

### Topic: PYTHON PROGRAMMING

### Presented by: RITAM MONDAL

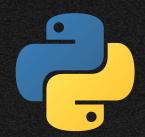
python intern at Vault of Codes

(Assignment 1, task 2) Date: 7<sup>th</sup> June 2025



```
$(function() {cards();});
$(window).on('resize', function() {cards();});
         var width = $(window).width();
  function cards(){
          if(width < 750){
                cardssmallscreen();
```

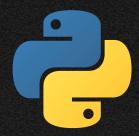




# Introduction to Python

- Python is a high-level, interpreted programming language.
- Known for its readability and simplicity.
- Widely used in web development, data science, AI, machine learning, automation, etc.
- Supports object-oriented programming (OOP) principles.
- Open-source and community-supported.





## History of Python

- Python was created by Guido van Rossum in the late 1980s.
- Officially released in 1991.
- Named after the British comedy group "Monty Python".
- Major versions:
  - 1. Python 2.0 (2000): in 2000 introduced major feature
  - 2.Python 3.0 (2008): (Py3k) released in 2008 with modern syntax
- Constantly evolving with regular updates.





# Key Features of Python

- Easy-to-learn syntax
- Interpreted language (no compilation needed)
- Dynamically typed
- Large standard library
- Extensible with other languages like C/C++

```
Beard is > & Board > & Chouse
  const { willMove, allSquare, whiteTurn } = this.state;
pieColor, x, y) {
 log("COLOR: " + pos);
  F ( ready && pie !== '')
      (pieColor === willMove.color && pos !== willMove.mos to home
    persultPossibleToMove();
    forEach((item, xSquare) => {
       #USquare[xSquare].forEach((item2, ySquare) - 4
          # ((pieceMove(xSquare, ySquare, x, y, pin, )
             | (pieceMove(xSquare, ySquare, x, y, pin, assessment
            allSquare[xSquare][ySquare].possibleTuffowe =
         Move: { piece: pie, position: pos, ready: true, color
   without ready & allSquare[x][y].possibleToMove)
      peraultPossibleToMove();
      althquare[x][y].currentPiece = willMove.piece;
      ellSquare[x][y].pieceColor = willMove.color;
     eltheure[willMove.curX][willMove.curY].piececcolor = ***
```

# Functions in Python

- Definition: Created with def keyword followed by name and parameters.
- Parameters: Placeholders for values passed to functions.
- Arguments: Actual values passed to functions.
- A block of reusable code that performs a specific task.
- Helps in breaking code into smaller, manageable parts.

#### Example

```
def greet(name):
    return "Hello, " + name

print(greet("Ritam"))
```

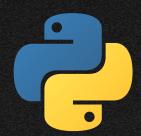
Output: "Hello, Ritam"



### Types of Functions

- Built-in Functions: print(), len(), range() etc.
- User-defined Functions: Created by the user using def keyword.
- Lambda Functions: Anonymous, one-liner function
- Function Arguments: Positional, keyword, default, variable-length.
- Function Overloading: Achieved through default and variable-length arguments.





# Modules in Python

- A module is a file containing Python code (functions, variables, classes).
- Purpose: Organize code into reusable and manageable units
- Promotes code reuse and modular programming.
- Third-Party Modules: External modules available via package managers (pip).
- Can import built-in or custom modules.
- Creating Modules: Write your own modules for custom functionality.
- Usage: Access module contents using dot notation (module.function()).



#### Importing Modules



```
import math
print(math.sqrt(25)) # Output: 5.0
```

- Use import keyword to access functions/objects from another file/module.
- Can also use from module import function.

#### Creating Your Own Module

my module.py

```
def add(a, b):
return a + b
```

main.py

```
import my_module
print(my_module.add(5, 3))
```





#### Conclusion

- Python is a beginner-friendly language with powerful features.
- Functions help break down code and reuse logic.
- Modules organize and structure large codebases.
- Mastering these concepts forms the foundation of Python programming.

#### Reference

Python Programming

history of python

Geeks of geeks, history of python

