#### **PYTHON PROGRAMMING BASICS**

# Select the cell operation with Markdown to write comments and documents

To Run cell use keys: Shift and Enter to Run

## **Concept 1: Strings**

```
In [7]: print('BIA CLASS')
    BIA CLASS
In [8]: print("CLASS Started")
    CLASS Started
In [3]: print("hello","world")
    hello world
```

## **Heading1**

#### Heading1

**Heading 2** 

#### Heading3

```
In [4]: print('hello')
    hello

In [5]: print("welcome to class BIA ")
    welcome to class BIA

In [6]: print('welcome', 'Rajesh to class')
    welcome Rajesh to class
```

## insertion or deletion of cells

Use b letter to insert cell (1-time)

use d letter Two times to delet cell (2- times)

## Heading1: To write a documentation

#### **Heading 2**

**Heading 3** 

Headhing 4

#### To create list

```
List1
```

-sublist1

List2

-sublist2

## To add Python syntax within markdown

```
print('This is a markdown syntax')
```

## **Comments in Python**

1. Single line comments

## print(5) # displays content given

• 2.Multi line comments

```
multi line commnets
print('hello world')
print('start python')
```

## **Keywords in python**

In [ ]: help()

Welcome to Python 3.7's help utility!

If this is your first time using Python, you should definitely check out the tutorial on the Internet at https://docs.python.org/3.7/tutorial/.

Enter the name of any module, keyword, or topic to get help on writing Python programs and using Python modules. To quit this help utility and return to the interpreter, just type "quit".

To get a list of available modules, keywords, symbols, or topics, type "modules", "keywords", "symbols", or "topics". Each module also comes with a one-line summary of what it does; to list the modules whose name or summary contain a given string such as "spam", type "modules spam".

help> keywords

Here is a list of the Python keywords. Enter any keyword to get more help.

False	class	from	or
None	continue	global	pass
True	def	if	raise
and	del	import	return
as	elif	in	try
assert	else	is	while
async	except	lambda	with
await	finally	nonlocal	yield
break	for	not	

help> False Help on bool object:

Returns True when the argument x is true, False otherwise.

The builtins True and False are the only two instances of the class bool.

The class bool is a subclass of the class int, and cannot be subclassed.

Method resolution order: bool

int object

Methods defined here:

```
__and__(self, value, /)
    Return self&value.
```

```
__or__(self, value, /)
Return self|value.
```

\_\_rand\_\_(self, value, /)
Return value&self.

\_\_repr\_\_(self, /)
 Return repr(self).

```
__ror__(self, value, /)
        Return value|self.
    __rxor__(self, value, /)
        Return value^self.
    __str__(self, /)
       Return str(self).
    __xor__(self, value, /)
        Return self^value.
   Static methods defined here:
    __new__(*args, **kwargs) from builtins.type
       Create and return a new object. See help(type) for accurate signatur
e.
   Methods inherited from int:
    __abs__(self, /)
       abs(self)
    __add__(self, value, /)
        Return self+value.
    bool (self, /)
        self != 0
    __ceil__(...)
       Ceiling of an Integral returns itself.
   __divmod__(self, value, /)
        Return divmod(self, value).
    __eq__(self, value, /)
        Return self==value.
    float (self, /)
       float(self)
    floor (...)
        Flooring an Integral returns itself.
    __floordiv__(self, value, /)
        Return self//value.
    __format__(self, format_spec, /)
       Default object formatter.
    __ge__(self, value, /)
        Return self>=value.
    __getattribute__(self, name, /)
        Return getattr(self, name).
```

```
__getnewargs__(self, /)
    __gt__(self, value, /)
        Return self>value.
    __hash__(self, /)
        Return hash(self).
    __index__(self, /)
        Return self converted to an integer, if self is suitable for use as a
n index into a list.
    __int__(self, /)
        int(self)
    __invert__(self, /)
        ~self
    __le__(self, value, /)
        Return self<=value.
    __lshift__(self, value, /)
        Return self<<value.
    __lt__(self, value, /)
        Return self<value.
    __mod__(self, value, /)
        Return self%value.
    __mul__(self, value, /)
        Return self*value.
    __ne__(self, value, /)
        Return self!=value.
    __neg__(self, /)
        -self
    __pos__(self, /)
        +self
    __pow__(self, value, mod=None, /)
        Return pow(self, value, mod).
    __radd__(self, value, /)
        Return value+self.
    __rdivmod__(self, value, /)
        Return divmod(value, self).
    __rfloordiv__(self, value, /)
        Return value//self.
    __rlshift__(self, value, /)
        Return value<<self.
```

```
__rmod__(self, value, /)
    Return value%self.
rmul (self, value, /)
    Return value*self.
__round__(...)
    Rounding an Integral returns itself.
    Rounding with an ndigits argument also returns an integer.
__rpow__(self, value, mod=None, /)
    Return pow(value, self, mod).
__rrshift__(self, value, /)
    Return value>>self.
__rshift__(self, value, /)
    Return self>>value.
__rsub__(self, value, /)
    Return value-self.
__rtruediv__(self, value, /)
    Return value/self.
__sizeof__(self, /)
    Returns size in memory, in bytes.
__sub__(self, value, /)
    Return self-value.
__truediv__(self, value, /)
    Return self/value.
__trunc__(...)
    Truncating an Integral returns itself.
bit_length(self, /)
    Number of bits necessary to represent self in binary.
    >>> bin(37)
    '0b100101'
    >>> (37).bit length()
    6
conjugate(...)
    Returns self, the complex conjugate of any int.
to_bytes(self, /, length, byteorder, *, signed=False)
    Return an array of bytes representing an integer.
    length
      Length of bytes object to use. An OverflowError is raised if the
      integer is not representable with the given number of bytes.
    byteorder
      The byte order used to represent the integer. If byteorder is 'bi
```

```
g',
          the most significant byte is at the beginning of the byte array. I
          byteorder is 'little', the most significant byte is at the end of t
he
          byte array. To request the native byte order of the host system, u
se
          `sys.byteorder' as the byte order value.
        signed
          Determines whether two's complement is used to represent the intege
          If signed is False and a negative integer is given, an OverflowErro
r
          is raised.
    Class methods inherited from int:
    from bytes(bytes, byteorder, *, signed=False) from builtins.type
        Return the integer represented by the given array of bytes.
        bytes
          Holds the array of bytes to convert. The argument must either
          support the buffer protocol or be an iterable object producing byte
s.
          Bytes and bytearray are examples of built-in objects that support t
he
          buffer protocol.
        byteorder
          The byte order used to represent the integer. If byteorder is 'bi
g',
          the most significant byte is at the beginning of the byte array. I
          byteorder is 'little', the most significant byte is at the end of t
he
          byte array. To request the native byte order of the host system, u
se
          `sys.byteorder' as the byte order value.
          Indicates whether two's complement is used to represent the intege
r.
    Data descriptors inherited from int:
    denominator
        the denominator of a rational number in lowest terms
    imag
        the imaginary part of a complex number
    numerator
        the numerator of a rational number in lowest terms
    real
        the real part of a complex number
```

