

- To install any module in Python,  
you have to go on your cmd  
↓  
So just write pip install module-name  
↓  
allow the installing process will start
- After you can import them in your Python's cmd
- So there is also Built-in Modules Exist which you do not have to install it.

### ② Python Package Manager

- So the pip is your package manager.
- They will provide either Built-in or any other modules for your efficient.

Modules

- Internal Modules which you already have.

- External Modules which you have not, you have to install it.

## Q) your First Program:

print ("Hello World")

↓      ↓

function    strings

→ , end = " " it is a new line character.

# Python day-2

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## Q) Print:

- print("Hello")

("Hello") will print

→ It shows you can write all, strings, sentence etc.. In  
Output Screen

- print(5) # integer/number.

- print ("your Story") or print ('your Story') or  
print ("Multi-line  
Story")

→ Story is Collection of Char (A,B,C,D) Inside

→ you can use ~~single quotes~~ Single quotes ~~double quotes~~ inside

double quotes Inside Single quotes

"I'm chiring"

'I'm' chiring'

→ ("J m" Chayy")

↳ This will cause Error.

↳ The Solution is

• Escape Sequence:-

("J M/" chayy")



↓  
Escape Sequence



\ ' " n " \ t \ b / \ / / /  
Single quote.  
double quote.  
newline  
for tab space  
for Back slash.  
double slash.

→ Clear Line Examples:

Point ("Line A\nLine B")

→ Point ("this is double  
back slash \\")

- Tab Space

Point ("Line A\tLine B")

- Back Space  
Point ("Line 123\b")

## ④ Comments:

- Example: + this file for me.

# this program V is 3.10.0  + i

e size

→ this is double !! Luck Stack.

→ this is ~~Marcello~~ ~~Marcello~~

→ This is awesome ~~in the " " " " " "~~

① Raw Spring:

→ to Any Patrol function, to close the Slope Sequence

Row string is used.

→ flew to ~~with~~ New flying,

Point ("c") Line A in Line B  
line A in Line B

# Python Day-3

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- ① Variable: you can store your data at single name  
different datatype like String, float, Integer, character

num

→ Dynamic Programming language

- ② Variable declaration rule:

→ Python Not allow to Variable have "special character". Every Variable name should start with letter. or - underscore

1 num=2 x

1=2 x

→ Special character is not allowed. like @, #, \$, %, !

- ③ String Concatenation:

→ More the one String will Merge with Each other  
is known as ---

Q. If f-name = "meet"

f.name = "patel"

full\_name = f.name + L-name

print(full\_name)

meet patel

(ans) meet patel

Ex-2

f-name = "meet"

l-name = "patel"

space = " "

full-name = f-name + space + l-name

print (full-name)

# meet patel

Ex-3

f-name = "chiang"

l-name = "Joshi"

print (f-name + " " + l-name)

# meet patel

each

point (f-name + ?) / # Error: star object and int not concate.

Ex-4

print (f-name \* 3) / # meet meet met

@ User Input:

Q1

num = input ("Enter your num: ") / Enter your num: 5

num1 = input ("Enter your num: ") / Enter your num: 10

print = (num1 + num)

50

Q2

num = input ("Enter your num: ")

num1 = input ("Enter your num: ") / Enter your num: 15

print (num + num1) / Enter your num: 10

num = int (num)

num1 = int (num)

print (num + num1)

Same for Ex-③

623  
~~Page~~  
 num = int(input("Enter your num : "))  
 num = int(input("Enter your num : "))  
 print(num + num)

624  
~~Page~~  
 type() you use this function for check your variable data type

print(type(num)) / Here class is int.

② Variable Scope:

-6	-5	-4	-3	-2	-1
p	y	+	h	o	n

print(a = y = z = 1)

print(x) # 1

print(y) # 1

print(z) # 1

③ String Slicing & Indexing

Name = "python"

p	y	+	h	o	n
0	1	2	3	4	5
-5	-4	-3	-2	-1	

print(num[0]) # p

print(num[1]) # y

print(num[2]) # +

print(num[3]) # h

print(num[4]) # o

print(num[5]) # n

print(num[-1]) = p

print(num[-2]) = y

print(num[-3]) = +

print(num[-4]) = h

print(num[-5]) = o

print(num[-6]) = p

## Python day-4

~~Merrill (1987) found = 0.186  
(0.12 x 0.34)<sup>1/2</sup> (log<sub>10</sub>) Edd = 0.056  
(0.0007 m<sup>-1</sup> s<sup>-1</sup>)<sup>1/2</sup>~~

