**Introduction to Programming Python**

**Install:** Visual Studio Code, Python

To create file write on Terminal “code file\_name.py”

To run file write on Terminal “python file\_name.py”

**First Program:**

print(“Hello World”)

**Functions, Variable**

Variables are used to store data that can be referenced and manipulated during program execution.

Function is a piece of code written to carry out a specified task.

**#printing my name**

**name = input("what is your name? ")**

**print(name) or**

**print("my name is", name) or**

**print("my name is" + name)**

Name is a variable that stores the user input (whatever the user types in response to the input() function).

The print("my name is", name) statement then prints the message "my name is" followed by the value stored in the name variable.

**Output:**

**what is your name? John**

**my name is John**

**Side Effects**

**Return Values**

**Comments**

We use comments in programming to remind what it is programmer intent and your code is doing.

Comments can also serve to be sort of a to-do list for programmer.

**A single-line comment starts with a #**

**Triple-quoted strings (""" """ or ''' ''') are often used for multi-line comments.**

**Pseudocode:** Pseudocode is a **high-level, human-readable representation** of an algorithm that describes the logic of a program without following a strict programming syntax. It is used to plan and explain code in a simple way before writing actual Python (or any other programming language) code.

**Python Data Type**

* [**Numeric data types**](https://www.digitalocean.com/community/tutorials/python-data-types#python-numeric-data-type): int(integer), float, complex
* [**String data types**](https://www.digitalocean.com/community/tutorials/python-data-types#python-string-data-type): str
* [**Sequence types**](https://www.digitalocean.com/community/tutorials/python-data-types#3-python-list-data-type): list, tuple, range

**Python official documentation**: [docs.python.org](https://docs.python.org/3/)

**All functions documentation:** <https://docs.python.org/3/library/functions.html>

**Print function:**

print(\*objects, sep=' ', end='\n', file=None, flush=False)

**Parameters:**

**sep='separator'**

Optional. Specify how to separate the objects, if there is more than one. Default is ' '

**end='end'**

Optional. Specify what to print at the end. Default is '\n' (line feed)

**Format String**

It is the process of inserting a custom string or variable in predefined text.

**name = input("what is your name? ")**

**print(f"My name is {name}")**

**String method**

[https://docs.python.org/3/library/stdtypes.html#string-methods](https://docs.python.org/3/library/stdtypes.html%23string-methods)

**#remove str whitespace from left right side : strip():**

**name = name.strip()**

**#Capitalize**

**name=name.title()**

**we can also write it :**

**name = input("what is your name? ").strip().title()**

**#Split name into first name and last name**

**first, last = name.split(" ")**

**Interactive mode**

Interactive mode is where you type your code into the Python interpreter directly.

**Python Arithmetic Operator**

**x =int(input("what is x ?"))**

**y =int(input("what is y ?"))**

**z=x+y**

**print(“Sum : ” z)**

|  |  |
| --- | --- |
| **Operator** | **Description** |
| **+** | Addition |
| **-** | Subtraction |
| **\*** | Multiplication |
| **/** | Division |
| **%** | **%** |

**Round function**

It's a straightforward tool to manage number formatting and accuracy, especially in data analysis, financial calculations, and scientific computing.

**#round( number[, ndigits])**

**x =float(input("what is x ?"))**

**y =float(input("what is y ?"))**

**#use , in output**

**z=x+y**

**print(f"{z:,}")**

**intput:**

**what is x ? 10000**

**what is y ? 45**

**output:**

**10,045**

**#how many number will print after point**

**z=x/y**

**print(f"{z:.2f}")**

**intput:**

**what is x ? 26**

**what is y ? 3**

**output:**

**9.66**

**Define Function**

**#create function: def**

**def hello():**

**print("hello,", name)**

**hello()**

**name = input("what's your name? ")**

**note:** if you use a function it must already exist by the time you are calling it.

Main part of a function

def main()

**Function**

In programming we have two types of functions

* Perform a task
* Return a value

**def hello(name):**

# Returns a greeting instead of printing

**return f"Hello, {name}"**

# Store the returned value

**get = hello("world")**

#print the result

**print(get)**

**Conditionals**

Python's **conditional (comparison) operators** and what they represent:

== Equal to

!= Not equal to

> Greater than

< Less than

>= Greater than or equal to

<= Less than or equal to

**x = int(input("what is x? "))**

**y = int(input("what is y? "))**

**if x > y:**

**print("x is greater than y")**

**elif x < y:**

**print("x is less than y")**

**else:**

**print("x is equal to y")**

#using **match** :

**name = input("what's your name: ")**

**match name:**

**case "Harry" | "Hermione" | "Ron":**

**print("Gryffindor")**

**case "Draco":**

**print("Slytherin")**

**case \_:**

**print("who?")**

**Logical Operators:**

**and :** The and operator returns True if **both** conditions are True. If either of the conditions is False, it returns False.

