



CODE CRAFT ZOBAER

Machine Learning with Python

USER INPUT:

User input is when the system asks **you** to type in a value.

Normally user Input is string.

But we need to typecast it.

```
a = int(input("Enter a number: "))  
print(a)
```

Task: make a addition calculator using user Input.

Operators:

- Arithmetic operators

Operator	Name	Example
+	Addition	a+b
-	Substraction	a-b
*	Multiplication	a*b
/	Division	a/b
%	Modulus	a%b
**	Exponential	a**b
//	Floor division	a//b

- Assignment operators

Operator	Example	Same As
=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3

<code>*=</code>	<code>x *= 3</code>	<code>x = x * 3</code>
<code>/=</code>	<code>x /= 3</code>	<code>x = x / 3</code>
<code>%=</code>	<code>x %= 3</code>	<code>x = x % 3</code>

- **Comparison operators**

Operator	Name	Example
<code>==</code>	Equal to	<code>a==b</code>
<code>!=</code>	Not equal to	<code>a!=b</code>
<code>></code>	Greater than	<code>a>b</code>
<code><</code>	Less than	<code>a<b</code>
<code>>=</code>	Greater than or equal to	<code>a>=b</code>
<code><=</code>	Less than or equal to	<code>a<=b</code>

- **Logical operators**

- AND => Returns True if both statements are true => `(a>=b)and(a==b)` or we can write `(a>=b)&(a==b)`
- OR => Returns True if one of the statements is true => `(a>=b)or(a==b)` or we can write `(a>=b)|(a==b)`
- Not => Reverse the result, returns False if the result is true => `not((a>=b)or(a==b))` or `not((a>=b)and(a==b))`

- Identity operators
- Membership operators
- Bitwise operators