

# Python Assignment No 1

Pratik Wani

- Datatypes:
  - Numeric Types:
    - int: Integer type.
    - float: Floating-point type
  - Boolean:
    - bool: Boolean type (True or False)
  - Sequence:
    - List: List type
    - Set: Set type
    - Tuple: Tuple type
    - Dict: Dictionary type

```
Practice.py operators.py Datatypes.py X file.txt
Datatypes.py > ...
1
2 #Numeric datatypes
3 x = 5
4 y = 3.14
5
6 print(type(x))
7 print(type(y))
8 print("\n*****")
9
10 #boolean
11 flag = True
12
13 print(type(flag))
14 print("\n*****")
15
16
17 #Sequence
18 L= [1, 2, 3, "four"]
19 T= (1, 2, 3, "four")
20 S= {1, 2, 3, 3, 2, 1}
21 D= {"name": "John", "age": 25}
22
23 print(type(L))
24 print(type(T))
25 print(type(S))
26 print(type(D))
27
28
29
30
31
```

```
● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/de
s/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/Datatypes.py"
<class 'int'>
<class 'float'>

*****
<class 'bool'>

*****
<class 'list'>
<class 'tuple'>
<class 'set'>
<class 'dict'>
○ PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>
```

- Operators:

- Arithmetic Operators:

- + → addition
    - - → subtraction
    - \* → multiplication
    - / → division
    - % → modulus
    - \*\* → exponentiation

- Comparison Operators:

- == → equal to
    - != → not equal to
    - < → less than
    - > → greater than
    - <= → less than or equal to
    - >= → greater than or equal to

- Bitwise Operators:

- & → bitwise AND
    - | → bitwise OR
    - ^ → bitwise XOR
    - ~ → bitwise NOT
    - << → left shift
    - >> → right shift



- Conditions:

- If statements:

- used to execute a block of code if a certain condition is True

- If – Else statements:

- used to execute one block of code if the condition is True and another block of code if the condition is False

- If – Elif – Else statements:

- used when you have multiple conditions to check.
    - It checks the blocks one by one if condition is 'true' it will execute that block
    - Otherwise it will execute the else block

```
Practice.py operators.py Datatypes.py Conditional_statement.py X file.
Conditional_statement.py > ...
1  #If statement
2
3  var='A'
4
5  if var=='A':
6      print(f"value of var is {var}")
7
8  #If - Else statement
9
10 num=15
11
12 if num%2==0:
13     print("num is even")
14 else:
15     print("num is odd")
16
17 #If - Elif - Else
18
19 check=0
20
21 if check>0:
22     print("check is positive")
23 elif check<0:
24     print("check is negative")
25 else:
26     print("check is zero")
27
```

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
> ✓ TERMINAL
● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/Conditional_statement.py
value of var is A
num is odd
check is zero
○ PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>
```

- Control Structure:
  - For loop:
    - For loop is use to iterate over a specific range or sequence like list, tuple, string
  - While loop:
    - continues to execute a block of code as long as a specified condition is True
  - While – Else loop:
    - the else block in a while loop is executed when the loop condition becomes False.
    - If while loop prematurely exits then only else block is skip

```

Control_Structure.py > ...
1  #for loop
2  for i in range(6):
3      print(i)
4
5  print("\n*****")
6
7  L=['a','b','c','d','e']
8
9  for i in L:
10     print(i)
11     print("\n*****")
12
13     #while loop
14     flag=0
15
16     while flag<6:
17         flag+=2
18         print(flag)
19
20     print("\n*****")
21
22     #while - else
23     flag=0
24
25     while flag<6:
26         flag+=2
27         print(flag)
28     else:
29         print("The final value of flag is "+ flag)
30
31     print("\n*****")

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

> **TERMINAL**

```

PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/App
s/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/Control_Structure.py
0
1
2
3
4
5

*****
a
b
c
d
e

*****
2
4
6

*****
2
4
6
The final value of flag is 6

*****
PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>

