

Python



Created by
The Easylearn Academy
9662512857

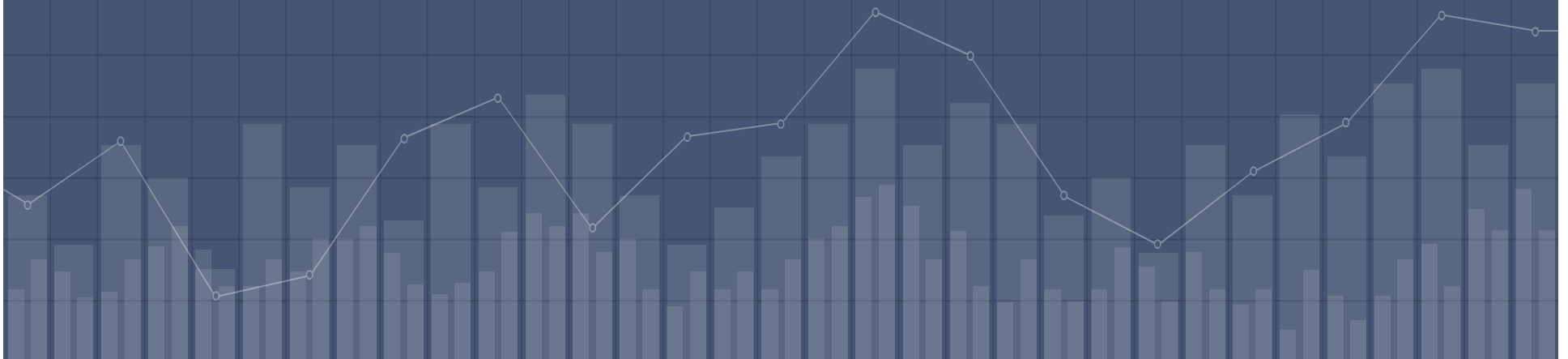
Introduction of python

- ▣ Python is a general-purpose interpreted, interactive, object-oriented, and high-level programming language.
- ▣ Python is easy to learn and use.
- ▣ Python source code is also available under the GNU General Public License (GPL).
- ▣ Latest version of python is python 3.14 at the time of updating presentation last time



Overview

- ▣ Python can be used to develop large sized application like banking software, ERP application.
- ▣ It uses English keywords frequently so it is easy to understand language.
- ▣ Python is a great language for the beginner-level programmers.



History

- Python was developed by Guido van Rossum in 1980-1990 at the National Research Institute for Mathematics and Computer Science in the Netherlands.
- Python is named after the comedy television show Monty Python's Flying Circus. It is not named after the Python snake.
- Python is inspired (learned from mistake) from many other languages, including ABC, Modula-3, C, C++, Algol-68, SmallTalk, and Unix shell and other scripting languages.



Advantages of python

- 1. **Readable:** Python is a very readable language.
- 2. **Easy to Learn:** Learning python is easy as this is a expressive and high level programming language.
- 3. **Cross platform:** Python is available and can run on various operating systems such as Mac, Windows, Linux, Unix etc.
- 4. **Open Source:** Python is a open source programming language.
- 5. **Large standard library:** Python comes with a large standard library that has some ready to use functions which we can use while writing code in Python.
- 6. **Free:** Python is free to download and use.
- 7. **Supports exception handling:** python can handle run time errors so program do not stop suddenly.
- 8. **Automatic memory management:** Python supports automatic memory management which means the memory is cleared and freed automatically. You do not have to clear the memory.

Python Features ...

- It supports POP as well as OOP technique.
- It can be used as a scripting language or can be compiled to byte-code for building large applications.
- In python we can store any type of value in any variable.
- It can be easily integrated with other programming language.



Application (where it can be used)

- 1. Web development – Web framework like Django and Flask are based on Python. They help you write server side code which helps you manage database, write backend programming logic, mapping urls etc.
- 2. Machine learning – There are many machine learning applications written in Python. Machine learning is a way to write a logic so that a machine can learn and solve a particular problem on its own. For example, products recommendation in websites like Amazon, Flipkart, eBay etc. is a machine learning algorithm that recognises user's interest.
- 3. Data Analysis – Data analysis and data visualization in form of charts can also be developed using Python.
- 4. Scripting – Scripting is writing small programs to automate simple tasks such as sending automated response emails etc. Such type of applications can also be written in Python programming language.
- 5. Game development – You can develop games using Python.
- 6. You can develop embedded applications in Python.
- 7. Desktop applications – You can develop desktop application in Python using library like Tkinter or QT.