**or :** The or operator returns True if **at least one** of the conditions is True. If both conditions are False, it returns False.

**not :** The not operator inverts the truth value of a condition. It returns True if the condition is False, and False if the condition is True.

**x = 5**

**y = 15**

**z = 20**

**if (x > 3 or y < 10) and z == 15:**

**print("Condition True")**

**else:**

**print("Condition False")**

**Output:**

**Condition True**

**Loops**

**Loop** is used to **repeat** a block of code multiple times.

**While loop**

**i= 0**

**while i<4:**

**print("Hello")**

**i +=1**

**Output**

Hello

Hello

Hello

Hello

**For loop**

**for i in range(3):** #using range function

**print("Hello")**

**Output**

Hello

Hello

Hello

**Using for and while loop inside function**

**def main():**

**number = get\_number()**

**hello(number)**

**def get\_number():**

**while True:**

**n = int(input("what's n?"))**

**if n > 0:**

**break**

**return n**

**def hello(n):**

**for \_ in range(n):**

**print("hello")**

**main()**

**List**

A **list** in Python is a **collection** that allows you to store multiple items in a **single variable**. It is **ordered**, **mutable** (changeable), and allows **duplicate values**.

List Methods (Adding & Removing Items)

**append(x) :** Adds x to the end

**insert(i, x) :** Inserts x at index i

**remove(x) :** Removes the first occurrence of x

**pop(i) :** Removes and returns the item at index i (default is last)

**clear() :** Removes all items from the list

**students = ["Hermione","Harry","Ron"]**

**for i in range(len(students)):** # range() function **only works with integers.**

**print(i+1, students[i])**

**Output**

**1 Hermione**

**2 Harry**

**3 Ron**

**Dictionary**

A **dictionary** in Python is a **collection** that stores data in **key-value pairs**.

#define dictionary using curly braces

**students = [**

**{"name":"Hermione","house":"Gryffindor","patronus":"Otter"},**

**{"name":"Harry","house":"Gryffindor","patronus":"Stag"},**

**{"name":"Ron","house":"Gryffindor","patronus":"Jack Russel Terrier"},**

**{"name":"Draco","house":"Slytherin","patronus":None }**

**]**

**for student in students:**

**print(student["name"], student["house"], student["patronus"], sep=" --> ")**

**Output**

**Hermione --> Gryffindor --> Otter**

**Harry --> Gryffindor --> Stag**

**Ron --> Gryffindor --> Jack Russel Terrier**

**Draco --> Slytherin --> None**

**Exceptions**

An **exception** is an **error** that occurs **during the execution** of a program.

**Summary of Exceptions in Python**

**Exceptions stop the program if not handled.**

* Use **try-except** to **catch** errors.
* Use **else** for **successful execution**.

**try:**

**n = int(input("enter n: "))**

**total = 10/n**

**except ValueError:**

**print("Invalid")**

**except ZeroDivisionError:**

**pass** #pass the code

**else:**

**print(f"total is {total}")**

**Output1:**

**enter n: 2**

**total is 5.0**

**Output2:**

**enter n: chd**

**Invalid**

* Use **finally** to **always execute code**.( code runs no matter what)
* Use **raise** to **trigger your own exceptions**.

**Common Exceptions in Python:**

**ZeroDivisionError :** Division by zero .Example: 10/0

**ValueError :** Invalid value for a function .Example : int(“abc”)

**TypeError :** Wrong data type used. Example :”9” + 1

**IndexError :** Accessing an invalid index in a list. Example :my\_list[10]

**KeyError :** Accessing a missing key in a dictionary. Example : my\_dict["missing\_key"]

**AttributeError :** Calling a non-existent method. Example : "hello".append("!")

**FileNotFoundError :** File does not exist. Example: open("missing.txt")

**NameError :** A **variable or function** that **has not been defined.**

**Libraries**

A **library** in Python is a collection of **pre-written code** that you can use to perform common tasks **without writing everything from scratch**.

