Python ¶

- Python is a general-purpose interpreted, interactive, objectoriented, and high-level programming language. It was created by Guido van Rossum during 1985- 1990.
- Like Perl, Python source code is also available under the GNU General Public License (GPL).

Variable types in Python ¶

Below are different types of variables in Python.

hl-ipython3

- int
- float
- string
- list
- dictionary
- tuple

Integer Declaration (int) ¶

In [3]:

#Integer values can be assigned directly using ''=''

age = 10

In [4]: print(age) #Print function is used to print the value of a variable. 10 In [5]: type(age) #We can find out the datatype of a variable usin g type() function Out[5]: int In [6]: age #We use Jupyter-notebook to write this tutorial, here just entering a variable will print it's value. Out[6]: 10

Float Declaration (float) ¶

In [8]:

float

#Any value which contains a decimal point is considered as a float variable. price = 10.64In [9]: price Out[9]: 10.64 In [10]: type(price) Out[10]:

```
In [11]:
```

```
#Float cannot recognize any variables with more than one '
.'
ip = 10.0.0.1
```

```
<span> File </span><span>"<ipython-input-11-3bf74e90f524>"
</span><span>, line </span><span>3</span>
<span> ip = 10.0.0.1</span>
^
<span>SyntaxError</span><span>:</span> invalid syntax
```

String Declaration (str) ¶

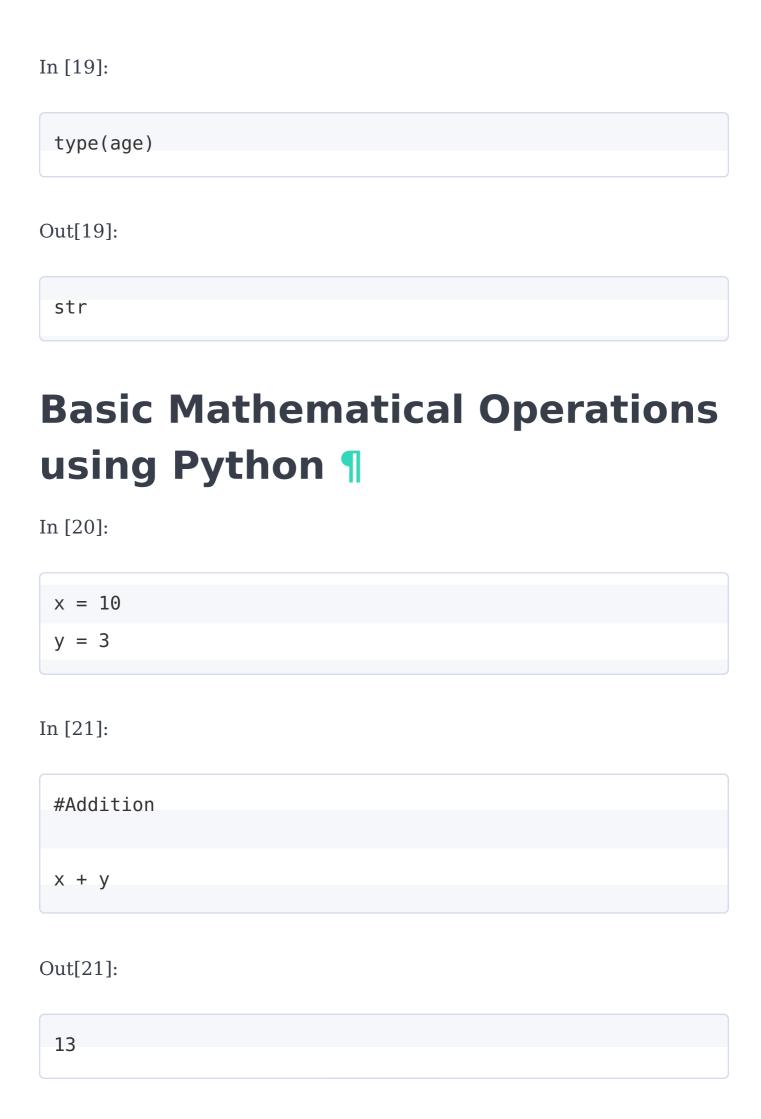
In [14]:

```
#A string should be declared inside a '' or ""
name = 'syam'
```

