

```
import sys
import keyword
import operator
from datetime import datetime
import os
```

Keywords : are the reserved words in pyrh and can't be used as an identifier....

```
print(keyword.kwlist)
```

```
➞ ['False', 'None', 'True', 'and', 'as', 'assert', 'async', 'await', 'break', 'class', 'cc
```

```
len(keyword.kwlist)
```

```
➞ 35
```

Identifiers:An identifiers is a name given to entities like class,function,variables,etc.It helps to defferentiate one entity from another....

```
1var = 10 #identifier can't start with digit
```

```
val2@ = 35 #identifiers can't use special symbol
```

```
import = 125 #keywords can't be used as identifiers
```

```
val2 = 10
val2
```

```
➞ 10
```

```
val_=99
val_
```

```
➞ 99
```

```
#Comments
val1=10
val1
```

```
➞ 10
```

```
#Multiple
#Line
#comment
'''Multi
line
comment'''
```

```
"""Multiple
Line
Comment"""
```

Statements:Instructions that a python interpreter can execute

```
#Statements
p=20 #create an integer object with value 20 and assings the variable p to p
q=20 #create new refrence q which will point to value 20.p & q will be point
r=q #variable r will also point to the same location where p & q are pointin
print(p , type(p) , hex(id(p))) # variable p is pointing to memory location '0x7fff6d71a'
print(q , type(q),hex(id(q)))
print(r , type(r),hex(id(r)))
```

```
⇒ 20 <class 'int'> 0xa428c8
   20 <class 'int'> 0xa428c8
   20 <class 'int'> 0xa428c8
```

```
p = 20
p = p + 10
print(p)
```

```
⇒ 30
```

```
intvar = 10 #integer variable
floatvar=2.57
strvar = "Python Language"
print(intvar)
print(floatvar)
print(strvar)
```

```
⇒ 10
   2.57
   Python Language
```

```
#Multi assingment
intvar , floatvar,strvar,=10,2.34,'Python Language' #Use commas to saperate
print(intvar)
print(floatvar)
print(strvar)
```

```

→ 10
   2.34
   Python Language

```

```

#all variable pointing same variable
p1=p2=p3=p4=44
print(hex(id(p1)))
print(hex(id(p2)))
print(hex(id(p3)))
print(hex(id(p4)))

```

```

→ 0xa42bc8
   0xa42bc8
   0xa42bc8
   0xa42bc8

```

```

#Data types
val1 = 10
print(type(val1))
print(sys.getsizeof(val1)) #size of integer object in bytes
print(val1,'is integer',isinstance(val1,int)) #Val1 is an instance of int

```

```

→ <class 'int'>
   28
   10 is integer True

```

```

val2 = 22.3
print(val2)
print(type(val2))
print(sys.getsizeof(val2))
print(val2,'is integer',isinstance(val1,float))

```

```

→ 22.3
   <class 'float'>
   24
   22.3 is integer False

```

```

val3 = 25+10j
print(val3)
print(sys.getsizeof(val3))
print(type(val3))
print(val3,'is complex',isinstance(val3,complex))

```

```

→ (25+10j)
   32
   <class 'complex'>
   (25+10j) is complex True

```

```

sys.getsizeof(int()) #size of integer object in bytes

```

 28

```
sys.getsizeof(float())
```

 24

```
sys.getsizeof(complex())
```

 32

```
sys.getsizeof(str())
```

 49

✓ Boolean: data type can have only two possible values true or false...

```
bool1 = True  
bool1
```

 True

```
bool2 = False  
bool2
```

 False

```
print(type(bool1))  
print(type(bool2))
```



```
<class 'bool'>  
<class 'bool'>
```

```
isinstance(bool1, bool)
```

 True

```
bool(0)
```

 False

```
bool(23.2)
```

 True

```
bool('ten')
```

 True

```
bool(0+0j)
```

 False

```
bool(None)
```

 False

```
bool(1)
```

 True

```
str1 = "Hello Python" #String using double quotes  
print(str1)
```

 Hello Python

```
mystr='Hello World' #String using single quotes
```

```
mystr = ''' Hello  
          Python'''
```

```
print(mystr)
```

 Hello
Python

```
mystr1 = ('Happy\t'  
'Monday\t'  
'Everyone')  
print(mystr1)
```

 Happy Monday Everyone

```
mystr2 = 'Wohoo '  
mystr2 = mystr2 * 5  
mystr2
```

 'Wohoo Wohoo Wohoo Wohoo Wohoo '

```
len(mystr2)
```

```
⇒ 30
```

String indexing

```
str1 = 'HELLO PYTHON'  
str1[0]
```

```
⇒ 'H'
```

```
str1[len(str1)-1]
```

```
⇒ 'N'
```

```
str1[-1]
```

```
⇒ 'N'
```

```
str1[6]
```

```
⇒ 'P'
```

```
str1[5]
```

```
⇒ ' '
```

```
#String Slicing
```

```
str2 = 'Hello Python'
```

```
str2[0:5] #string slicing-fetch all characters from 0 to 5 index location execution
```

```
⇒ 'Hello'
```

```
str1[6:12] #retrieve all characters between 6 to 12 index location execution
```

```
⇒ 'Python'
```

```
str1 = 'Hello python'
```

```
str1[-4:] #retrieve last four characters of string
```

```
⇒ 'thon'
```

```
str2[-6:]
```

 'Python'


str1[:4]

 'Hell'

str1[:6]


 'Hello '#Update and Delete String
str1 'Hello python'

str1[0:5] = 'HOLAA' #String is immutable which means string cannot change



```
-----  
TypeError                                Traceback (most recent call last)  
/tmp/ipython-input-2794791579.py in <cell line: 0>()  
----> 1 str1[0:5] = 'HOLAA'
```

TypeError: 'str' object does not support item assignment

Next steps: [Explain error](#)del str1
print(str1)

```
-----  
NameError                                Traceback (most recent call last)  
/tmp/ipython-input-4278673725.py in <cell line: 0>()  
      1 del str1  
----> 2 print(str1)
```

NameError: name 'str1' is not defined

Next steps: [Explain error](#)s1 = "Hello"
s2 = "Python"
s3 = s1 + s2
print(s3) HelloPython