# **Python in One Shot**

This video has been made with a lot of love & I hope you guys have an amazing programming journey :)

#### Why to Use Python?

Python can be used for:

- 1. Programming (for Placements/online contests/DSA)
- Development (using a backend framework called Django)
- 3. Machine Learning / Data Science / Artificial Intelligence

Websites built using Python include Google, Youtube, Instagram, Netflix, Uber & much more.

#### What to Install?

- 1. Python (<a href="https://www.python.org/">https://www.python.org/</a>)
- 2. PyScripter (https://rb.gy/bvnn69)
- 3. PyCharm (https://www.jetbrains.com/pycharm/)

#### **Our First Python Program**

print("Hello World")

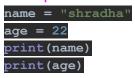
#### A Key Point to know about Python

- It is a case sensitive language

#### **Variables**

Basic Types in Python - numbers(integers, floating), boolean, strings

#### Example 1:



#### Example 2:

```
name = "shradha"
age = 22
```

```
name = "aman"
age = 24
print(name)
print(age)
Example 3:
first_name = "shradha"
last_name = "khapra"
age = 19
is adult = True
print(first_name + " " + last_name)
print(age)
print(is adult)
> Exercise Solution
first name = "Tony"
last_name = "Stark"
age = 52
is_genius = True
Taking Input
name = input("What is your name? ")
print("Hello " + name)
print("Welcome to our cool Python class")
> Exercise Solution
superhero = input("What is your superhero name? ")
print(superhero)
Type Conversion
old age = input("Enter your age : ")
#new age = old age + 2
#print(new_age)
new_age = int(old_age) + 2
print(new age)
#Useful converion functions
 # 1. float()
 # 2. bool()
 # 3. str()
 # 4. int()
```

> Code for Sum of 2 Numbers

```
first_number = input("Enter 1st number : ")
second_number = input("Enter 2nd number : ")
sum = float(first_number) + float(second_number)
print("the sum is : " + str(sum))
Strings
name = "Tony Stark"
print(name.upper())
print(name)
print(name.lower())
print(name)
print(name.find('y'))
print(name.find('Y'))
print(name.find("Stark"))
print(name.find("stark"))
print(name.replace("Tony Stark", "Ironman"))
print(name)
#to check if a character/string is part of the main string
print("Stark" in name)
print("S" in name)
print("s" in name)
Arithmetic Operators
print(5 + 2)
print(5 - 2)
print(5 * 2)
print(5 / 2)
print( 5 // 2)
print(5 % 2)
print(5 ** 2)
i = i + 2
i += 2
```

# **Operator Precedence**

## result = 3 + 5 \* 2 # 16 or 13 ? print(result)

Operators	Meaning
	Parentheses
**	Exponent
+x , -x , ~x	Unary plus, Unary minus, Bitwise NOT
*, /, //, %	Multiplication, Division, Floor division, Modulus
+, -	Addition, Subtraction
<<,, >>>	Bitwise shift operators
&	Bitwise AND
A	Bitwise XOR
	Bitwise OR
==, !=, >, >=, <, <=, is, is not, in, not in	Comparisons, Identity, Membership operators
not	Logical NOT
and	Logical AND
or	Logical OR

#### Comments

# This is a comment & useful for people reading your code # This is another line

# **Comparison Operators**

```
is_greater = 1 > 5
is_lesser = 1 < 5
# 1 <= 5
# 1 >= 5
is_not_equal = 1 != 5
is_equal = 1 == 5
```

#### **Logical Operators**

```
# or -> (atleast one is true)
# and -> (both are true)
# not -> (reverses any value)

number = 2
print(number > 3)
print(number < 3)
print(not number > 3)
print(not number > 3)
print(not number > 3)
```

#### If statements

```
age = 13

if age >= 18:
    print("you are an adult")
    print("you can vote")
elif age < 3:
    print("you are a child")
else:
    print("you are in school")
print("thank you")</pre>
```