help> symbols

Here is a list of the punctuation symbols which Python assigns special meanin g to. Enter any symbol to get more help.

```
!=
                           +
                                                      <=
                           +=
                                                      <>
.. .. ..
%
%=
                                                      >=
                                                                                 f'
                                                      >>
&=
                                                      >>=
                           //
                                                      J
                           //=
                           /=
                           <
                                                                                 |=
                           <<
                           <<=
```

help> modules

Please wait a moment while I gather a list of all available modules...

C:\Users\RAJESH RAI\AppData\Roaming\Python\Python37\site-packages\IPython\ker nel\\_\_init\_\_.py:13: ShimWarning: The `IPython.kernel` package has been deprec ated since IPython 4.0.You should import from ipykernel or jupyter\_client ins tead.

"You should import from ipykernel or jupyter\_client instead.", ShimWarning)

## Variables decelration and Data types

```
In [5]: ab=50
In [6]: ab
Out[6]: 50
In [7]: a=10
b=20
a+b
Out[7]: 30
In [8]: type(a)
Out[8]: int
```

## **Multiple Variables**

```
In [16]: emp_name, emp_age, emp_id, emp_avg_salary ='Rajesh',30,9999,40000
In [17]: emp_name
Out[17]: 'Rajesh'
In [18]: emp_age
Out[18]: 30
In [21]: emp_age, emp_avg_salary
Out[21]: (30, 40000)
```

#### data conversions

```
In [24]: c=3.5

In [25]: c
Out[25]: 3.5

In [26]: type(c)
Out[26]: float

In [27]: c=str(c)

In [31]: c
Out[31]: '3.5'
```

```
In [28]: d=20
         type(d)
Out[28]: int
In [29]: d=str(d)
In [30]: d
Out[30]: '20'
In [32]: float(d)
Out[32]: 20.0
In [33]: d='c'
In [34]: type(d)
Out[34]: str
In [35]: ab=54
In [36]: ab
Out[36]: 54
In [37]: a<sub>=4</sub>
In [38]: a_
Out[38]: 4
In [40]:
         _b=10
In [41]: _b
Out[41]: 10
In [42]: a1='abc'
In [43]: a1
Out[43]: 'abc'
In [44]: ab=10
In [45]: a
Out[45]: 10
```

## **Operators**

- 1. Arithematic Operators
- 2. Assignment Operators
- 3. Comparison Operators
- 4. Logical Operations
- 5. Bitwise Operators
- 6. Identify Operators
- 7. membership operators
- 1. Arithematic Operators

## 2. Assignement Operator

```
In [2]: # =, *=, +=, -=, /=, //=
         a = 10
         b = 30
         print(a,b)
         10 30
In [5]: a=10
         b = 20
In [6]: | print(a)
         10
In [7]: a-=5
         print(a)
In [8]: a/=5
         print(a)
         1.0
In [9]: type(a)
Out[9]: float
```

```
In [10]: b+=20
In [11]: print(b)
40
```