What can Python do?

- ▣ Python can be used on a server to create web applications.
- ▣ Python can be used together with software to create workflows.
- ▣ Python can connect to database systems. It can also read and modify files.
- ▣ Python can be used to handle big data and perform complex mathematics (data mining).
- ▣ Python can be used for rapid prototyping, or for production-ready software development.

Where to get python setup

- Python is available on a wide variety of platforms including Linux and Mac OS X.
- Open a terminal window and type "python" to find out if it is already installed and which version is installed.
- The most up-to-date and current source code, binaries, documentation, news, etc., is available on the official website of Python <https://www.python.org/>
- You can download Python documentation from <https://www.python.org/doc/>.
- Python's documentation is available in HTML, PDF, and PostScript formats.

Lets create first program in python



```
'''
```

```
Hello world program @ the easylearn academy
```

```
Author : Ankit Patel
```

```
Date : today
```

```
'''
```

```
print("Hello Student")
```

```
# Second print statement
```

```
print("We are going to learn python @ the easylearn academy")
```

What is comment?

- A comment is text that doesn't affect the outcome of a code, it is just a **piece of text** to let someone know what you have done in a program or what is being done in a block of code.
- This is helpful when someone else has written a code and you are analyzing it for bug fixing or making a change in logic.

Types of Comments in Python

- There are two types of comments in Python.
 - 1. Single line comment
 - `# This is just a comment. Anything written here is ignored by Python`
 - 2. Multiple line comment

```
"""  
This  
is a  
multi-line  
comment  
"""
```

Quotation in Python

- Python accepts single ('), double (") and triple (''' or """) quotes to denote string literals, as long as the same type of quote starts and ends the string.
- The triple quotes are used to give multi line string.
- For detail see the example given below

```
print('Python')
```

```
print("Python is general purpose script")
```

```
print( """This is a paragraph.
```

```
It is made up of multiple lines and sentences. """ )
```

Multiple Statements on a Single Line

- The semicolon (;) allows multiple statements on the single line but it is not possible.
 - Decision making statement
 - Loops
 - Functions
 - Class
- example
- `print ("Hi"); print ("I am learning Python")`

Creating Variables

- Variables are named location in main memory where we can store data temporary.
- Each variable has
 - Name
 - Value
 - Location (unique address)
- Each variable take some memory space(in terms of bytes) based on the type of value we assigning to them.
- Creating variables in Python is simple, you just have write the variable name on the left side of = and the value on the right side, as shown below.