#### Let's build a Calculator

```
#Our Calculator
```

```
first = input("Enter first number : ")
second = input("Enter second number : ")
first = int(first)
```

```
second = int(second)
print("----press keys for operator (+,-,*,/,%)------")
operator = input("Enter operator : ")

if operator == "+":
    print(first + second)
elif operator == "-":
    print(first - second)
elif operator == "*":
    print(first * second)
elif operator == "/":
    print(first / second)
elif operator == "%":
    print(first % second)
else:
    print("Invalid Operation")
```

## Range in Python

range() function returns a range object that is a sequence of numbers.

```
numbers = range(5)
print(numbers)
```

For iteration (see For Loop section)

#### **While Loop**

```
while(i <= 5):
    print(i)
    i = i + 1

i = 1
while(i <= 5):
    print(i * "*")
    i = i + 1

i = 5
while(i >= 1):
    print(i * "*")
    i = i - 1
```

For Loop (to iterate over a list)

```
for i in range(5):
    print(i)
```

```
i = i + 1
 print(i * "*")
 i = i + 1
Lists
List is a complex type in Python.
friends = ["amar", "akbar", "anthony"]
print(friends[0])
print(friends[1])
print(friends[-1])
print(friends[-2])
friends[0] = "aman"
print(friends)
print(friends[0:2]) #returns a new list
for friend in friends:
print(friend)
List Methods:
marks = ["english", 95, "chemistry", 98]
marks.append("physics")
marks.append(97)
print(marks)
marks.insert(0, "math")
marks.insert(1, 99)
print(marks)
print("math" in marks)
print(len(marks)/2)
marks.clear()
print(marks)
while i < len(marks):</pre>
 print(marks[i])
 print(marks[i+1])
 i = i + 2
Break & Continue
```

```
students = ["ram", "shyam", "kishan", "radha", "radhika"]
```

```
for student in students:
    if(student == "radha"):
        break
    print(student)

for student in students:
    if(student == "kishan"):
        continue
    print(student)
```

### **Tuples**

They are like lists (sequence of objects) but they are immutable i.e. once they have been defined we cannot change them.

Parenthesis in tuples are optional.

```
marks = (95, 98, 97, 97)
#marks[0] = 98

print(marks.count(97))
print(marks.index(97))
```

#### Sets

Sets are a collection of all unique elements.

Indexing is not supported in sets.

```
marks = {98, 97, 95, 95}
print(marks)

for score in marks:
    print(score)
```

# **Dictionary**

Dictionary is an unordered collection of Items. Dictionary stores a (key, value) pair.

```
marks = {"math" : 99, "chemistry" : 98, "physics" : 97}
print(marks)
print(marks["chemistry"])

marks["english"] = 95
print(marks)

marks["math"] = 96
print(marks)
```

# **Functions in Python**

Function is a piece of code that performs some task. (In a tv remote, each button performs a functions, so a function is like that button in code)

There are 3 types of functions in Java:

a. In-built functions

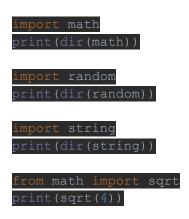
```
# int() str() float() min() range() max()
```

b. Module functions

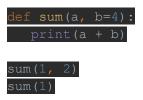
Module is a file that contains some functions & variables which can be imported for use in other files.

Each module should contain some related tasks

Example: math, random, string



c. User-defined functions



For Machine Learning, refer: https://www.youtube.com/watch?v=1vsmaEfbnoE

#### Some additional Links:

• <a href="https://rb.gy/qipmwg">https://rb.gy/qipmwg</a> (A Python GUI)

Some useful Modules

- <a href="https://github.com/Embarcadero/DelphiFMX4Python">https://github.com/Embarcadero/DelphiFMX4Python</a>
- https://github.com/Embarcadero/DelphiVCL4Python