In [15]:

```
type(name)
```

```
Out[15]:
 str
In [16]:
 #Any numbers or alphabets can be saved as a string.
 ip = '10.0.0.1'
In [17]:
 type(ip)
Out[17]:
 str
In [18]:
 #Even numbers enclosed in '' or "" will be considered as a
string.
 age = '31'
```



```
In [22]:
 #Subtraction
 х - у
Out[22]:
 7
In [23]:
 #Multiplication
 x * y
Out[23]:
 30
In [24]:
 #Division
 x / y
```

```
Out[24]:
 3.333333333333333
In [25]:
 #Floor Division - Here the values of variables will be div
 ided but returns only a whole number value.
 x // y
Out[25]:
 3
In [26]:
 #Modulus - Divides and returns the remainder.
 x % y
Out[26]:
```

1

All the above operations can only be done on an integer. In [29]:

```
price = '10' #Here 10 is a string
quantity = 5 #Here 5 is an integer
```

In [30]:

```
#When a string is multiplied by int, below happens.
price * quantity
```

Out[30]:

```
'1010101010'
```

In [32]:

```
#Another example
'a' * 20
```

Out[32]:

```
'aaaaaaaaaaaaaaaaa'
```

Converting a string into Integer ¶

In [33]:

```
x = '10' #A string is declared
```

In [34]:

```
y = int(x) \#int() will convert string to integer. Here value of y will be integer 10 and value of x will remain str
```

In [35]:

у

Out[35]:

10

In [36]:

type(y)

Out[36]:

int

In [37]:

x * 5 #Since x is still str, it return below value

Out[37]:

'1010101010'

In [38]:

int(x) * 5 #x is converted to int and then multiplied with 5

Out[38]:

50

Length function ¶

In [40]:

#Len() is used to find the length of a string.

```
lang = 'malayalam'
len(lang)
```

Out[40]:

9

In [41]:

```
#We cannot calculate the length of an integer
atm_pin = 1234
len(atm_pin)
```

```
<span>------<pr
```

Converting to string ¶

```
In [43]:
```

str(atm_pin) #str() can be used to convert integer to stri
ng.

Out[43]:

'1234'

In [44]:

len(str(atm_pin)) #So we can now calculate the length of a
n integer

Out[44]:

4

Comparison Operators ¶

In [46]:

10 > 5 #Here the output will be boolean (True or False)

Out[46]:

```
True
In [47]:
 5 < 5
Out[47]:
 False
In [48]:
 5 < 5 or 5 == 5 #if any one of o/p is True, or returns Tru
 e. == is used to compare if values are equal.
Out[48]:
 True
In [49]:
 1 <= 1
Out[49]:
```

String Membership Operation ¶

In [52]:

fruit = 'pineapple'

In [53]:

'apple' in fruit #This will return True because while traversing through pineapple and check for the string apple in it.

Out[53]:

True

In [54]:

'app' not in fruit #This statement is False because string app is present in pineapple

Out[54]:

False
In [55]:

'syam' not in fruit #This statement is True because string syam is not present in pineapple

Out[55]:

True

Input() Function ¶

In [56]:

#This function is used to read values from keyboard input.

input()

Syam

Out[56]:

'Syam'

```
In [57]:
```

name = input("Please enter your name: ") #This will print
the message and wait for your keyboard input.

Please enter your name: Syam

In [58]:

pin = input("Please neter your ATM PIN: ")

Please neter your ATM PIN: 1234

In [59]:

type(pin) #All input read via input() will be considered a
s a string.

Out[59]:

str

If condition ¶

In [60]:

```
#If condition is used to check if a statement is tru or fa
lse and execute certain commands respectively.
original = 4556
pin = input("Please Enter your ATM PIN : ")
if int(pin) == original:
                                           #Checking if en
tered pin is equal to value set to variable 'original'
  print("Success")
                                           #If True it wil
l execute this
  print("Dummy Message")
                                           #And this and a
ny other line coming with same indentation
else:
                                           #If entered pin
is not equal, it will execute the commands below this lin
е
  print("Failed")
```

Please Enter your ATM PIN : 1234

Failed

String Methods ¶

In [61]:

```
lang = 'Malayalam'
```

In [62]:

id(lang) #Every string will be assigned a unique id which
will be modified when the value of variable changes,

Out[62]:

139638595136688

In [63]:

lang = 'English'
id(lang)

Out[63]:

139638595162720

dir() 1

In [64]:

#dir() any value will print whatever default modules can b
e used to it.

dir(lang)