## String Slicing / Selecting

name = "python"

-6	-5	-4	-3	-2	-1
p	y	t	m	o	n
0	1	2	3	4	5

## Basic Symbols of Storytelling:

[start value : stop value]

[start value : stop Value : step Value]

point (name E0:47)

pyth

point (name [y: 37])

~~yt~~ (Ei) <sup>↑</sup> stool stop

point [name [0:6:2]] #pt0

position [name E01613] # ph

Ex-2

P	y	t	h	o	n	i	s	a	m	a	s	s	i	v	e				
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

l	a	n	g	u	a	g	e	.
20	21	22	23	24	25	26	27	28

`→ print(name[0:ng]) # original String`  
`print(name[0:30:2]) # pto samsje lung.`  
`print(name[0:30:4]) # posmili.`  
`print(name[0:29:]) # also return original String`

Ex-3Str = string slicing

-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1
s	t	n	i	n	g	s	i	c	i	n	g	.	
0	1	2	3	4	5	6	7	8	9	10	11	12	13

`print(stn[3:6]) # ing`  
`print(stn[4:10]) # ng sli`  
`print(stn[:7]) # string slicing`  
`print(stn[7:7]) # Slicing`  
`print(stn[7:7]) # slicing`  
`print(stn[4:-3]) # g slic`  
`print(stn[2:10:2]) # r n`  
`print(stn[-1:-1:-1]) # nothing will print`  
`print(stn[-11:-4]) # ing sli`

# Python day :- 6

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## \* String Method.

- ① len() :- It defines the length of the entire string.
- ② lower() :- It converts the whole string into the lower case character.
- ③ upper() :- It converts the whole string to the upper case character.
- ④ title() :- It converts the all string in which every first character is in upper case and rest of the characters are in lower case.  
Ex. Word  
First character in upper case Rest of the characters in lower case
- ⑤ Count() :- they will Count the no of characters which is present in your string.  
:- If the other end, Count() is used
- ⑥ Strip() :- they will help to Strip unnecessary space in your string.  
Syntax :-

- ⑦ `strip()` :- they will help to skip unnecessary spaces from the left side of your string.
- ⑧ `lstrip()` :- they will help to strip unnecessary space from the left side of your string.
- ⑨ `replace()` :- they will help. to change the one character or collection of characters in your string : In place of old one.

Syntax : `print(name.replace("old", "new"))`

- ⑩ `find()` :- Search the string for a Specified Value and Return the position of where it is found.

- ⑪ `center()` :- Return a Centered String

Syntax : `print(name.center(20))`

It is necessary to give proper length how much you want to centerize.

## \* Conditional Statement

### ① If Statement :-

→ It is a type of Conditional Formulation that Checks that your Given Condition will Fullfill the Requirement or not.

### ② Syntax:

if Condition :      // write your code

keyword

{ # your code }

# if is true      ↪ other wise not  
then Execute  
this part

### ③ Example :

```
age = int( input("Enter your age: ") )
```

```
if age >= 18:  
    print("you are eligible")
```

## ② Else Statement:

→ your if is False then this part will Execute.

## ③ Example:

```
if age >= 14 :  
    print ("your age is 14 or above")  
else:  
    print ("your age is below 14")
```

## ④ Nested if-else

### Example:

win = 27

zii = int(input("Enter your

if win == zii :

print ("you win !!!")

else :

if win > user input :

print ("your number is high")

else :

print ("your number is low")

## \* Conditional Statement #.

② if - elif - else:→ the else keyword is Python way of saying

"if the Previous Condition were not true,

Then Enter this Condition"

• Example:-

# Show ticket Price

# 0 to 3 Free

# 3 to 10 150

# 10 to 60 250

# 60 above 900

age = int(input("Enter your age :"))

if 0 == age or age &lt; 0 :

print ("Your ticket price : Free")

elif 0 &lt; age &lt;= 3 :

print ("Your ticket price : Free")

elif 3 &lt; age &lt;= 10 :

print ("Your ticket price : 150 ₦")

if  $10 < \text{age} & \text{age} \leq 60 :$

print ("your ticket price : 250 \\$")

else :

print ("your ticket price : 200 \\$").

## ⑥ And key word:

→ And is a logical operator & it is used to combine two Conditional Statement.

