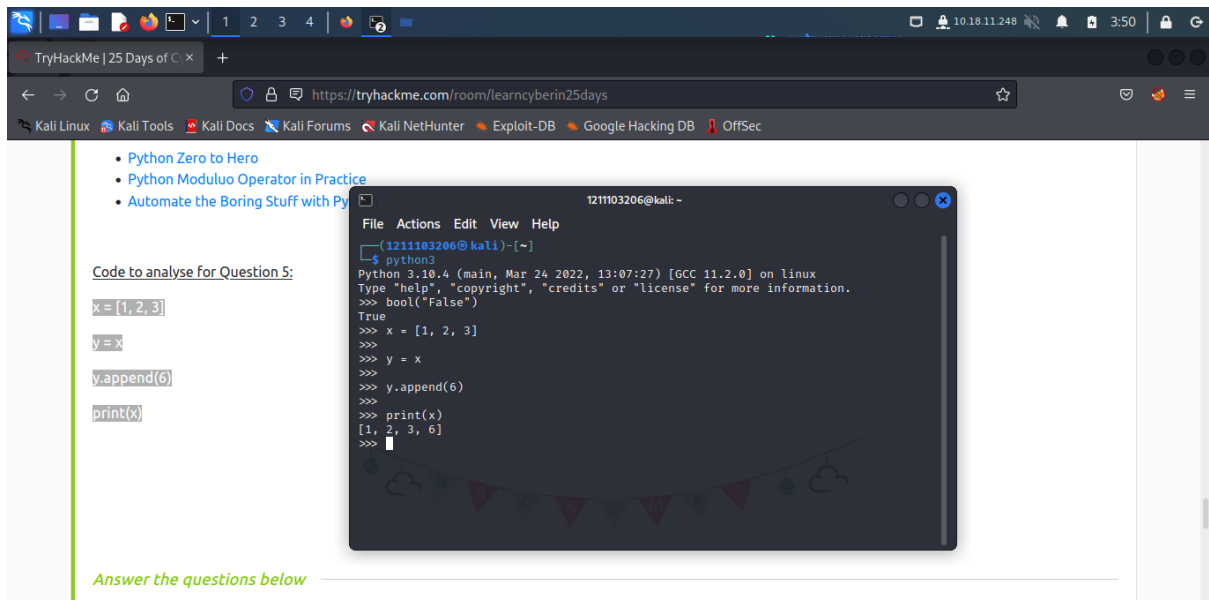
Open python in terminal, type bool("False") and will get True output.

Question 4



Study and find the answer in THM.

Question 5



TryHackMe | 25 Days of C x

https://tryhackme.com/room/learnpyberin25days

- Python Zero to Hero
- Python Moduluo Operator in Practice
- Automate the Boring Stuff with Py

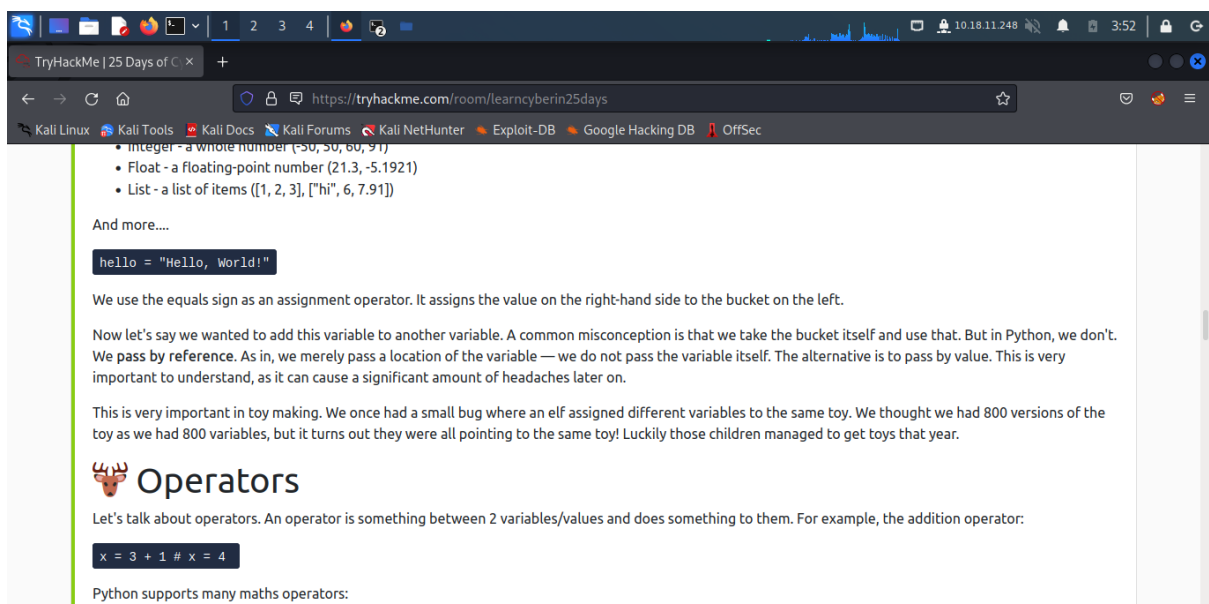
Code to analyse for Question 5:

```
x = [1, 2, 3]
y = x
y.append(6)
print(x)
```

Answer the questions below

Copy the code and paste in python to get the output.

Question 6



TryHackMe | 25 Days of C x

https://tryhackme.com/room/learnpyberin25days

- Integer - a whole number (-50, 50, 60, 91)
- Float - a floating-point number (21.3, -5.1921)
- List - a list of items ([1, 2, 3], ["hi", 6, 7.91])

And more....

```
hello = "Hello, World!"
```

We use the equals sign as an assignment operator. It assigns the value on the right-hand side to the bucket on the left.

Now let's say we wanted to add this variable to another variable. A common misconception is that we take the bucket itself and use that. But in Python, we don't. We pass by reference. As in, we merely pass a location of the variable — we do not pass the variable itself. The alternative is to pass by value. This is very important to understand, as it can cause a significant amount of headaches later on.

This is very important in toy making. We once had a small bug where an elf assigned different variables to the same toy. We thought we had 800 versions of the toy as we had 800 variables, but it turns out they were all pointing to the same toy! Luckily those children managed to get toys that year.

Operators

Let's talk about operators. An operator is something between 2 variables/values and does something to them. For example, the addition operator:

```
x = 3 + 1 # x = 4
```

Python supports many maths operators:

Refer to the note in THM and identified it.

Question 7

Skidy is in the input of names, so it will print The Wise One has allowed you to come in.

Question 8

Elf is not in the input of names, so it will print The Wise One not has allowed you to come in.