- `Name = "The easylearn academy" #string`

- `Year = 2021 #integer`

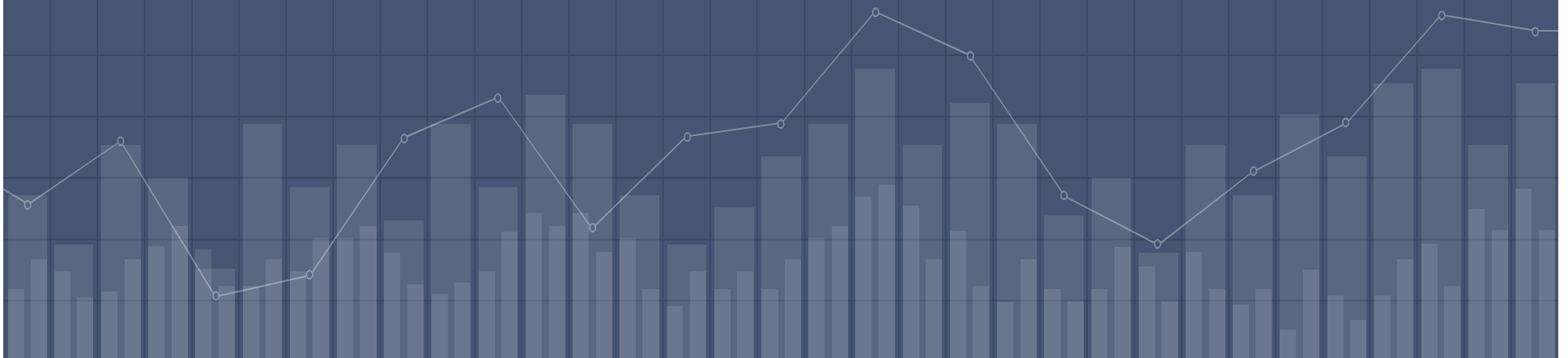
- `Weight = 80.25 #float`

- `Gender = True #boolean`

- **You do not have to mention the type of the variable,**
python guess the type based on the value stored in it.

How to print message using variable?

- To print next message on same line, **use second argument in print method. It should be end=""**
- **name = "the easylearn academy"**
- **print(name) #display only variable**
- **#display message and variable together**
- **print("you are learning python at ",name)**



More about variables.

- You can change variable value anywhere in your program.
- Variables name are case sensitive
- All variables will be deleted when program finish or stop in between or if computer gets restart while your program is running.
- Variables are used to store input, intermediate and final result.
- Variables are also used in expression.
- variables name can be anything but it can not be keywords.

Python Keywords

- Before we learn more about variable we need to learn what is keywords.
- A python keyword is a reserved word which you can't use as a name of your variable, class, function etc.
- These keywords have a special meaning and they are used for special purposes in Python programming language.
- Basically python programming keywords are used to define the syntax and structure of the Python programming language.
- In Python, All keywords are case sensitive. Therefore, you should be careful when using them in your code.
- For example – Python keyword “class” is used for creating class so you can't name a variable with the name “class” else it may cause compilation error.
- There are total 35 keywords in Python as of now.
- To get the keywords list on your operating system, open command prompt (terminal on Mac OS) and type “Python” and hit enter. After that type **keywords** and press enter.
- Type keywords to get the list of the keywords for the current python version running on your operating system.

List of keywords

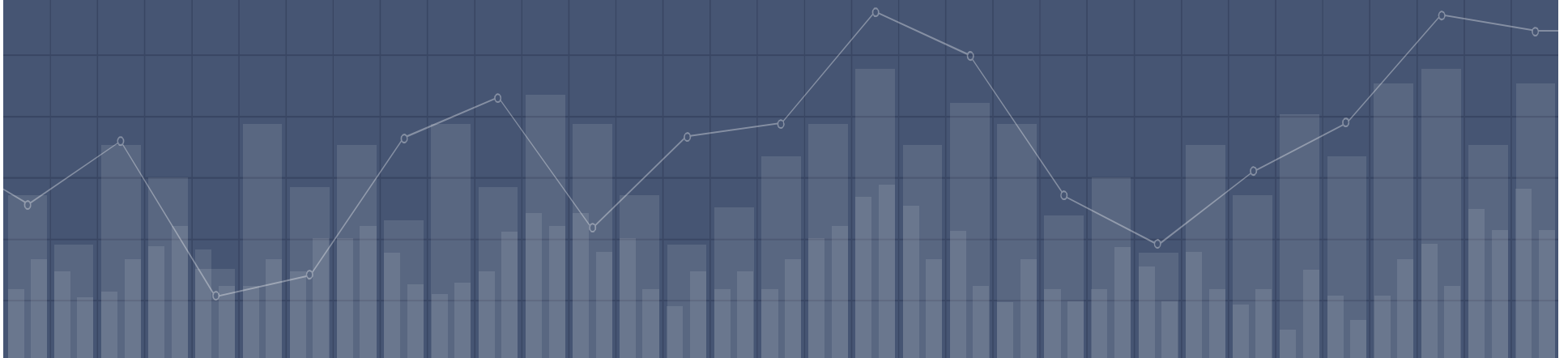
- False
- None
- True
- and
- as
- assert
- async
- await
- break
- class
- continue
- def
- del
- elif
- else
- except
- finally
- for
- from
- global
- if
- import
- in
- is
- lambda
- nonlocal
- not
- or
- pass
- raise
- return
- try
- while
- with
- yield

Naming rules for Variable Names

- **Rules for Python variables:**
- A variable name can only contain alphabets, numbers and underscores (A-z, 0-9, and _)
- A variable name must start with an alphabet or the underscore(_) character.
- **A variable name must not start with a number**
- Variable names are case-sensitive for example age, Age and AGE are three different variables.
- **Please remember that**
- We should give variable name in lowercase.
- If we want to use multiple words in variable name then we should separate words by (_). Because car_name is easy to read instead of carname.
- *We should give meaningful name to variables like age, car_name etc and we should avoid names like x and y*

How to take input from user using python?