Example:

name = "meet"

age = 14

If name == "m" and age > 10 :

you can see "00"

print ("you can watch the movie --")

else :

print ("you can not watch the movie --")

## ⑦ or key word:

→ it is a logical operator and it is used to combine two Conditional Statements.

→ If work like from the Both Condition if any one Condition true at a time then your Code will execute.

### ③ in keyword:

→ the `in` key word is used to check if a Value is present in a Sequence [list, String, String].

#### • Examples:

`name = "meet"`

`if ('e' in name):`

`print ("yes, e is part of name")`

`else:`

`print ("No, e is not part of name")`

### ④ check Empty or not:

#### • Examples:

`name = "chi"` → address have only "i" like q

`if name:`

`print ("yes")`

`else`

`print ("No")`

# Python day-9

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## \* Loops

- ① Python has 3 type of loop

- ② while loop:

→ with the while loop you can execute a set of statement as long as condition true

- Example:

i=1

# 1  
# 2  
# 3

while i < 0:

print("hello")

i = i + 1

- Example:

i=0

# hello world

while i <= 5:

print("hello world")

i = i + 1

hello world

hello world

hello world

hello world

- Example:

total = 0

i = 1

while i <= 5 :

total = total + i

$$i = i + 1 \quad \# \quad 15$$

`print(total)`

$$\begin{array}{ll} \text{total} & i \\ 0 & 1 \end{array} \quad 1 \leftarrow 5 \quad \text{total} = \text{total} + i \quad i = i + 1$$

$$\begin{array}{ll} 1 & 2 \end{array} \quad 2 \leftarrow 5 \quad 2 = 1 + 1 \quad 2 = 2 + 1$$

$$\begin{array}{ll} 3 & 3 \end{array} \quad 3 \leftarrow 5 \quad 6 = 3 + 3 \quad 3 = 2 + 1$$

$$\begin{array}{ll} 6 & 4 \end{array} \quad 4 \leftarrow 5 \quad 10 = 6 + 4 \quad 4 = 3 + 1$$

$$\begin{array}{ll} 10 & 5 \end{array} \quad 5 \leftarrow 5 \quad 15 = 10 + 5 \quad 5 = 4 + 1$$

$$\boxed{15} \quad 6 \quad \underline{6 \leftarrow 5}$$

### Example :

~~i > 1~~    ~~if i = int(input("Enter the num?"))~~

~~total > 0~~    ~~i = 1~~

~~(1) if i > 0: total = 0~~

~~(1) if i > 0: while i < = 15 or input ==~~

~~(1) if i > 0: total = total + 1~~

~~(1) if i > 0: i = i + 1~~

~~(1) if i > 0: print(total)~~

~~(1) if i > 0: while i < = 15 or input ==~~

`Enter the num : 05`

15

## ② For loop:

- A for loop is used for iterating over a sequence
- with for loop we can generate a set of statements, one for each item a list, tuple, set etc.

## \* Functions \*

→ to avoid the Identifier demerits we will use the functions.

DRY → Don't Repeat your self:

① Day Maths:

$$a = 1$$

$$b = 2$$

$$c = a + b$$

Print (c) # 3

$$d = 3$$

$$e = 1$$

$$f = d + e$$

Print (f) # 4

}

So it is Illogical Process

it is against function.

# above we resolve this:

→ to resolve we use of functions to do the

def add (a,b): // body of function will run this as well  
return a+b // function define

Print (add (a,b))

(here def is keyword) → use for create the  
function and  
(return = keyword) → it will return the  
value of any  
kind of operation.

E.g.

$$a = 1$$

$$b = 2$$

def add (a,b):

return a+b

Print (add (a,b))

#

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## ④ Creating Functions:

→ In python a function is defined using def key word

### ⑤ def myfunc():

Print ("Hello from a function")

If [ ]

## ⑥ Calling a function:

→ To call a function, we use the function name followed by  
Parenthesis:

### ⑦ def myfunc():

Print ("Hello from function") # [Hello from Function]  
myfunc()

## \* Use A Function:

→ Now we will use the function to check if the task No is even or odd.