```



- Break- Continue- Pass:
  - Pass:
    - Null operation
  - Continue:
    - The current iteration stops and next iteration will start executing
  - Break:
    - Terminate the loop

```
Practice.py operators.py Datatypes.py Conditional_statement.py
Break-Cont-Pass.py > ...
1  #pass statement
2  ✓ for i in range(0,8):
3      pass
4      print("No action taken!!")
5      print("\n*****")
6
7
8  # continue statement
9  ✓ for i in range(0,5):
10     ✓ if i==2:
11         continue
12         print("Printing only odd values ", i)
13
14
15  # break statement
16
17  ✓ for i in range(0,10):
18     ✓ if i==7:
19         break
20         print(i)
21
22
23
24
```

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
✓ TERMINAL
● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/Break-Cont-Pass.py
No action taken!!

*****
Printing only odd values  0
Printing only odd values  1
Printing only odd values  3
Printing only odd values  4
0
1
2
3
4
5
6
```

- String Functions:

```
stringfunction.py > ...
1
2  var="pratik"
3
4  #length
5  len=len(var)
6  print(len)
7
8  #capital and lower
9  capital=var.capitalize()
10 lower=var.lower()
11 print(capital)
12 print(lower)
13
14 #split
15 text="Pratik,Arun,Wani"
16 Name=text.split(',')
17 print(Name)
18
19 #replace
20 new_var=var.replace('pra', 'ru')
21 print(new_var)
22
23
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

✓ TERMINAL

```
● PS C:\Users\de11\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/de11/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/stringfunction.py"
○ 6
Pratik
pratik
['Pratik', 'Arun', 'Wani']
rutik
PS C:\Users\de11\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>
```

- Number Functions

```
stringfunction.py  NumberFunction.py X
NumberFunction.py > ...
1  #roundup value
2  x=1.5
3  x=round(x)
4  print(x)
5  print("\n*****")
6  #absolute value
7  x=-3
8  print(abs(x))
9  print("\n*****")
10
11 #power
12 x=3
13 y=2
14
15 print(pow(x,y))
16 print("\n*****")
17
18 # Min and Max
19
20 print(min(x,y))
21 print("\n*****")
22
23 print(max(x,y))
24 print("\n*****")
25
```

```
PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/NumberFunction.py"
2
*****
3
*****
9
*****
2
*****
3
*****
```

- Map function and Lambda expression:
  - Map:
    - The map function is used to apply a specified function to all items in an iterable.
  - Lambda:
    - also known as anonymous functions
    - they don't have a name like regular functions defined with the def keyword

```
stringfunction.py  NumberFunction.py  map_Lambda.py •
map_Lambda.py > ...
1  #map
2
3  L=['1','2','3']
4
5  new_L=list(map(int,L))
6
7  print(new_L[0]+new_L[1])
8
9  print("\n*****")
10
11
12  #lambda
13
14
15  numbers=[1,2,3,4]
16
17  squared_numbers=map(lambda x: x**2, numbers)
18
19  print(list(squared_numbers))
20
21
```