- To take input from user through keyboard input function is used in python 3.
- Input function can accept any type of value from user
- You can store the results from them into a variable.
- It has following syntax
- `Variable = input("input message")`



Data Types

- A data type defines the type of data, for example 123 is an integer data while “hello” is a String type of data. The data types in Python are divided in two categories:
 1. Immutable data types – part of values cannot be changed but can be replaced as whole.
 2. Mutable data types – part of value can be changed

- Immutable data types in Python are:

1. **Numbers**
2. **String**
3. **Tuple**

- Mutable data types in Python are:

1. **List**
2. **Dictionaries**
3. **Sets**

Numeric Data Type in Python

- Integer – In Python there is no upper limit on the integer number which means we can have the value as large as our system memory allows.
- Float – Values with decimal points are the float values,
- Recall, there is no need to specify the data type in Python because It is automatically inferred based on the value we are assigning to a variable.



Python Strings

- String is a sequence of characters in Python. The data type of String in Python is called “**str**”.
- Python allows for either pairs of single or double quotes or triple double quotes for string.
- Part of strings can be accessed using the slice operator (**[]** and **[:]**) with indexes starting at 0 in the beginning of the string and which end from size-1 at the end. Where size is the size of the string.
- The plus (+) sign is the string concatenation operator and the asterisk (*) is the repetition operator.
- **Python strings are immutable, part of the string can not be replaced by other string but whole string can be replaced.**

example

```
word = 'Hello World!'
print (word) # Prints complete string
print (word[0]) # Prints first
                character of the string
print (word[0:5]) # Prints characters
                  starting from 0th to 2nd position
print (word[2:]) # Prints string
                 starting from 3rd character
print (word * 2) # Prints string two
                 times
print (word + " TEST") # Prints
                       concatenated string
Word = "the easylearn academy";
Word [0] = 'T' #error,will not work
```

output

```
Hello World!
H
```

```
Hello
```

```
llo World!
```

```
Hello World!Hello World!
```

```
Hello World! TEST
```

```
The easylern academy
```

Python Lists

- List is special type of variable in which we store multiple values.
- Each value in list has unique positive integer position that start with 0.
- we can access, modify , delete any value in list using list name and value's position.
- A list contains items separated by commas and created using brackets ([]).
- lists are similar to arrays in C.
- List is mutable data type in python and it means we change or remove any value in list at any time.
- Items in a list can be of different data type.
- The values stored in a list can be accessed using the slice operator ([] and [:]).
- List 1st index is 0 and last index is size-1 where size is the size of the list.
- The plus (+) sign is the list concatenation operator, and the asterisk (*) is the repetition operator.

example

- **list** = ['Ankit', 123 , 2.23, 'Patel', True]
- **tinylist** = [123, "The EasyLearn Academy"]

- print (list) # Prints complete list
- print (list[0]) # Prints first element of the list
- print (list[1:3]) # Prints elements starting from 1st till 3rd
- print (list[2:]) # Prints elements starting from 2nd element
- print (tinylist * 2) # Prints list two times
- print (list + tinylist) # Prints concatenated lists

List Methods / functions

- `append()`
 - Add an element to the end of the list
- `extend(list)`
 - Add set of values(list) at the end of list.
- `insert(position,item)`
 - Insert an item at the defined position
- `remove(item)`
 - Removes given item from the list
- `pop(position)`
 - Removes and returns an element at the given position
- `clear()`
 - Removes all items from the list
- `index()`
 - Returns the index of the first matched item
- `count(item)`
 - Returns the count of the number of items passed as an argument
- `sort()`
 - Sort items in a list in ascending order if all items are of same type
- `reverse()`
 - Reverse the order of items in the list
- `copy()`
 - Returns a shallow copy of the list