⑧ a = int(input("Enter the A no.:"))  
b = int(input("Enter the B no.:"))

def greater(a, b):

if a > b:

else,

return b

Print(greater(a, b))

⑨ a = int(input("Enter the A no.:"))  
b = int(input("Enter the B no.:"))  
c = int(input("Enter the C no.:"))

⑩ a = int(input("Enter the A no.:"))  
b = int(input("Enter the B no.:"))

```

def greatest(a, b, c):
    """ if a > b and b > c:
        return a
    elif b > a and b > c:
        return b
    else:
        return c """
temp = greatest(a, b)
return greatest(temp, c)

```

Point) greatest(a, b, c)

### \* default Parameter:

- the following example shows how to usefull a default Parameter.
- If we call the Function without argument, it will use the default Value..

Ex-11 # here we use the argument:

```

def user_info(name = 'unknown', age = "none"):
    return f"Your name is {name} and your age is {age}"

```

Point) user\_info('meet', 22)

→ Argument

O/p:- Your name is meet & your age is 22

But if we will not put any argument -

O/p:- Your name is unknown & your age is none.

# \* LIST \*

- List is a data structure
- List is a coherent collection of data.
- List denoted by [ ] .

Example  $list = [1, 2, 3, 4]$

Bool (Type List)

$mix = [1, "two", "three", 4.0, 5]$

# access

$mix[0] = 1$

$mix[2] = [3, 5] \# [1, "two", 3, 5]$

Print ( $mix[-1]$ )

④ assignment

→  $mix = [1, "two", "three", 4.0, 5]$  #  $mix[0] = 1$  more than 1 value

$mix[0] = 2 \# [1, 2, "three", 4.0, 5]$  # more than 1 value

$mix[2:] = [3, 5] \# [1, 2, "three", 3, 5]$

Print ( $mix[-1]$ ) = 5

del()

⑤ add the data in list:

⑥ append →  $mix.append("merit") \# [1, "two", "three", 4.0, 5, merit]$

$mix = ["merit", "NISAR", "Pathik"]$

⑦ insert →  $mix.insert(1, "2") \# [1, "2", "three", 4.0, 5]$

⑧ extend

stud 1 : ['Merit']

stud 2 = ['Vimed', 'Pathik']

stud 1.extend(stud2)

Print (stud2)  $\# ["merit", "Vimed", "Pathik"]$

clear()

① Remove data from list:

② pop(): → it will Remove element like last in first out.

stud 1 = ['meet', 'Vimod', 'Pothik', 'missing']

stud 1.pop()

Print (stud 1) # ['meet', 'Vimod', 'Pothik']

③ remove(): → it will Remove Specified item.

a = ['apple', 'banana', 'cherry']

a.remove("banana")

Print (a)

# ['apple', 'cherry']

→ in the pop(), if you don't specify item, it will Remove the last item.

a = ['apple', 'banana', 'cherry']

a.pop()

Print (a)

# ['apple', 'banana']

④ del(): It will used to Remove Specified index.

a = ['apple', 'banana', 'cherry']

del a[0]

Print (a)

# ['banana', 'cherry']

⑤ del(): It will used to also delete the list Completely.

a = ['apple', 'banana', 'cherry']

del a

Print (a)

#

⑥ clear(): It will empties the list. list still remains, but has no Content.

a = ['apple', 'banana', 'cherry']

a.clear()

Print (a)

= []

## ① Loop List:

### ① for loop:

```
a = ["apple", "banana", "cherry"]
```

for x in a:

Print(x)

# apple  
banana  
cherry

```
a = ["apple", "banana", "cherry"]
```

for i in range(len(a)):

Print(a[i])

# apple  
banana  
cherry

## ② See that Copy list:

### ① copy(): will make a copy of list

```
a = ["apple", "banana", "cherry"]
```

b = a.copy() # [apple, banana,

Print(b) , 'cherry']

### ② list(): will make a copy

```
a = ["apple", "banana", "cherry"]
```

b = list(a) # [apple,

Print(b) , 'banana',  
'cherry']

## ① while loop:

```
a = ["apple", "banana", "cherry"]
```

i = 0

while i < len(a): # apple  
Print(a[i]) # banana  
i = i + 1 # cherry

## List Comprehension:

### ↳ shortest syntax for loops

```
a = ["apple", "banana", "cherry"]
```

[Print(x) for x in a]

# apple  
banana  
cherry

Syntax =

list = [expression for item in iterable  
if condition == True]

### # JOIN Two List

```
a = ["a", "b", "c"] # [a, b, c, 1, 2, 3]
```

b = [1, 2, 3]

c = a + b

Print(c)

```
a = ["a", "b", "c"]
```

b = [1, 2]

for x in b:

a.append(x)

Print(a)

```
a = ["a", "b", "c"]
```

b = [1, 2, 3]

a.extend(b)

Print(a)

## \* Tuple \*

→ It is a ~~mutable~~, you can create one and change. Can't be changes.

