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In [1]: print('Hello Everyone')
```

Hello Everyone

```
In [2]: # variables -> to store the data
num = 10
print(num)
```

10

```
In [3]: num = 10
print(type(num))
```

<class 'int'>

```
In [4]: num = 10.5
print(type(num))
```

<class 'float'>

```
In [6]: # name = 'a'
name = 'vasi'
print(type(name))
```

<class 'str'>

```
In [9]: # int, float, str, bool
is_cold = False
print(is_cold, type(is_cold))
```

False <class 'bool'>

```
In [11]:
```

10
15

```
In [12]: # firstName -> camel case # not used in python
# FirstName -> Pascal case -> classes in python
# first_name -> snake case -> variables, functions in python

# verbs -> functions
# Nouns -> variables and classes
```

```
In [15]: a = True
b = 10
print(a + b)
```

11

```
In [16]: a = True
b = False
print(a - b)
```

1

```
In [25]: # Operators and operands
# Arithmetic operators

num1 = 2
num2 = 3
```

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print(num1 + num2)
print(num1 - num2)
print(num1 * num2)
print(num1 / num2)
print(num1 // num2) # double division operator -> quotient -> floor division
print(num1 % num2) # modulus -> remainder
print(num1 ** num2) # power

```

```

5
-1
6
0.6666666666666666
0
2
8

```

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In [1]: # -13 % 3
        # -6 % 2

        # 17 % -4

```

```

Out[1]: -3

```

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In [31]: # -13 // 3

        # remainder theorem
        # rem = num - (div * quotient)

```

```

Out[31]: -5

```

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In [44]: # Assignment operators
        num = 10
        # num += 10 # num = num + 10
        # num -= 10
        # num *= 10
        # num /= 10
        # num //= 10
        # num %= 10
        # num **= 10
        print(num)

```

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10000000000

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In [4]: # comparison operators -> Boolean(True or False)
        # print(10 == 14) # comparing ==
        # print(10 != 14) # not equal
        # print(10 > 4)
        # print(10 < 4)
        # print(10 >= 10)
        # print(15 <= 10)

        # print(10 == '10')
        # print(10 + '5')

```

```

In [ ]:

```