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL
▼ TERMINAL
● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder\map_Lambda.py"
3
*****
[1, 4, 9, 16]
○ PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>
```

- Functions:

- Functions starts with keyword def
- Function is block of code which can be reuse
- It will make code more readable also reduce the lines of codes

The screenshot shows a Python IDE with a dark theme. At the top, there are five tabs: 'stringfunction.py', 'NumberFunction.py', 'map\_Lambda.py', 'Practice.py', and 'function.py' (which is active and has a close button). The main editor area displays the code for 'function.py'. The code defines a 'checkprime' function that uses 'math.sqrt' to check for prime numbers. Below the function definition, there is a line of code to get user input and conditional print statements. The bottom of the IDE has a panel with tabs for 'PROBLEMS', 'OUTPUT', 'DEBUG CONSOLE', and 'TERMINAL'. The 'TERMINAL' tab is selected, showing the command to run the script and the output for the input '10'.

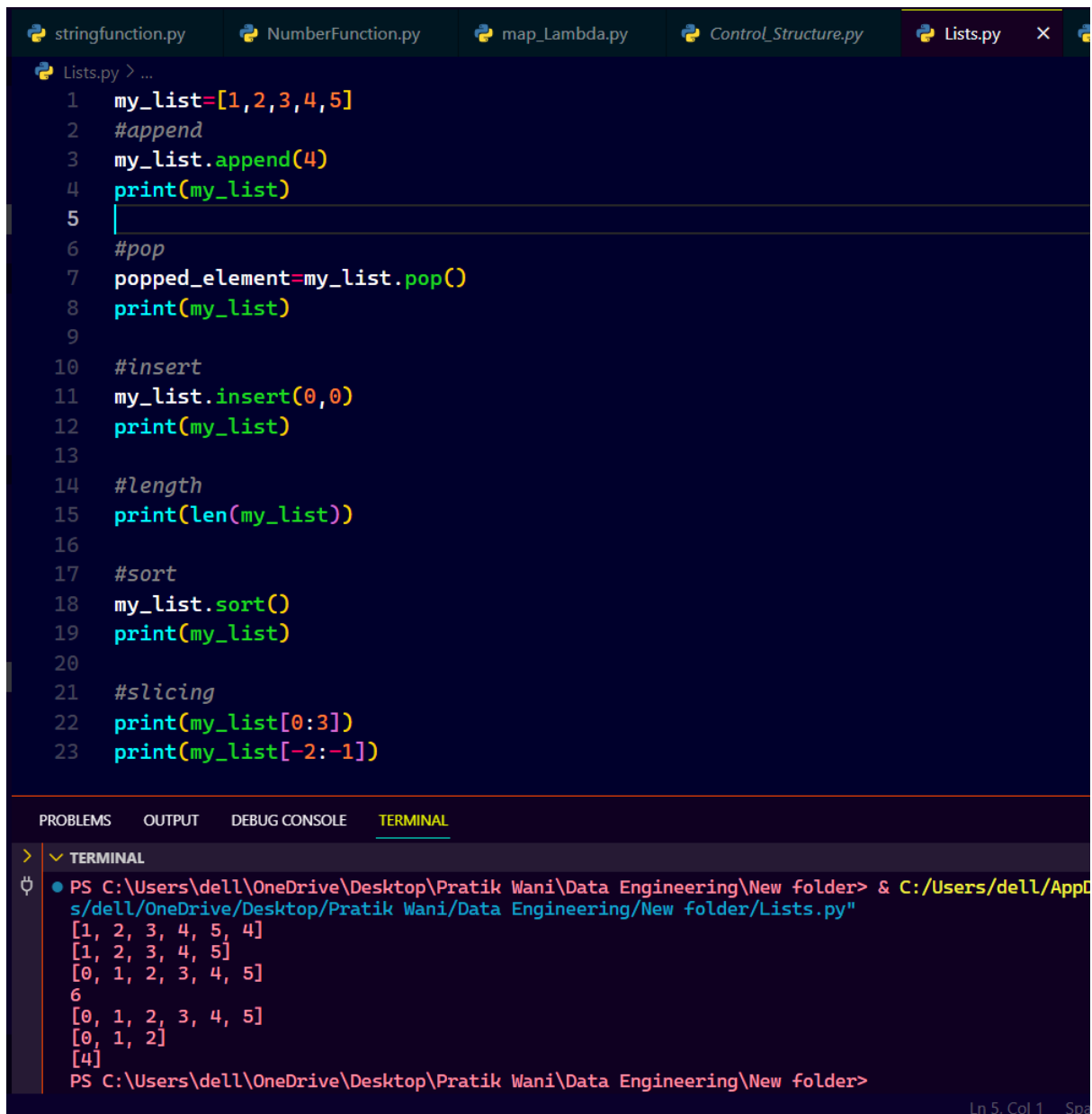
```
function.py > ...
1  from math import sqrt
2  def checkprime(number):
3      flag=1
4      if number>1:
5          for i in range(2,int(sqrt(number))+1):
6              if(number%i==0):
7                  flag=0
8              if(flag==0):
9                  return False
10             else:
11                 return True
12
13     else:
14         return False
15
16 number=int(input("Enter the number: "))
17 if checkprime(number):
18     print(f"{number} is prime number")
19 else:
20     print(f"{number} is not prime number")
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

