

--NUMBERS--

>>>>>Types of Numbers<<<<<

integers (1, 3, 5, 99.. etc.)
floating's (1.5, 2.6, 3.9 ,44.55.. etc.)
complex numbers ($x = a + bj$)
Boolean (True or False)

```
example_complex = 1+2j  
print(example_complex)
```

>>Know the Types of numbers:

```
print(type(4)) #integer  
print(type(4.5)) #floating  
print(type(1+2j)) #complex
```

>> Type conversion:

```
x = input(" x: ") #Takes a string as input  
y = int(x)+1 # "x" is converted into integer and added with an  
integer  
print(f"X: {x} , Y: {y}") #Printing the values
```

>>>>>Mathematical Operations<<<<<

>>Standard arithmetic operations:

```
print(2+2) #addition
print(4-2) #subtraction
print(5*6) #multiplication
print(8/5) #classic division (returns a float)
print(17//3) #floor division (discards the fractional part)
print(17 % 3) #remainder
print(5**2) #five to the power two
print(2**7) #two to the power seven
```

>> Operator Precedence:

#python follows normal math precedence:
brackets ()
power (**)
division (/)
multiplication (*)
addition & subtraction (+ -)

```
print(20+3*4)
print(20/5*4+5-1)
print(2+10*10+3)
print((2+10)*(10+3))
print(50-5*6)
print((50-5*6)/4)
print(5*3+2)
print(4 * 3.75 - 1) #mixing of floating & integer operator
print(456/0) # ZeroDivisionError
```

>>Functions with Numbers:

#built-in functions:

```
print(round(2.9)) # round up/down the value  
print(abs(-2.9)) #absolute value  
print( pow(2, 4)) #two to the power four  
print(min(1,2,3,4,5,6,7,8,9)) #Minimum  
print(max(1,2,3,4,5,6,7,8,9)) #Maximum  
print( divmod(10, 3))  #(division, remainder)
```

#For complex mathematical operations we import the "math" module
a module is like a separate file like a python file
#"math" module has lots of complex mathematical functions we can use

```
import math #importing math module
```

#Now we can use dot(.) notation to use the functions/methods
#all the math module functions: google (python3 math module)

```
print(math.ceil(2.2)) #output is 3 (ceiling the floating number)  
print(math.floor(2.5)) #output is 2 (flooring the floating number)  
print(math.sqrt(16)) #square root of a number
```

>>>>>Assigning Variables<<<<<

#Example 01:

```
a = 10
print(a)
b = 20
print(b)
c = a+b
print(c)
x = 20
print(x)
del x #delete the entire variable + value
print(x) #x is not defined (NameError)
```

#Example 02:

```
width = 20
height = 5 * 9
print(width * height)
```

#Example 03:

```
tax = 12.5 / 100
price = 100.50
print(price * tax)
```

>>Assign multiple variables at a time:

```
a = b = c = 10  
print(a)  
print(b)  
print(c)
```

```
x, y, z = 1, 2, 3  
print(x)  
print(y)  
print(z)
```

>>Augmented assignment operator:

```
age = 32  
print(age)  
age = age + 1  
print(age)  
age+=1  
print(age)  
age+=4  
print(age)  
age-=4  
print(age)  
age*=2  
print(age)  
age//=2  
print(age)
```

>> reassigning the value of a variable:

```
a = 5  
print(a)  
a = 20  
print(a)  
a = a+a  
print(a)
```

>>>>>Boolean Data Type<<<<<

A Boolean expression is a logical statement that is either TRUE or FALSE

#Falsy Boolean values in Python:

"" (empty string)

0 (number zero)

#None (absence of a value)

#no arguments ()

#anything else is True

```
print(bool())) #no arguments = False  
print(bool("")) #empty string = False  
print(bool(0)) #Number zero = False  
print(bool(None)) #None = False  
print(bool(" ")) #Space = True  
print(bool(5)) #any integer (without number zero) = True  
print(bool(-1)) #any integer (even negative) = True  
print(bool("a")) #Any letters = True  
print(bool("_")) #any characters = True  
print(bool("BlaBlaBla")) #any strings = True
```

#a true value is converted into (1)
#a false value is converted into (0)

```
print(int(bool("A"))) #True = 1  
print(int(bool(""))) #False = 0
```

>>>>Number system representation<<<<<

>> Decimal to others:

```
print(bin(5)) #binary  
print(hex(10)) #hexadecimal  
print(oct(20)) #octal
```

>> Others to decimal:

syntax is (number type, base)
binary base is 2
octal base is 8
hexadecimal base is 16

```
print(int("0b101", 2)) #binary to decimal (integer)  
print(int("0o24", 8)) #octal to decimal (integer)  
print(int("0xa", 16)) #hexadecimal to decimal (integer)
```

--END --