→ It is denoted by () .

→ tuple is ~~mutable~~ as same as string.

→ i.e.: stud = ("m体现了", "Vimed", "pathik")

Print (stud)

#

("m体现了", "Vimed", "pathik")

(stud) = best friends

(stud) = 82, 82

→ ~~to update, no. delete, no insert, no pop, no remove~~

→ TUPLE ARE FASTER THEN LIST

① we a Method in tuple:

① Count(), ② Index(), ③ len(), ④ Slicing,

⑤ tuple in looping: days = ('mon', 'Tue', 'wed', 'Thu', 'Fri', 'Sat', 'Sun')

Print (days)

#

('mon', 'Tue', 'wed', 'Thu', 'Fri', 'Sat', 'Sun')

⑥ Parse tuple to One Value!

days = ('mon')

Print (type (days))

#

<class 'str'>

↳ that Not return  
tuple

for that you have to add ' ',

days = ('mon' )

Print (type (days))

#

<class 'tuple'>

## ① tuple without Parenthesis:

Example Stud Name = 'chirag', 'meet', 'vimal', 'pathik'

```
Posn (Type(Stud.Name))
#<class 'tuple'>
```

## ② tuple unpacking:

Example Stud = ('meet', 'vimal', 'pathik')

```
S1, S2, S3 = Stud
```

```
Posn (S1)
```

```
Posn (S2)
```

```
Posn (S3)
```

# meet

vimal

pathik

## ③ list Inside tuple:

Ex batch = ('chirag', [ 'meet', 'vimal', 'pathik', 'vimal' ] )

batch[0] # chirag  
batch[1] # tuple  
batch[1][1] # meet  
batch[1][2] # vimal  
batch[1][3] # pathik  
batch[1][4] # vimal

Posn (batch). # ('chirag', [ 'meet', 'vimal', 'pathik', 'vimal' ] )  
batch[1].remove('vimal')  
batch[1].append('Vaishali')  
Posn (batch[1]) # [ 'meet', 'pathik', 'vimal', 'Vaishali' ]

(~~batch[1].append('Vaishali')~~)  
<empty>

Ex-2 num = [1, 2, 3, 4, 5, 6, 7, 8, 9]

Print(min(num)) # 1

Print(max(num)) # 9

Print(sum(num)) # 45

## ① function return the value for tuple:-

def add\_mul(a, b):

add = a + b

mul = a \* b

Print(add\_mul(5, 5)) # (10, 25)

Print(type(add\_mul(5, 5))) # <class 'tuple'>

## ② tuple using remove function :-

Sample num = tuple(range(1, 4))

Print(num)

# (1, 2, 3)

## ③ update the tuple

① x = ("apple", "banana", "cherry")

y = list(x)

y[0] = "kiwi"

x = tuple(y)

Print(x)

# ("apple",  
"kiwi",  
"cherry")

## ④ add items

a = ("apple", "banana")

y = list(a)

y.append("cherry")

a = tuple(y)

Print(a)

# ('apple', 'banana', 'cherry')

## ⑤ Remove item from tuple

→ You can not directly remove the from tuple, you have to convert it into list, After removing from the list you have to convert back to tuple.

a = ("apple", "banana", "cherry")  
y = list(a)  
y.remove("apple")  
a = tuple(y)

# ('banana', 'cherry')

## ⑥ del():

→ used to delete the tuple completely

a = ("apple", "banana", "cherry")  
del a  
Print(a) # erased

## loop in tuple:

① a = ("boy", "gray", "men")  
for x in a:  
Print(x)

## ② Loop through the index No:

a = ("boy", "gray", "men")  
for i in range(len(a)):  
Print(a[i]):

# apple  
# banana  
# cherry

## ⑥ Using a while loop:

```
a = ("apple", "banana", "cherry")
```

i = 0

while i < len(a):

print(a[i])

i = i + 1

# apple

# banana

# cherry

## \* Join 2 tuples:

### ① With +:

```
t1 = ("a", "b", "c")
```

```
f2 = (1, 2, 3)
```

```
t3 = t1 + f2
```

print(t3)