**Python has three types of libraries:**

1. Built-in libraries

* math (Mathematical Operations)
* random (Generating Random Numbers)
* os (Interacting with the Operating System)

1. External libraries

* numpy (Numerical Computation)
* pandas (Data Analysis)
* requests (Handling Web Requests)

1. Custom libraries (your own Python modules)

**Random**

**import random**

**coin = random.choice(["heads","tails"])**

**print(coin)**

**Generating Random Numbers**

* **Random Integer (randint()):**Generates a random integer **between two numbers.**
* **Random Float (random()):**Generates a random **float between 0 and 1**.
* **Random Float in a Range (uniform()):**Generates a **random float between two numbers**.

print(random.uniform(5, 10))

# Example: 7.65

**Random Choice from a List**

* **Pick a Random Item (choice())**
* **Pick Multiple Random Items (sample())**

**numbers = [1, 2, 3, 4, 5]**

**print(random.sample(numbers, 3))**

**# Example: [2, 5, 1]**

* **Shuffle a List (shuffle())**

**import random**

**cards = ["jack","king","queen"]**

**random.shuffle(cards)**

**for card in cards:**

**print(card)**

**Random Range (randrange()):**randrange(start, stop, step)

**Statistics Module**

The statistics module in Python provides functions to perform **statistical calculations** like **mean, median, mode, variance, and standard deviation.**

**import statistics**

**values = [10, 20, 30, 40, 50]**

**print(statistics.mean(values))**

**Output**

**30.0**

**Command-Line Arguments in Python (sys.argv)**

Command-line arguments **allow users to pass input values** when running a script, making programs **more dynamic and reusable**. Instead of manually editing the script, users can provide different values each time they run it.

* **Accessing Command-Line Arguments**

Python uses the **sys** module to access command-line arguments through **sys.argv**.

**import sys**

**print("Names:", sys.argv)**

**Usage in Terminal:**

**python file\_name.py John Jacob**

**Output:**

**Names: ['file\_name.py', 'John', 'Jacob']**

**sys.argv[0] is always the file name**

* **Getting Specific Arguments**

You can access specific arguments using **indexing.**

* **Handling Numeric Arguments**
* **Handling** **Errors with try-except**

**import sys**

**try:**

**print("hello :", sys.argv[1])**

**except IndexError:**

**print("Too many arguments")**

* **Alternative: Using argparse (More Advanced)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| |  | | --- | | **Method** | | |  | | --- | | **Description** | | |  | | --- | | **Example** | |
| |  | | --- | | sys.argv | | |  | | --- | | Access command-line arguments as a list | | |  | | --- | | sys.argv[1] | |
| |  | | --- | | argparse | | |  | | --- | | Advanced argument parsing | | |  | | --- | | parser.add\_argument() | |
| |  | | --- | | int(sys.argv[i]) | | |  | | --- | | Convert arguments to integers | | |  | | --- | | num = int(sys.argv[1]) | |
| |  | | --- | | try-except | | |  | | --- | | Handle errors safely | | |  | | --- | | except IndexError: | |

**Slice**

Slicing in Python allows you to extract a **subset of elements** from **strings, lists, tuples, or other sequences** using **indexing**.

Syntax:

sequence[start:stop:step]

**import sys**

**if len(sys.argv)<2:**

**print("Too few arguments")**

**elif len(sys.argv)>2:**

**print("Too many arguments")**

**for arg in sys.argv[1:]: #**using slice to **skip** the script name and only processes user inputs.

**print("hello, my name is",arg)**

**Terminal:**

**Python file\_name.py john jacob**

**Output:**

**hello john**

**hello jacob**

**Packages:**

To install external packages using **pip**:

**pip install package\_name**

**Cowsay package**

The cowsay package is a **fun Python module** that makes a **cow (or other characters) say something in ASCII art**.

**Installing cowsay:**

pip install cowsay

**After installation, import cowsay :**

Basic Usage:

**import cowsay**

**cowsay.cow("hello !!")**

|  |  |  |  |
| --- | --- | --- | --- |
| |  | | --- | | **Character** | | |  | | --- | | **Function** | |
| |  | | --- | | Cow | | |  | | --- | | cowsay.cow("text") | |
| |  | | --- | | Tux (Penguin) | | |  | | --- | | cowsay.tux("text") | |
| |  | | --- | | Dragon | | |  | | --- | | cowsay.dragon("text") | |
| |  | | --- | | Turkey | | |  | | --- | | cowsay.turkey("text") | |
| |  | | --- | | Ghost | | |  | | --- | | cowsay.ghostbusters("text") | |

**Tuple**: allows the function to any number of arguments

def multiply(\*numbers):

**sum=0** #sum start with 0

**for i in numbers:**

**sum += i**

**return sum**

**print(multiply(2,3,4,5))**

**Output**

**14**

PIL(pillow.readthedocs.io)(library)

Allows you to navigate image files as well and to perform operations on image files.