> ▾ TERMINAL

● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/AppData/Local/Programs/Python/Python310/python.exe C:/Users/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/function.py  
Enter the number: 10  
10 is not prime number  
○ PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>

- List methods and slicing:
  - List can store multiple elements of different datatypes
  - List are mutable and iterate able
  - List Methods:
    - Append: Add an Element to the End
    - Insert: Insert an Element at a Specific Position
    - Remove: Remove First Occurrence of a Value
    - Pop: Remove Last Element
    - Sort: Sort the list



```
stringfunction.py  NumberFunction.py  map_Lambda.py  Control_Structure.py  Lists.py  X
Lists.py > ...
1  my_list=[1,2,3,4,5]
2  #append
3  my_list.append(4)
4  print(my_list)
5
6  #pop
7  popped_element=my_list.pop()
8  print(my_list)
9
10 #insert
11 my_list.insert(0,0)
12 print(my_list)
13
14 #length
15 print(len(my_list))
16
17 #sort
18 my_list.sort()
19 print(my_list)
20
21 #slicing
22 print(my_list[0:3])
23 print(my_list[-2:-1])

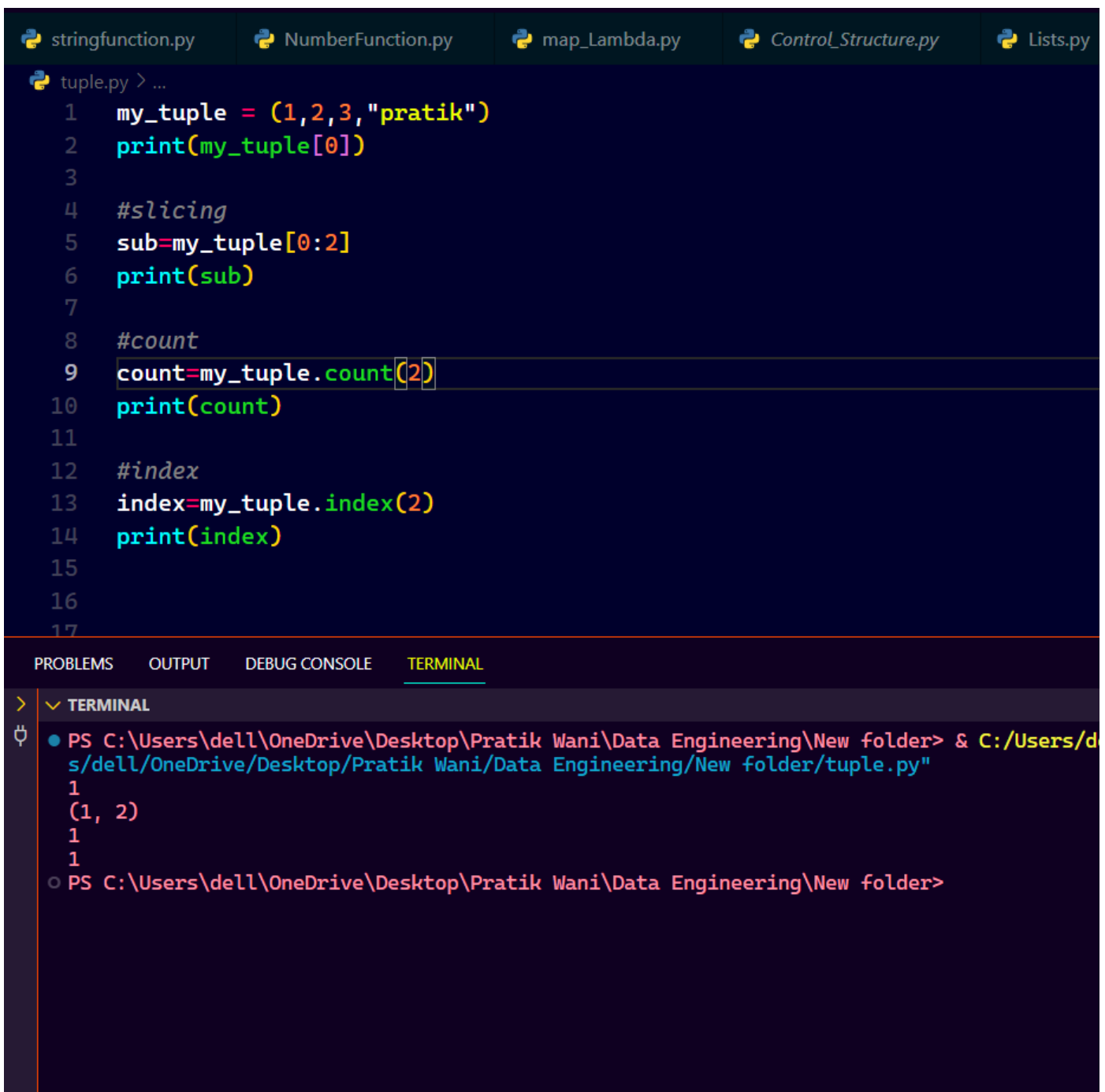
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL
>  ✓ TERMINAL
❏ PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/AppD
s/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/Lists.py"
[1, 2, 3, 4, 5, 4]
[1, 2, 3, 4, 5]
[0, 1, 2, 3, 4, 5]
6
[0, 1, 2, 3, 4, 5]
[0, 1, 2]
[4]
PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>
```

