# Python ka chilla with baba\_aammar

## How to use jupyter\_notebook

## **Basics of python**

#### 1.My first program

#### 2. Operators

```
In [78]:
           print(2*3)
           print(4/4)
           print(3+5)
           print(2-1)
           print(2**3)
           print(2**3*2/2+3-1)
           print(2//2)
           print(2/2)
           print(2+3)
          6
          1.0
          8
          1
          8
          10.0
          1
          1.0
```

pemdas parenthesis exponenthesis multiplication addition substraction

### 3.Strings

```
In [79]:
    print("hello mohsin")
    print("hi dear")
    print("for double quote")
    print('for single quote')
    print('''for triple quote''')
    print("what's up")
```

```
hello mohsin
hi dear
for double quote
for single quote
for triple quote
what's up
string_clear
```

#### 4.Comments

```
In [80]:
    print("how are you?")
    from turtle import clear
    print(2+3)
    print("how is the day")

how are you?
5
how is the day
comments clear
```

#### 5. Variables

```
In [81]:
    x=3
    print(x)
    y=("i am learning python")
    print(y)
    y=("i am learning python")
    print(y)
    y=("i am best")
    type(y)
    print(type(y))
    x=2
    print(x)
    y=3
    print(type(y))
```

```
3
i am learning python
i am learning python
<class 'str'>
2
<class 'int'>
```

Rules to assign a variable

1.use only upercase letter or lower case letter.

3.do not use spaces in python

4.do not start with a number

5.do not use keyword which are used as functions e.g break,del,media.

6.short and descriptive

#### **06.Input variables**

```
fruit_basket="mangoes"
    print(fruit_basket)
    #input function simpe
    fruit_basket=input("who is your fav player?")
    print(fruit_basket)

#input_function of second stage
    name=input("what is your name")
    print("hello",name)

#input_function of 3rd stage
    name=input("what is your name? ")
    age=input("how old are you? ")
    greetings="hello"
    print(greetings,name,age)
```

```
mangoes
who is your fav player?babar
babar
what is your namemohsin
hello mohsin
what is your name? mohsin
how old are you? 24
hello mohsin 24
```

#### 07.Conditional\_Logics

```
In [83]:
          #logical operators are either "true or false", "yes or no", "0 or 1"
          # equal to
          # not equal to
          # Less than
                                       <
          # greater than
          # less than or equal to <=
          # greater than or equal to >=
          print(4==4)
          print(5<7)</pre>
          print(3>1)
          print(2<=2.10)
          print(3>=2.99)
          #application of logical operators
          age require atschool=5
          ali age=4
          print(ali_age==age_require_atschool)
          #another way
          age_require_atschool=5
          hammad age=input("how old is hammad?")
```

```
hammad_age=int(hammad_age)
print(type(hammad_age))
print(hammad_age==age_require_atschool)
print(2==2)

True
True
True
True
True
True
False
how old is hammad?4
<class 'int'>
False
True
```

#### 08.Type\_Conversion

```
In [84]:
          age=input("what is your age")
          print(type(int(age)))
          # implicit_function
          x=2
          y=10.3
          print(type(x))
          print(y,type(y))
          print(x+y,type(x+y))
          #explicit_function
          x=input("what is your age")
          print(x,type(int(x)))
          mohsin=input("what is your age")
          print(type(int(mohsin)))
          x=3
          y = 3.5
          print(type(x))
          print(type(y)) #implicit
          print(x*2/3+6-y)
```

```
what is your age24
<class 'int'>
<class 'int'>
10.3 <class 'float'>
12.3 <class 'float'>
what is your age24
24 <class 'int'>
what is your age24
<class 'int'>
<class 'int'>
<class 'int'>
<class 'float'>
4.5
```

#### 09.If\_Elif\_Else

```
In [85]: hammad_age=4
```

```
age_require_atschool=5
if hammad_age==age_require_atschool:
    print("hammad can go to school")
elif hammad_age > age_require_atschool:
    print("hammad should join higher scendory school")
else:print("hammad can not go to school")
```

hammad can not go to school

#### 10.Function

```
In [86]:
          print("we are learning python with aammar")
          print("we are learning python with aammar")
          print("we are learning python with aammar")
          def print codanics():
              print("we are learning python with aammar")
              print("we are learning python with aammar")
              print("we are learning python with aammmar")
          print_codanics()
          def print_codanics():
              text=("we are learning python with aammar")
              print(text)
              print(text)
              print(text)
          print_codanics()
          def school calculator(age):
              if
                   age==5:
                   print("hammad can go to school")
              elif age<5:</pre>
                   print("hammad can not join")
              else:
                   print("hammad can join higher")
          school_calculator(6)
```

```
we are learning python with aammar we are learning python with aammar
```

```
we are learning python with aammar
we are learning python with aammar
hammad can join higher
```

### 11.Loops

```
In [87]:
          #while_loop
          x=2
          while
                    (x<5):
                    print(x)
                    x=x+1
          x=40
          while
                    x>=1:
                     x=x-1
                     print(x)
          #for_loop
          colours=("white","black","red","purple","blue","orange","grey")
                   d in colours:
          for
                   if (d=="red"):continue
                   print(d)
         2
```

```
4
39
38
37
36
35
34
33
32
31
30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
```

15

3

```
13
12
11
10
9
8
7
6
5
4
3
2
1
white
black
purple
blue
orange
grey
```

### 12.Import\_Libraries

#### 13. Troubleshooting

```
In [89]: print(24/0) #runtime error

name="hello aammar"
print("c")

#syntax error
#runtime error
#sementic error
```

```
In [ ]:
```