

Python Programming [Instructor 1]

Fundamental Data Types Operators

* Fundamental data Types are :-

- Integer
- floats
- complex
- Boolean
- None
- String

* Numbers are of 3 Types

- int
- float
- complex

* integer [any real number without the decimal point]

Ex:- 10, 0, -10 [Decimal format]

* integers can be represented in binary, octal & hexa decimal values.

* Binary conversion automatic

10 Binary value = 10 1 0

0b1010

↙ represents automatic

Ex:- a = 0b1010
print(a) ↓

output: 10

* print(bin(765)) ↓

output: 0b101111101

⇒ bin - should be preceded by 0b, 0B, allowed digits are 0 & 1, Any format to Binary - bin()

* Octal representation

⇒ oct - should be preceded by ^{00, 0o} 0 to 7, Any format to Octal - oct()

Ex:- * print(oct(9875)) ↓

output: 4012

* hexadecimal

⇒ hex - should be preceded by 0X, 0x, allowed digits are 0 to 15, Any format to Hexa - hex()

* print(hex(64641)) ↓

output: 0xfca9

- * Only integers values are represented in these format
- * Using eval function conversion can be done from one format to other

Ex:- `a = eval(hex('0b101001001001'))`
`print(a, type(a))` ↴

output : 64664
 10377

Float :-

- * Float can be represented only in decimal format
- * Any value with a decimal point is float

Ex:- 10.0, 1020, -10.20, 0.001

- * There will be no short (or) long type only int

int - 8

short - 16

long - 32, 64

Ex:- `a = 10`

`Print(a, type(a))`

`b = 10876468710.5`

`Print(b, type(b))`

$c = 108108108108110110108110108110124$

`print(c, type(c))`

output: 10 <class 'int'>

<class 'int'>

<class 'int'>

* `sys.getsize of (a)`
`sys.getsize of (b)`
`sys.getsize of (c)`

Ex:- `import sys`
`a = 12345`
`print(a, type(a))`
`print('size =', sys.getsize(a))`

output: 12345, int
size = 10

Complex :-

Any number with format of $a+bj$ is a is real & imaginary

Ex:-

$a = 10 + 20j$

`print(a, type(a))`

`print(a.real)`

`print(a.imag)`

output:- $10 + 20j$, complex

10.0

20.0

Boolean :-

* Values are "True" & "False".

* Boolean to int

True = 1

False = 0

* Boolean to Float

True = 1.0

False = 0.0

* Boolean to complex

True = 1 + 0j

False = 0 + 0j

Ex:- * `print (complex (True, False))` ↴

Output: (1+0j)

`print (complex (True, True))` ↴

Output: (1+1j)

Operators in Python

* Arithmetic

* Comparison

- * Equality
- * Logical
- * Bitwise
- * Assignment
- * Compound Assignment
- * Membership
- * Identity
- * Ternary

* Arithmetic operator :-

$+$, $-$, $*$, $/$, $//$, $\%$, $**$

\downarrow \searrow
 Float division Floor division

* True division - floating point after division [Float division]

Ex:- `print(10/2)`

`print(10/3)`

output :- 5.0
 3.33333333

* `print(10//2)`

`print(10//3)`

output :- 5
 3

Comparison Operator :-

Ex:- `print('Python' < 'python')` ↙

`output : True`

* `print(ord('P'))` ↙

`output : 80`

Equality Operator :-

Ex:- `print('A' == 65)`

`print('A' == 'A')` ↙

`output : False`
`True`

* `print(ord('A') == 65)` ↙

`output : True`

Logical operator :- { &, or, not }

True and True = True

True and False = False

False and True = False

False and False = False

} and

True or True = True
True or False = True
False or True = True
False or False = False } or

not True = False
not False = True } not

- * logical operator - works on the logic - logic should always be evaluated as True (or) False

Ex:- $(10 < 20)$ and $('True' != 'True')$
↓

output: False

Bitwise Operator:-

- * This operators works only on bits - 0[False] and 1[True]
- * These operator works only on integer.
- * All integer values are converted into bits representation & then bit by bit operator happens.
- * Truth Tables are given below.

* Bitwise and Truth Tables

$$1 \& 1 = 1$$

$$1 \& 0 = 0$$

$$0 \& 1 = 0$$

$$0 \& 0 = 0$$

* Bitwise or Truth Tables

$$1 \text{ or } 1 = 1$$

$$1 \text{ or } 0 = 1$$

$$0 \text{ or } 1 = 1$$

$$0 \text{ or } 0 = 0$$

* Bitwise xor Truth Tables

$$1 \text{ xor } 1 = 0$$

$$1 \text{ xor } 0 = 1$$

$$0 \text{ xor } 1 = 1$$

$$0 \text{ xor } 0 = 0$$

* Bitwise negation:-

$$= -(num + 1)$$

Ex:- `print(-10)` ↓

$$= -11$$