Python Tuples

- A tuple is another compound data type that is similar to the list.
- Tuples is **read-only** lists. Means values can not be changed or removed from tuples at all.
- List is created using brackets (`[]`) and their elements and size can be changed, while tuple is created using parentheses (`()`).
- Tuple can not be printed with any other type variable in single print statement.

example

- `tuple = ('Ankit', 456 , 1.14, 'Patel', 70.2,True,False)`
- `tinytuple = (99, 'The Easylearn Academy')`
- `print (tuple)` # Prints complete tuple
- `print (tuple[0])` # Prints first element of the tuple
- `print (tuple[1:3])` # Prints elements starting from 2nd till 3rd
- `print (tuple[2:])` # Prints elements starting from 3rd element
- `print (tinytuple * 2)` # Prints tuple two times
- `print (tuple + tinytuple)` # Prints concatenated tuple


Tuple Methods

- Since tuple is read only you cant add items or remove in tuple. Only the following two methods are available.
- `count(item)`
 - count specified item in tuple
- `index(item)`
 - return index of specified item generate `KeyError` if item not found and program will stop



Python Dictionary

- ▣ **Python dictionary is one type of list which each value key which it is always string.**
- ▣ In python dictionaries are created with curly brackets {}, and it has keys and values.
- ▣ One can think of key as name of the variable and value as the value of variable.
- ▣ One can add new key value pair in dictionary at any time.
- ▣ Dictionaries are enclosed by curly braces ({ }) and values can be assigned and accessed using square braces ([]).
- ▣ Dictionaries can retrieve values very fast when the key is known.



```
teacher = {"name": "Ankit", "age": 38, "weight": 81.25, "gender": True,  
           "country": "india", "secret": 123123}  
print (teacher) # print teacher dictionary  
  
teacher['name'] = "ANKIT PATEL" #change particular key's value :  
print (teacher["name"]) # print specific dictionary key's value  
  
del teacher["secret"] #delete specific key value pair.
```

```
book = {} # Creating an empty Dictionary
print("Empty Dictionary: ")
print(book)
```

```
# Adding elements one at a time
book['name'] = 'secret'
book['price'] = 1000
book['weight'] = 1.5
print("Dictionary after adding 3 elements: ")
print(book)
```

```
# # Adding set of values to a single Key
book['chapters'] = (1,2,3,4)
Book['topics'] = ['energy', 'focus', 'logical thinking',
print("Dictionary after adding 3 elements: ")
print(book)
```

```
# Updating existing Key's Value
```

Important Dictionary Methods

- `clear()`
 - Removes all items from the dictionary.
- `copy()`
 - Returns a shallow copy of the dictionary.
- `fromkeys(seq[, v])`
 - Returns a new dictionary with keys from seq and value equal to v (defaults to None).
- `get(key[, d])`
 - Returns the value of the key. If the key does not exist, returns d (defaults to None).
- `items()`
 - Return a new object of the dictionary's items in (key, value) format.
- `keys()`
 - Returns a new object of the dictionary's keys.
- `pop(key[, d])`
 - Removes the item with the key and returns its value or d if key is not found. If d is not provided and the key is not found, it raises `KeyError`.
- `popitem()`
 - Removes and returns last item (key, value). Raises `KeyError` if the dictionary is empty.
- `update([other])`
 - `update()` method adds element(s) to the dictionary from dictionary passed as argument if the key is not in the dictionary then key value will be added . If the key is in the dictionary, it updates the key with the new value.
- `Values()`
 - The `values()` method returns a view object that displays a list of all the values in the dictionary.

Sets

- In Python, a **set** is an unordered collection of unique elements. It is similar to a mathematical set, meaning it does not allow duplicate values.
- Sets are mutable, meaning you can add or remove elements, but the elements themselves must be immutable (e.g., numbers, strings, tuples).
- **Key Properties of Sets**
 1. **Unordered:** The order of elements is not guaranteed.
 2. **Unique:** Duplicate elements are automatically removed.
 3. **Mutable:** You can add or remove elements.
 4. **Immutable Elements:** Elements inside a set must be of immutable types (e.g., strings, numbers, tuples).

```
● ● ●

# Creating a set
fruits = {'apple', 'banana', 'orange'}
print(fruits)  # Output: {'banana', 'orange', 'apple'}

# Adding elements to a set
fruits.add('mango')
print(fruits)  # Output: {'banana', 'orange', 'apple', 'mango'}

# Removing an element from a set
fruits.remove('banana')
print(fruits)  # Output: {'orange', 'apple', 'mango'}

# Set operations
set1 = {1, 2, 3}
set2 = {2, 3, 4}

union = set1.union(set2)
print(union)  # Output: {1, 2, 3, 4}

intersection = set1.intersection(set2)
print(intersection)  # Output: {2, 3}
```

