Objective: To be able to take input and save it in variable and be able to print out the variable's value.

```
Syntax
variable = input()
print(variable)
```

- input()
- print()

Objective: To be able to use conditional statement.

Syntax

variable = 12	variable = 12	variable = 12	variable = 12
if(variable > 18):	if(variable < 18):	if(variable == 18):	if(variable != 18):
print("Above 18")	print("Below 18")	print("Is 18")	print("Is not 18")
else:	else:	else:	else:
print("Below 18")	print("Above 18")	print("Is not 18")	print("Is 18")

- if()
- elif()
- else

Objective: To be able to use loop.

Syntax: for loop in range

for i in range(11):	for i in range(0, 11):	for i in range(0,11,1):
print(i)	print(i)	print(i)

Syntax: for loop in arr = [11, 12, 3, 5] for i in arr: print(i)

Syntax: while loop

i = 0	i = 11	i = 11	i = 0
while(i < 11):	while(i > 0):	while(i == 11):	while(i !=11):
print(i)	print(i)	print(i)	print(i)
i+=1	i-=1		i+=1

- for
- in
- range()
- while()

Practical 4, 10

Objective: To be able to create function.

Syntax

def is_num1_big (num1, num2):	def is_num2_big (num1, num2):
return num1>num2	return num1 <num2< td=""></num2<>
def is_num1_equals_to_num2 (num1, num2):	def num1_not_equals_to_num2 (num1, num2):
return num1==num2	return num1!=num2
def print_sum(num1, num2):	def print_sum(num1, num2):
print(num1 + num2)	print(num1 + num2)
	, ,
	return

- def
- return

Practical 5, 6

Objective: To be able to do recursion

Syntax

def print_till_zero(num):	def print_till_num(num, increment = 0):
if(num < 0):	if(num < increment):
return	return
print(num)	print(increment)
return <i>print_till_zero</i> (num-1)	return <i>print_till_num</i> (num, increment+1)

- def
- return

Practical 7, 8, 9

Objective: To be able to use array (list).

Syntax

arr = []	var = "abc"	arr = [1,3,4,6,2]
arr.append(1)	arr = var.split()	arr = arr.sort()

- list()
- split()
- sort()

Practical 11, 12

Objective: To be able to implement object oriented programming.

Syntax

```
class A:
    def __init__(self, name):
    self.name = name
    def __str__(self):
    return f'Your Name is {self.name}'

a = A("abc")
print(a)

class A:
    def set_name(self, name):
    self.name = name
    def get_name(self):
    return f'Your Name is {self.name}'

a = A()
a.set_name("abc")
print(a.get_name())
```

```
class A:
    def set_name(self, name):
    self.name = name
    def get_name(self):
        return f'Your Name is {self.name}'

class B(A):
    def set_address(self, address):
        self.address = address
    def get_data(self):
        return f'Your Name is {self.name} and your Address is {self.address}'

b = B()
b.set_name("abc")
b.set_address("A B C")
print(b.get_data())
```

- class
- dunder functions
- inheritance

Objective: To read and write text file using python.

Syntax

text_file = open("readme.txt","w")	text_file = open("readme.txt","r")
text_file.write("Hello\n")	print(text_file.readline())
text_file.close()	text_file.close()

- open()
- close()
- write()
- readline()