Ln 5, Col 1 Sp



- Tuple:

- tuple is an ordered, immutable collection of elements.
- they cannot be modified once created.
- Tuple methods:
  - Count: Count Occurrences
  - Index: Find Index of First Occurrence



The screenshot shows a Python IDE with a dark theme. At the top, there are tabs for 'stringfunction.py', 'NumberFunction.py', 'map\_Lambda.py', 'Control\_Structure.py', and 'Lists.py'. The active file is 'tuple.py', which contains the following code:

```
1 my_tuple = (1,2,3,"pratik")
2 print(my_tuple[0])
3
4 #slicing
5 sub=my_tuple[0:2]
6 print(sub)
7
8 #count
9 count=my_tuple.count(2)
10 print(count)
11
12 #index
13 index=my_tuple.index(2)
14 print(index)
15
16
17
```

Below the code editor, there is a 'TERMINAL' tab. The terminal output shows the execution of the script:

```
> ✓ TERMINAL
● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/tuple.py
1
(1, 2)
1
1
○ PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>
```

- Dictionary:
  - Dictionaries are collections of key-value pairs
  - key must be unique
  - defined using curly braces {}
  - Dictionary methods:
    - Keys: Get Keys
    - Values: Get Values
    - Items: Get Key-Value Pairs
    - Update: Update Dictionary

```

Dict.py > ...
1  my_dict={"name": "pratik",
2      "age": 21,
3      "city": "Nashik"}
4
5  print(my_dict)
6  print("\n*****")
7
8  #keys
9  print(my_dict.keys())
10 print("\n*****")
11
12 #values
13 print(my_dict.values())
14 print("\n*****")
15
16 #items
17 print(my_dict.items())
18 print("\n*****")
19
20 #update
21 my_dict.update({"occupation": "Engineer"})
22 print(my_dict)
23 print("\n*****")
24

```

```

▼ TERMINAL
● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> python -u "c:\Us
  folder\Dict.py"
  {'name': 'pratik', 'age': 21, 'city': 'Nashik'}

  *****
  dict_keys(['name', 'age', 'city'])

  *****
  dict_values(['pratik', 21, 'Nashik'])

  *****
  dict_items([('name', 'pratik'), ('age', 21), ('city', 'Nashik')])

  *****
  {'name': 'pratik', 'age': 21, 'city': 'Nashik', 'occupation': 'Engineer'}

  *****
○ PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>