# (a, b, c)

# (1, 2, 3)

### ② Multiply

```
a = ("apple", "banana")
```

```
b = a * 2
```

print(b)

# (apple, banana)  
# (apple, banana)

Left, Right of list

L # ((a, b))

C # ((a, b))

R # ((a, b))

Left, Right of tuple

(a, b)

(2, 3) # ((2, 3))

((2, 3)) # ((2, 3))

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

((2, 3),) # ((2, 3),)

## \* Dictionaries \*

- these are used to store Value in key:Value pairs
- it is a Collection which is ordered, changeable and does not allow duplicates

i.e. `thisdict = { "brand": "ford", "model": "End-ever", "year": 1993 }`

Print (`thisdict`)

<code># { "brand": "ford", "model": "End-ever", "year": 1993 }</code>	<code>{ "brand": "ford", "model": "End-ever", "year": 1993 }</code>
<code>brand</code>	<code>"ford"</code>
<code>model</code>	<code>"End-ever"</code>
<code>year</code>	<code>1993</code>

### ① Dictionary Items:

- Dictionary items are ordered, changeable, and does not allow duplicates
- Items are Presented in key: Value pairs, can be Retrieved by using the key Name.

i.e. `thisdict = { "brand": "ford", "model": "figo" }`

Print (`thisdict["brand"]`)

<code># { "brand": "ford", "model": "figo" }</code>	<code>{ "brand": "ford", "model": "figo" }</code>
<code>brand</code>	<code>"ford"</code>

### ② Ordered & Unordered:

- When you say that dictionary are Ordered, means that the item have a defined Order & that will Not Change
- Order as per Python 3.7. → as per 3.6, it is unordered.
- Unorder means that the item does not have defined order  
You can not Refer to Items by using an index.

## ① Changeable:

→ it is changeable means that we can change, add or remove item after the creation.

## ② Duplicates Not Allowed:

→ can not have two item with same key:  
 i.e.:  $a = \{ "brand": "food", "model": "figo", "year": 2000, "year": 2001 \}$  | # { "brand": "food", "model": "figo", "year": 2001 }

Print(a)

## ③ Dictionary length:

In above code

Print(len(a)) | # 3

## ④ Accessing Items:

→ You can access the item of a dictionary by referring to its key name inside square brackets.

i.e.  $a = \{ "brand": "food", "model": "figo", "year": 1965 \}$

# this  
~~x = a["model"]~~ | # figo

## ⑤ get()

$x = a.get("model")$  | # figo

③  $\text{keys}()$  → Return all keys  
 $x = a.keys()$   
 $\rightarrow \text{dict.keys()}$

[ "brand", "model", "year" ]

## ④ Remove

## ⑤ Pop

## ① change items :-

i.e. `a = { "brand": "ford",  
"model": "figo",  
"year": 1964 }  
a["year"] = 2015`

• Point (a)

# `{ "brand": "ford",  
"model": "figo",  
"year": 2015 }`

## ② update() key word

In above code :-

`a.update({ "year": 2020 })`

# `{ "brand": "ford",  
"model": "figo",  
"year": 2020 }`

## ③ Add items :-

i.e. `a = { "brand": "ford",  
"model": "figo",  
"year": 2020 }  
a["color"] = "red"`

Point (a)

# `{ "brand": "ford",  
"model": "figo",  
"year": 2020,  
"color": "red" }`

## ④ update()

Above code :-

`a.update({ "color": "red" })`

Point (a)

# Some exp of above code

## ⑤ Remove items:-

⑥ Pop () :- Remove item with specified key name.

i.e. `a = { "bound": "food",  
"model": "figo",  
"year": "1994" }`

`a.pop("model")`

Point (a)

`{ "bound": "food",  
"year": "1994" }`

② `popitem()`: Remove last inserted item

`→ a.popitem()` | # { "bound": "food",  
"model": "figo" }  
Point (a)

③ `del()`: Remove the Item with Specified key name

`→ del a["model"]` | # { "bound": "food",  
"year": "1994" }  
Point (a)

del a | # It will occur Error  
Point (a)

④ `clear()` method Empties the dictionary

`→ a.clear()` | # {}  
Point (a)

⑤ loop

i.e. `for x in a:` | # bound  
Point (x) mode year

`for x in a:  
Point(a[x])` | # food  
figo  
1994

Value(): Return the Value

`for x in a: value(x):  
Point(x)`

# food  
figo  
1994

③ keys() → Return all the keys.