Multi-Line Statements

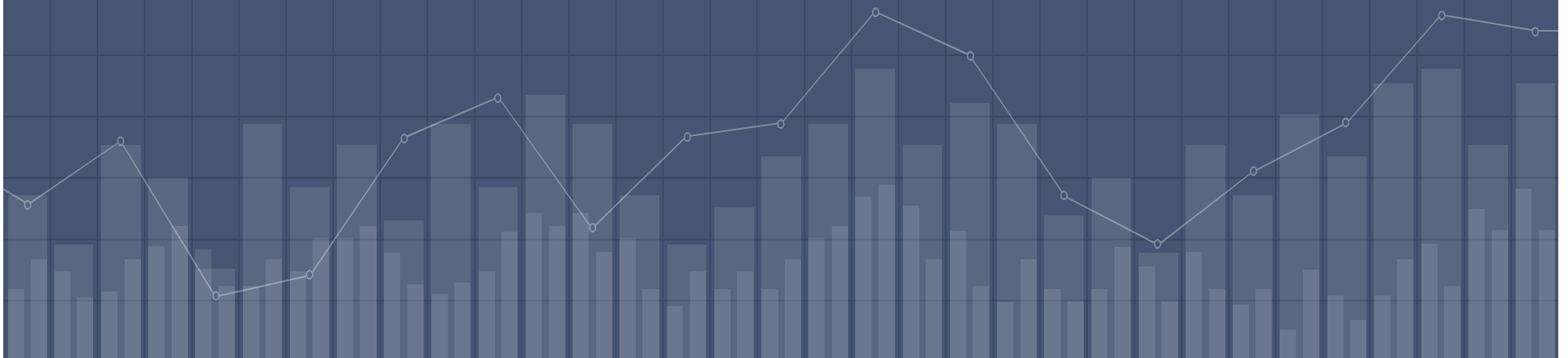
- Statements in Python typically end with a new line. Python does, however, allow the use of the line continuation character (\) to denote that the line should continue.
- For example –
- `Total = item_one + item_two + item_three`
 - OR
- `total = item_one + \`
- `item_two + \`
- `item_three`

Operators(symbols) in Python



Types of Operator

- Arithmetic Operators
- Comparison (Relational) Operators
- Assignment Operators
- Logical Operators
- Bitwise Operators
- Membership Operators
- Identity Operators



Python Arithmetic Operators

Operator	Description	Example
+ Addition	Adds values on either side of the operator.	$a + b = 30$
- Subtraction	Subtracts right hand operand from left hand operand.	$a - b = -10$
* Multiplication	Multiplies values on either side of the operator	$a * b = 200$
/ Division	Divides left hand operand by right hand operand	$b / a = 2$
% Modulus	Divides left hand operand by right hand operand and returns remainder	$b \% a = 0$
** Exponent	Performs exponential (power) calculation on operators	$a^{**}b = 10 \text{ to the power } 20$
//	Floor Division - The division of operands where the result is the quotient in which the digits after the decimal point are removed. But if one of the operands is negative, the result is floored, i.e., rounded away from zero (towards negative infinity) –	$9//2 = 4$ and $9.0//2.0 = 4.0, -1$

Comparison/relational Operators

Operator	Description	Example
<code>==</code>	If the values of two operands are equal, then the condition becomes true.	<code>(a == b)</code> is not true.
<code>!=</code>	If values of two operands are not equal, then condition becomes true.	<code>(a != b)</code> is true.
<code>></code>	If the value of left operand is greater than the value of right operand, then condition becomes true.	<code>(a > b)</code> is not true.
<code><</code>	If the value of left operand is less than the value of right operand, then condition becomes true.	<code>(a < b)</code> is true.
<code>>=</code>	If the value of left operand is greater than or equal to the value of right operand, then condition becomes true.	<code>(a >= b)</code> is not true.
<code><=</code>	If the value of left operand is less than or equal to the value of right operand, then condition becomes true.	<code>(a <= b)</code> is true.

