## Module 1: Getting Started with Python

Pre-work

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#### 1. Basic idea about Different Sequences

http://www.sthurlow.com/python/lesson06/

This link talks about Tuples, Lists, and Dictionaries

**Lists** - Are what they seem - a list of values. Each one of them is numbered, starting from zero - the first one is numbered zero, the second 1, the third 2, etc. You can remove values from the list, and add new values to the end. Example: Your many cats' names.

**Tuples** - Are just like lists, but you can't change their values. The values that you give it first up, are the values that you are stuck with for the rest of the program. Again, each value is numbered starting from zero, for easy reference. Example: the names of the months of the year.

**Dictionaries** - Are similar to what their name suggests - a dictionary. In a dictionary, you have an 'index' of words, and for each of them a definition. In python, the word is called a 'key', and the definition a 'value'. The values in a dictionary aren't numbered - are similar to what their name suggests - a dictionary. The values in a dictionary aren't numbered - they aren't in any specific order, either - the key does the same thing. You can add, remove, and modify the values in dictionaries. Example: telephone book.

http://www.sthurlow.com/python/lesson07/

This link talks about the other functions which you can use to work with lists and dictionaries.

#### Like:

- The "for" Loop
- Making a Menu Function
- Making the game better

#### 2. Getting to Know File Operations

#### http://www.sthurlow.com/python/lesson10/

This link talks about the file I/O

• Mainly about file input and output with normal text files, and later the saving and restoring of instances of classes, and to be retrieved later.

