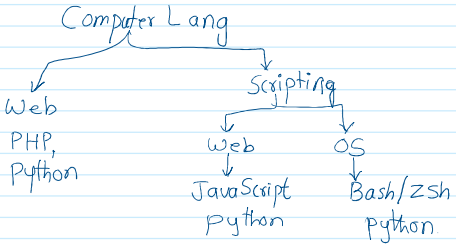
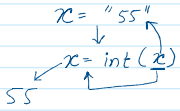
03.14Sep.Python Language

14 September 2024 07:58 AM



x = 5 ⟶ print(type(x) → int

x = "ABC" ⟶ str



Comment

Ctrl + /

x = 5
X = 10 > different

_x = 5 ⟶ private

2x = 10 X

x2 = 10 ✓

x-1 = 10 X

x_1 = 10 ✓

Case
- Camel = myVariable = Methods, fun, Var.
- Pascal = MyVariable → Class
- Snake = my_variable ⟶ 2.7 py

x, y, z = 10, 20, 30

a = b = c = 10

d = [10, 30, 20]

x, y, z = d → unpacking

print(x, y, z) → 10 30 20

print(x+z, y) ⟶ 30 30

```
x = 10
def f1():
    x = 5
    print(x)
f1() ⟶ 5
print(x) ⟶ 10
```

```
def f2():
    global y
    y = 10
    print(y)
```

f2() ⟶ 10

print(y) ⟶ 10

Data Type's

Text ⟶ str

Numeric ⟶ int, float, complex x = 10j

Sequence ⟶ list, tuple, range

Mapping ⟶ dict

Set ⟶ set, frozenset

Binary ⟶ bytes, byte array, memoryview

None ⟶ None Type

range , xrange

↳ No in python3

object ⟶ a = range(1,10)

a = [1, 2, 3, ----]

print(type(a)) ⟶ list

```
import sys
a = range(1,1000)
print(sys.getsizeof(a)) ⟶ 80046
```

sys ← Pkg, getsizeof ← Method.

```
b = xrange(1,1000)
print(sys.getsizeof(b)) ⟶ 40
```

	range	xrange
return	List of Integer	Generator object
Speed	Slower	Faster
Memory	More	Less.
	py3	py2
	operation	No Operation.

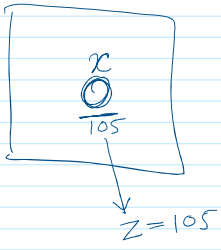
```
x = 15
y = 2
print(x//y) → 7        // → Floor Division
```

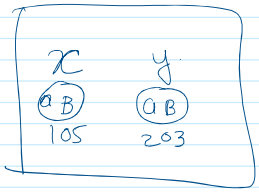
2 X 2 X 2 X 2 X 2 =

```
x = 2
y = 5
z = x ** y
```

```
x = 5
print(x > 3 and x < 10) → True.
```

```
x = ["apple", "banana"] →
y = ["apple", "banana"]
z = x
print(x is not z) → False
print(x is not y) → True.
print(x != y) → False.
```





x = ["apple", "banana"]

print("banana" in x) → True.

print("pineapple" not in x)

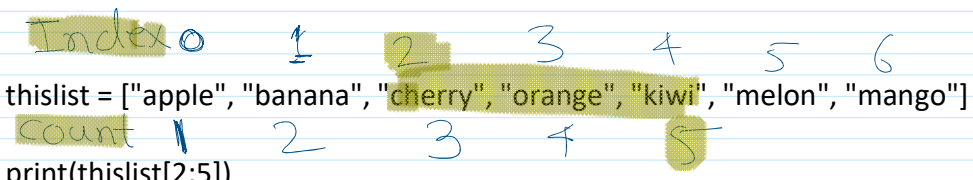
List

- Store from Index(0th) position
- Allow duplicate.

- int ← len(x)
- y = ("AA", "BB") → Tuple

x = list(y)

- +ve / -ve
  - Forword
  - Reverse.



Index Count

thislist [:4]

[2:]

-4 -3 -2 -1

```
thislist = ["apple", "banana", "cherry", "orange", "kiwi", "melon", "mango"]
```

-1

```
print(thislist[-4:-1])
```