Logical Operators

Operator	Description	Example
and Logical AND	If both the operands are true then condition becomes true.	(a == c and b==d) is true.
or Logical OR	If any of the two operands are non-zero then condition becomes true.	(a==c or b==d) is true.
not Logical NOT	Used to reverse the logical state of its operand.	not(a==x and b==y) is false.

Assignment Operators

Operator	Description	Example
=	Assigns values from right side operands to left side operand	$c = a + b$ assigns value of $a + b$ into c
+= Add AND	It adds right operand to the left operand and assign the result to left operand	$c += a$ is equivalent to $c = c + a$
-= Subtract AND	It subtracts right operand from the left operand and assign the result to left operand	$c -= a$ is equivalent to $c = c - a$
*= Multiply AND	It multiplies right operand with the left operand and assign the result to left operand	$c *= a$ is equivalent to $c = c * a$
/= Divide AND	It divides left operand with the right operand and assign the result to left operand	$c /= a$ is equivalent to $c = c / a$ $c /= a$ is equivalent to $c = c / a$
%= Modulus AND	It takes modulus using two operands and assign the result to left operand	$c \% = a$ is equivalent to $c = c \% a$
**= Exponent AND	Performs exponential (power) calculation on operators and assign value to the left operand	$c ** = a$ is equivalent to $c = c ** a$
//= Floor Division	It performs floor division on operators and assign value to the left operand	$c //= a$ is equivalent to $c = c // a$

Membership Operators

Python's membership operators test for membership in a sequence, such as **strings, lists, or tuples**.

Operator	Description	Example
in	Evaluates to true if it finds a variable in the specified sequence and false otherwise.	<code>x in y</code> , here <code>in</code> results in a 1 if <code>x</code> is a member of sequence <code>y</code> .
not in	Evaluates to true if it does not find a variable in the specified sequence and false otherwise.	<code>x not in y</code> , here <code>not in</code> results in a 1 if <code>x</code> is not a member of sequence <code>y</code> .



example

```
a = 3
b = 20
list = [1, 2, 3, 4, 5 ];
isFound = a in list
print(isFound)
isFound = b not in list
print(isFound)
Word = 'apple'
Fruits = "banana mango pineapple orange apple"
isFound = word in Fruits
Print(isFound)
```

Identity Operators

Identity operators compare the memory locations of two objects.

is

Evaluates to true if the variables on either side of the operator point to the same object and false otherwise.

`x is y`, here is results in 1 if `id(x)` equals `id(y)`.

is not

Evaluates to false if the variables on either side of the operator point to the same object and true otherwise.

`x is not y`, here is not results in 1 if `id(x)` is not equal to `id(y)`.



example

```
x = 10
```

```
y = 10
```

```
result = x is y
```

```
print("result:", result)
```

- We will get True because both x and y are identical.
- We can also check the id of the variables using the id() function.
- The id() function returns a unique id for a given object.
- Every object in Python gets a unique id when they are created.
- The id of an object is an integer value that represents the address of an object in memory.

Example of id function

```
# variables
```

```
x = 10
```

```
y = 10
```

```
result = x is y
```

- `print("result:", result, id(x), id(y))`
- The above code will give us a similar output as shown below.
- `result: True 4488129824 4488129824`

Operators Precedence

Sr.No. Operator & Description

1 ** Exponentiation (raise to the power)

2 ~ + - Complement, unary plus and minus (method names for the last two are +@ and -@)

3 * / % // Multiply, divide, modulo and floor division

4 + - Addition and subtraction

5 >> << Right and left bitwise shift

6 & Bitwise 'AND'

7 ^ | Bitwise exclusive 'OR' and regular 'OR'

8 <= < > >= Comparison operators

9 <> == != Equality operators

10 = %= /= //= -= += *= **= Assignment operators

11 is is not Identity operators

12 in not in Membership operators

13 not or and Logical operators