```

- Sets:
  - Unordered collections of unique elements.
  - Defined using curly braces {}
  - Set methods:
    - Add: To add a single element
    - Update: To add multiple elements
    - Remove: To remove an element
    - Union: Add to sets
    - Intersection: Common elements in sets

```
Dict.py  sets.py  X
sets.py > ...
1  my_set1={1, 2, 3, 3, 4, 5}
2
3  my_set2={3, 4, 5, 6}
4  print(my_set1)
5
6  #add
7  my_set1.add(6)
8  print(my_set1)
9
10 #update
11 my_set1.update([7, 8, 9])
12 print(my_set1)
13
14 #remove
15 my_set1.remove(3)
16 print(my_set1)
17
18 #union
19 new_uset=my_set1.union(my_set2)
20 print(new_uset)
21
22 #intersection
23 new_iset=my_set1.intersection(my_set2)
24 print(new_iset)
```

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL
>  TERMINAL
● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/sets.py"
{1, 2, 3, 4, 5}
{1, 2, 3, 4, 5, 6}
{1, 2, 3, 4, 5, 6, 7, 8, 9}
{1, 2, 4, 5, 6, 7, 8, 9}
{1, 2, 3, 4, 5, 6, 7, 8, 9}
{4, 5, 6}
○ PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>
```

- Exception Handling:

- exceptions are events that occur during the execution of a program that stops the normal flow of code.
- The program that can handle the exception to prevent the program known as exception handling
- Python is done using the try, except, else, and finally blocks

The screenshot shows a Python IDE with a dark theme. At the top, there are tabs for 'Dict.py', 'sets.py', 'Exception.py', 'Practice.py', and 'excetion.py'. The 'excetion.py' tab is active, showing the following code:

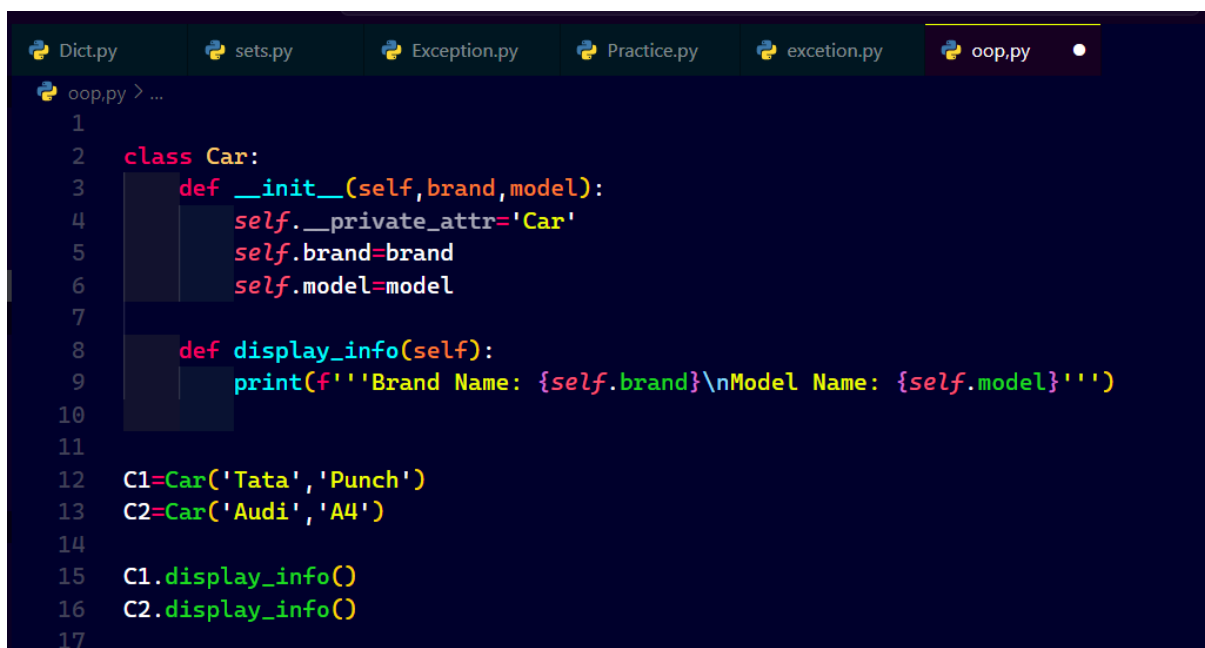
```
1 try:
2     a=int(input("Enter the a: "))
3     b=int(input("Enter the b: "))
4     result=a/b
5 except ZeroDivisionError:
6     print("Cannot divide by zero.")
7 else:
8     print("Division successful.")
9 finally:
10    print("This will always execute.")
11
```

Below the code editor, there is a 'TERMINAL' tab. It shows the execution of the program twice. The first run shows a ZeroDivisionError because the user entered 0 for 'b'. The second run shows a successful division because the user entered 5 for 'b'.