## 3. Comparision operations

```
In [12]: #, <,>.<=,>=,==,!=
         print(a,b)
         1.0 40
In [13]: a>b
Out[13]: False
In [14]: a<b
Out[14]: True
In [15]: 7<=2
Out[15]: False
In [16]: a==b
Out[16]: False
In [17]: 7==7
Out[17]: True
In [18]: a!=b
Out[18]: True
In [19]: 4!=3
Out[19]: True
```

## 4. Logical Operators

```
In [20]: # amd, or, not
         #and
         a=5
         b=7
         a and b
Out[20]: 7
In [21]: | a= 7>7 or 2>1
         print(a)
         True
In [22]: 7 and 0 or 5
Out[22]: 5
 In [3]: a=10
         not(a)
 Out[3]: False
 In [4]: a not
           File "<ipython-input-4-e6836cb86817>", line 1
         SyntaxError: invalid syntax
 In [5]: not a
 Out[5]: False
```

## 5. Bitwise Operations

```
In [6]: # &, /, ^, ~, <<, >> <<- leftshift and >>- right shift
    a = 2
    b = 5
    a&b
Out[6]: 0
In [7]: a|b
Out[7]: 7
```

```
In [8]: | 3>>2
 Out[8]: 0
 In [9]: 3>>1
 Out[9]: 1
In [10]: 2<<2
Out[10]: 8
In [11]: | x=10
          x is 20
Out[11]: False
In [12]: x is 10
Out[12]: True
In [13]: x= "JNTUACEA"
          x is "JNTU"
Out[13]: False
In [14]: x is not "jntua"
Out[14]: True
In [15]: | name = ['rajesh', 'jain', 'sarfaraz', 14, 15, 16.255, 'tarun']
          name
Out[15]: ['rajesh', 'jain', 'sarfaraz', 14, 15, 16.255, 'tarun']
```

#### condition execution

```
In [16]: 10 == 9
Out[16]: False
In [17]: type(True)
Out[17]: bool
```

```
In [20]: name = input("enter the name") # JNTUACEA
          password = input("enter the password") #IOT
          if name =="JNTUACEA" and password =="IOT":
              print("User data")
              print("welcome", name)
          elif name == "JNTUACEP" and password =="IOT":
                     print("welcome", name)
          else:
                           print("invalid")
         enter the nameJNTUACEP
         enter the passwordIOT
         welcome JNTUACEP
In [22]: a=10
         if a%2 == 2:
              print("even")
              print("odd")
         odd
In [23]: # gratest of 3 numbers
          a = 10
          b = 15
          c=20
         if a>b and a>c:
              print(a,"is grater")
          elif b>c:
              print(b,"is grater")
         else:
              print(c,"is grater")
```

20 is grater

## while loop

## syntax

#### while expression:

statemnts1

#### statements 1

```
In [1]: count = 0
         while (count<9):</pre>
             print(count)
             count = count+1
         1
         2
         3
         4
         5
         6
         7
In [6]: count = 0
         while (count<9):</pre>
             #print(count)
             count = count+1
             print(count,end=',') # horizontal line output
         1,2,3,4,5,6,7,8,9,
In [7]: count = 0
         while (count<9):</pre>
             #print(count)
             count = count+1
             print(count,end='') # horizontal line output
         123456789
In [8]: count = 0
         while (count<9):</pre>
             #print(count)
             count = count+1
             print(count,end='@') # horizontal line output
```

1@2@3@4@5@6@7@8@9@

## For loop

#### syntax:

#### for iterator name in interator:

### print(iteratorname) # interator variable name

```
In [9]: | for i in range(1,10+1): # range (lb,ub-1)
              print(i)
         1
         2
         3
         6
         7
         8
         9
         10
In [10]: for i in range(1,10): # range (lb,ub-1 #lb- lower bound and ub - upper bound
              print(i)
         1
         2
         3
         5
         6
In [11]: for i in range(1,10): # range (lb,ub-1 #lb- lower bound and ub - upper bound
              print(i,end=' ')
         1 2 3 4 5 6 7 8 9
```

## Example: 1

write a python program to get all even numbers in given range

```
In [7]: a= int(input("enter the value:"))
    b= int(input("enter the value:"))
    for i in range(a,b+1):
        if(i%2==0):
            print(i)
```

## example 2

write a program for multiplication table

## Auto incerement for every 2 values

### syntax:

# for in range (start,endvalue,increment of range value)

## **Example**

# python program to check given numbers is prime number or not

```
In [17]: | a= int(input("enter the value:"))
          if a>1:
              for i in range(2,a):
                  if(a%i==0):
                      print(a,'is not prime number')
                  break
              else:
                  print(a,'is prime number')
         enter the value:12
         12 is not prime number
In [18]:
         a= int(input("enter the value:"))
          b=0
          for i in range(1,a):
                  if(a%i==0):
                      b=b+1
          if(b==2):
              print(a,'is not prime number')
          else:
                  print(a,'is prime number')
         enter the value:5
         5 is prime number
In [19]: | a= int(input("enter the value:"))
          for i in range(1,a+1):
                  if(a%i==0):
                      b=b+1
          if(b==2):
              print(a,'is not prime number')
          else:
                  print(a,'is prime number')
         enter the value:5
         5 is not prime number
```