Out[64]:

```
['__add__',
 '__class__',
 '__contains__',
 '__delattr__',
'__dir__',
 '__doc__',
 '__eq__',
 '__format__',
 '__ge__',
 '__getattribute__',
 '__getitem__',
 '__getnewargs__',
 '__gt__',
 '__hash__',
 '__init__',
 '__init_subclass__',
 '__iter__',
 '__le__',
 '__len__',
  __lt__',
 '__mod__',
  __mul___',
 '__ne__',
 '__new__',
```

```
'_reduce__',
 '__reduce_ex__',
 '__repr__',
 'rmod',
 '__rmul__',
 '__setattr__',
 '__sizeof__',
 '__str__',
 ' subclasshook__',
'capitalize',
 'casefold',
'center',
 'count',
'encode',
'endswith',
'expandtabs',
'find',
'format',
'format map',
'index',
'isalnum',
'isalpha',
'isdecimal',
'isdigit',
'isidentifier',
'islower',
'isnumeric',
 'isprintable',
```

```
'isspace',
'istitle',
 'isupper',
'join',
 'ljust',
'lower',
 'lstrip',
 'maketrans',
 'partition',
'replace',
 'rfind',
 'rindex',
 'rjust',
'rpartition',
 'rsplit',
 'rstrip',
 'split',
'splitlines',
'startswith',
'strip',
'swapcase',
'title',
 'translate',
 'upper',
 'zfill']
```

We can use any of the above modules to modify the output of value

Upper() ¶

In [65]:

lang.upper() #This will traverse through the string and ch
ange it's values to UPPER CASE.

Out[65]:

'ENGLISH'

lower() ¶

In [66]:

lang.lower() #This will traverse through the string and ch
ange it's value to LOWER CASE.

Out[66]:

'english'



```
In [67]:
 lang = 'MalAyalAM'
In [68]:
 lang.count('a') #This will count only 'a' in the above var
 iable 'A' will not be considered.
Out[68]:
 2
In [69]:
 #So to check the correct number of 'a' we need to convert
 to upper or lower.
 lang.lower().count('a')
Out[69]:
 4
```

replace() ¶

```
In [71]:
```

```
lang.replace('a','x') #This will replace all 'a' with 'x'
(Note : 'A' will not be considered here also)
```

Out[71]:

```
'MxlAyxlAM'
```

In [76]:

str.replace? #Adding a ? after any inbuilt function will p
rovide info about it.

endswith() ¶

In [77]:

#To check if a string ends with a specific value. It will
return a boolean value.

```
conf = '/etc/httpd/conf/httpd.conf'
conf.endswith('.conf')
```

Out[77]:

True

startswith() ¶

In [78]:

#To check if a string starts with a specific value. It wil l also return a boolean value.

conf.startswith('/etc')

Out[78]:

True

isdigit() ¶

In [79]:

```
#To check if a string is a digit or not.
```

number = '12345'
number.isdigit()

Out[79]:

True

In [80]:

```
#If it contains any alphabets, it will return False
number='123gcv'
number.isdigit()
```

Out[80]:

False

isalpha() ¶

In [81]:

```
#To check if a string contains only alphabets

name = 'syam'
name.isalpha()
```

Out[81]:

True

```
In [82]:
 conf = '/etc/httpd/conf/httpd.conf'
 conf.isalpha()
Out[82]:
 False
rstrip() ¶
In [86]:
 #To remove any values from the right side of a string.
 #If no arguements are given, white spaces will be removed.
 name = ' syam
 name.rstrip()
Out[86]:
```

```
' syam'
```

In [88]:

```
name.rstrip('am ')
```

Out[88]:

' Sy

Istrip() ¶

In [89]:

```
#To remove any values from left side of a string.
#If no arguements are given, white spaces will be removed.
name.lstrip()
```

Out[89]:

'syam

strip() ¶

In [90]:

#This will search for occurances of a string and remove it
from left and right end.
#If no arguements are given, white spaces will be removed.
name.strip()

```
Out[90]:
 'syam'
In [92]:
 name.strip(' s')
Out[92]:
 'yam'
In [93]:
 name = '----syam--'
 name.strip('-')
Out[93]:
 'syam'
In [94]:
 name = '<color><h1>'
 name.strip('<').strip('>')
```

Out[94]:

'color><h1'

String Indexing ¶

In [95]:

#The characters in a string is indexed and can be accessed using an index number.

#By default index number starts with 0.

name = 'syam'

name[0]

Out[95]:

' S '

In [96]:

#We can read the string from backwards as well using '-'

name[-1]

Out[96]:

'm'

In [97]:

name[-2]

Out[97]:

'a'

String Slicing ¶

In [98]:

timestamp = '12/Dec/2015:18:25:11'

In [100]:

#We can slice a string using indexes.

timestamp[0:11] #Here it will print from index 0

- 10.

Out[100]:

```
'12/Dec/2015'
In [101]:
 #The same can be done like this also.
 timestamp[:11]
Out[101]:
 '12/Dec/2015'
In [103]:
 #This can also be reversed.
 timestamp[12:] #This will print from the 12th inde
 x to the end of string.
Out[103]:
 '18:25:11'
In []:
```