

# Module 1

## Introduction to Python for Beginners

### What is Python?

Python is an easy-to-understand, general-purpose programming language (is used in AI, Game development, ...)  
Its design philosophy emphasises code readability.  
(ie. easy to read/understand the code).

Developed by Guido van Rossum in 1993.

### Advantages of Python

- Easy to code
- Improved productivity
- Vast Library support (Pre-written codes which can be used at any point of time in our project)
- A lot of career options
- Used almost everywhere

### Python Kingdom

- Majorly used at Google
- Youtube is mostly written in Python
- All big market players (Netflix/Amazon/Instagram) use it

- o Video recommendations
- o Personalized content
- o Personalized advertisements
- o Many more

} using Python algorithms..



Python can be used for :

- AI and ML
- Data Analytics (Eg. Election result prediction)
- Programming applications
- Web development
- Game development
- Many more...

## Content of Python course

This course is segregated in multiple modules topic wise, making it easy to learn quickly.

Modules topic wise :

- |                              |                                   |
|------------------------------|-----------------------------------|
| 1. Introduction              | 9. Lists                          |
| 2. Installations             | 10. Tuples                        |
| 3. Python Fundamentals       | 11. Sets                          |
| 4. Print function            | 12. Python Function               |
| 5. Operators and Expressions | 13. Dictionaries                  |
| 6. Control flow              | 14. OOPS                          |
| 7. Loops                     | 15. File Handling                 |
| 8. Strings                   | 16. Errors and Exception handling |

## Goal of this course

- Understanding of Python constructs
- Able to code in Python
- Ready to move with DS & ML or Development