```
> ▾ TERMINAL
● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/excetion.py
Enter the a: 10
Enter the b: 0
Cannot divide by zero.
This will always execute.
● PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/excetion.py
Enter the a: 10
Enter the b: 5
Division successful.
This will always execute.
○ PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> █
```

- OOP:

- It is a Programming technique that uses classes and objects, for designing and organizing code.
- Class:
  - Blueprints for the objects
- Objects:
  - The real world entity around which our code is going to be revolved
- OOP's Pillars:
  - Inheritance: allows a derived class to inherit the attributes and methods of a base class
  - Polymorphism: allows us to create same function name but having different signatures
  - Encapsulation: prevents the accidental modification of data.



```
Dict.py  sets.py  Exception.py  Practice.py  excetion.py  oop.py
oop.py > ...
1
2 class Car:
3     def __init__(self, brand, model):
4         self.__private_attr='Car'
5         self.brand=brand
6         self.model=model
7
8     def display_info(self):
9         print(f'Brand Name: {self.brand}\nModel Name: {self.model}')
10
11
12 C1=Car('Tata','Punch')
13 C2=Car('Audi','A4')
14
15 C1.display_info()
16 C2.display_info()
17
```

```
Dict.py  sets.py  Exception.py  Practice.py  excetion.py  oop.py  ●
oop.py > SuperCar > display_info

18  #inheritance and method overriding
19
20  print("*** Inheritance ***")
21
22  class SuperCar(Car):
23      def __init__(self, brand, model, max_speed):
24          super().__init__(brand, model)
25          self.max_speed = max_speed
26
27      def display_info(self):
28          super().display_info()
29          print(f'Max speed: {self.max_speed}')
30
31
32  C3 = SuperCar('BMW', 'M1', '270 km/h')
33  C3.display_info()
34
35  #encapsulation and data abstraction
36  #not accessible because private_attr is private attribute
37  # _ means protected (only accessible within base class and derived class)
38  # __ means private (only accessible within the base class)
39
40  print(C1.private_attr)
```

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL
> TERMINAL
PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder> & C:/Users/dell/AppData/Local/Programs/Python/Python39-6/Python.exe C:/Users/dell/OneDrive/Desktop/Pratik Wani/Data Engineering/New folder/oop.py
Brand Name: Tata
Model Name: Punch
Brand Name: Audi
Model Name: A4
*** Inheritance ***
Brand Name: BMW
Model Name: M1
Max speed: 270 km/h
*** Encapsulation ***
Traceback (most recent call last):
  File "c:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder\oop.py", line 43, in <module>
    print(C1.private_attr)
AttributeError: 'Car' object has no attribute 'private_attr'
PS C:\Users\dell\OneDrive\Desktop\Pratik Wani\Data Engineering\New folder>
```