

# PYTHON

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## 1 Basic

- Python was created by Guido van Rossum in the early 90s. It is now one of the most popular languages in existence. I fell in love with Python for its syntactic clarity. It's basically executable pseudocode.
- Single line comments start with # (numbered symbol)

### 1.1 Comments

```
1      # this is your single line comment.
```

- Multiline strings can be written using three "s, and are often used as documentation.

```
1      """ this
2          is
3          your
4          multi-line
5          string
6      """
7      # it can be used in printing ascii arts
8      # for example :
9      art="""
10
11      _ _ _ _ _ . _ . _ _ _
12      /  _  \  _ _ _ _ _ | _ | _ | _ _ _ _ _ /  _  \
13      /  _  \  \  _ _ _ _ _ \  _  \  _  \  _  \  _  \  _  \
14      \  _  /  /  _ _ _ _ _ > \  _  > \  _  /  _  \  _  \
15      \  _  /  \  _ _ _ _ _ \  _  /  _  \  _  \  _  \
16      """
17      # printing art
18      print(art)
```

### 1.2 helloWorld

- We can print any string with print("String")

- Here print() is a function.
- Anything between "" is String.

---

```
1      print("hello world")
```

---

- This will give output *hello World* on the console

### 1.3 Escape Sequence

- In python the escape sequence represent new line character
- We can print multiple line in shell using only one line of code.
- we use \n where we want to break the line

---

```
1      print("This is first line.\nThis is second line.\nThis is ↵  
        third line.\n and goes on.....")
```

---

- Previous command will give us the following output

---

```
1      This is first line.  
2      This is second line.  
3      This is third line.  
4      and goes on.....
```

---

### 1.4 Concatenate

- Concatenate means joining two or more things together in sequence.
- It usually refers to joining strings, arrays, or lists end-to-end.
- The result of concatenation is a single combined object of the same type (string + string = string, list + list = list).
- Concatenation is order-sensitive: "A" + "B" is different from "B" + "A".
- Only compatible types can be concatenated (string + string works, string + number does not unless converted).
- Concatenation does not alter the original objects unless you explicitly reassign the result.

---

```
1      # String + String -> String  
2      a = "Hello"
```

```

3      b = "World"
4      result = a + b
5      print(result)
6      print(type(result))
7
8      # Output
9      HelloWorld
10     <class 'str'>
11
12
13
14     # List + List -> List
15     list1 = [1, 2, 3]
16     list2 = [4, 5, 6]
17     result = list1 + list2
18     print(result)
19     print(type(result))
20
21
22     # Output
23     [1, 2, 3, 4, 5, 6]
24     <class 'list'>

```

---

## 1.5 type()

- *type()* is a built-in Python function used to find the type (class) of an object.
- It tells what kind of data (string, list, int, float, etc.) the object belongs to. [we will know about these in next section]
- Useful for debugging, validation, and understanding how Python treats different values.
- The return value of *type()* itself is a type object (like <class 'str'>, <class 'list'>).
- Objects of the same type can usually be combined, manipulated, or iterated in similar ways.
- For String ;

---

```

1      # for String
2
3      text = "Python"
4      print("text = " , text , type(text))
5
6
7      # output should be like

```

```
8      text = Python <class 'str'>
```

---

- For Int ;

```
1      # for int
2      num = 42
3      print("num = " , num , type(num))
4
5
6      # output
7      num = 42 <class 'int'>
```

---

- For list ;

```
1      # for list
2      numbers = [1, 2, 3]
3      print("list = " , numbers , type(numbers))
4
5
6      # output
7      list = [1, 2, 3] <class 'list'>
```

---

## 1.6 input()

- input() is a built-in Python function used to take user input from the keyboard.
- It always returns the entered data as a string, no matter what the user types.
- If you need another type (like int or float), you must convert the result using functions like int() or float().
- It pauses program execution until the user presses Enter.
- Useful for interactive programs where user input is required.
- String ;

```
1      # string
2      name = input("Enter your name: ")
3      print("Hello," , name)
4      print(type(name))
5
6      # output
7      Enter your name: roxx
```

```
8         Hello, roxx
9         <class 'str'>
```

---

- Converting Inputing to Integers ;

---

```
1         age = int(input("Enter your age: "))
2         print("You are", age, "years old")
3         print(type(age))
4
5
6         # output
7         Enter your age: 25
8         You are 25 years old
9         <class 'int'>
```

---

- Converting input to float ;

---

```
1         pi_val = float(input("Enter value of pi: "))
2         print("Pi is approx:", pi_val)
3         print(type(pi_val))
4
5
6         # output
7         Enter value of pi: 3.147
8         Pi is approx: 3.147
9         <class 'float'>
```

---

## 1.7 Typecasting

- *Typecasting* means converting one data type into another in Python.
- It is done using constructor functions like `int()`, `float()`, `str()`, `list()`, `tuple()`, etc.
- Typecasting is required when you want to perform operations that need specific types (e.g., arithmetic on numbers instead of strings).
- Some conversions are safe and natural (e.g., `int("10") → 10`), while others may raise errors (e.g., `int("abc") → error`).
- Typecasting always creates a new object of the target type; the original object remains unchanged.
- String -> Integers

---

```
1      # String -> Integers
2      s = "123"
3      num = int(s)
4      print(num, type(num))
5
6
7      # output
8      123 <class 'int'>
```

---

- String -> float

---

```
1      # String -> float
2      s = "3.14"
3      pi = float(s)
4      print(pi, type(pi))
5
6      # output
7      3.14 <class 'float'>
```

---

- Integer -> string

---

```
1      #Integer -> String
2      n = 42
3      s = str(n)
4      print(s, type(s))
5
6
7      # output
8      # 42 <class 'str'>
```

---

- list -> tuple

---

```
1      # List -> tuple
2
3      lst = [1, 2, 3]
4      t = tuple(lst)
5      print(t, type(t))
6
7      # output
8      # (1, 2, 3) <class 'tuple'>
```

---

- tuple -> list

---

```
1      # tuple -> list
2
3      t = (4, 5, 6)
4      lst = list(t)
5      print(lst, type(lst))
6
7
8      # output
9      # [4, 5, 6] <class 'list'>
```

---

## 1.8 len() function

- len() is a built-in Python function that returns the number of items in an object.
- It works on sequences (strings, lists, tuples) and collections (sets, dictionaries).
- For strings, len() counts the number of characters.
- For lists, tuples, and sets, len() counts the number of elements.
- For dictionaries, len() counts the number of key-value pairs.
- It does not work on integers or floats directly (unsupported types).
- String ;

---

```
1      a = " : "
2      # String
3      text = "Python"
4      print(text , len(text))
5
6      # output
7      # Python 6
```

---

- list ;

---

```
1      # list
2      nums = [10, 20, 30, 40]
3      print(nums ,a, len(nums))
4
5      # output
6      # [10, 20, 30, 40] : 4
```

---

- tuple ;

---

```
1      # tuple ;
2      t = (1, 2, 3, 4, 5)
3      print(t,a,len(t))
4
5
6      # output
7      # (1, 2, 3, 4, 5) : 5
```

---

• set ;

---

```
1      # set ;
2      s = {1, 2, 3, 4}
3      print(s , a, len(s))
4
5      # output
6      # {1, 2, 3, 4} : 4
```

---