for x in a.keys():

# bound model	year
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Print(x)

④ items() → Return key & Value:

for x, y in a.items():

# bound	food : "apple" y = 8
model	figo : "mar"
year	1964

Print(x, y)

⑤ Copy Dictionary:

① copy(): will make a copy of dictionary.

my a = a.copy()

#	{'bound': 'food', 'model': 'figo', 'year': 1964}
---	--

Print(my a)

② dict(): will make a copy of dict() function.

my a = dict(a)

#	{'bound': 'food', 'model': 'figo', 'year': 1964}
---	--

Print(my a)

⑥ Nested

i.e. a = { "c1": { "name": "email",  
"year": 2004 },  
"c2": { "name": "top",  
"year": 2007 },  
"c3": { "name": "LMN",  
"year": 2009 } }

#	{'c1': { 'name': 'email', 'year': 2004 }, 'c2': { 'name': 'top', 'year': 2007 }, 'c3': { 'name': 'LMN', 'year': 2009 }}
---	--

Print(a)

i.e.  $c_1 = \{ "name": ABC,$   
 $"year": 2000\}$

$c_2 = \{ "name": DEF,$   
 $"year": 2001\}$

$c_3 = \{ "name": GHI,$   
 $"year": 2002\}$

$myc = \{ "child1": c_1,$   
 $"child2": c_2,$   
 $"child3": c_3\}$

### Other methods:

`getkeys()` : Returns the Specified key & Value.

`Setdefault()` : Returns the Value of Specified key.

if key does not exist : insert the key with  
specified value

# \*SET\*

- Sets are used to store multiple items in single Variable
- A set is a Collection which is unordered, unchangeable & unindexed.

i.e. Set = {"apple", "banana", "cherry"}  
 Print (set)

# { "banana", "cherry", "apple" }

→ Set item: it is unordered, unchangeable, do not allow duplicate value.

→ Unordered: that the items in a set do not have defined order

→ Unchangeable: Meaning that we can not change the item after the set created.

"Once you created set, you can't change its item, but you can remove items and add new items."

→ Duplication Not Allowed:

S = {"apple", "banana", "cherry", "apple"} # { "banana", "cherry", "apple" }

Print(S)

→ length of set

thisSet {"apple", "banana", "cherry"} # 3

Print(len(thisSet))

Print(type(thisSet))

# <class 'set'>

→ S = set CC "apple", "banana", "cherry") # set Constructor

Print(S)

# { "cherry", "apple", "banana" }

## ① Access Set Item:

- You cannot access items in set by referring to an index or a key.
- But you can loop through the set items using for loop.
- You can ask if a specified value is present in a set by using in keyword.

③ Remove  
④ Remove

i.e.  $S = \{ "ABC", "DEF", "GHI" \}$

$\text{for } x \text{ in } S:$ Print(x)	$\# \{ \text{DEF}, \text{GHI}, \text{ABC} \}$
--	---

⑤ discuss  
S-cls  
Print

i.e.  $S = \{ "ABC", "DEF", "GHI" \}$

$\text{Print("banana" in } S)$	$\# \text{true}$
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⑥ POP

## ② Addition

- ① add() : add one item to set.

$S = \{ "ABC", "DEF", "GHI" \}$

$S.add("JKL")$ Print(S)	$\# \{ \text{GHI}, \text{ABC}, \text{DEF}, \text{JKL} \}$
----------------------------	---

X = L  
Print  
Print

- ② update() : used to add the item from another set into the current set.

$a = \{ "apple", "banana" \}$

$b = \{ "cherry", "mango" \}$ $a.update(b)$ Print(a)	$\# \{ \text{apple}, \text{mango}, \text{cherry}, \text{banana} \}$
--	---

⑦ del

## ① remove()

### ② remove():

S = {"ABC", "DEF", "GHI"}

S.remove("DEF")

Print(S)

{"ABC", "GHI", "IJK"}

{"ABC", "GHI"}

abc

(x) lost

## ② discard():

S.discard("ABC")

Print(S)

{"DEF", "GHI"}

the item will not be removed

## ③ pop():

Remember: Set is unordered, so you will Not know what item will get removed.

X = S.pop()

Print(X)

Print(S)

ABC

{"GHI", "DEF"}

## ④ clear():

S.clear()

Print(S)

{} empty

## ⑤ del():

del S

Print(S)

error

{, empty}

{, empty}