

## Data Types in Python

In programming languages, every value or data has an associated type to it known as data type. Some commonly used data types.

**String:** A String is a stream of characters enclosed within quotes.

```
"Hello World!"  
1234
```

**Integer:** All the numbers (positive, negative and zero) without any fractional part come under Integers.

```
...-3, -2, -1, 0, 1, 2, 3,...
```

**Float:** Any number with a decimal point.

```
24.3, 345.210, -321.86
```

**Boolean:** In a general sense, anything that can take one of two possible values is considered a Boolean. As per the Python Syntax, True and False are considered as Boolean values.

```
True, False
```

## Conditional Statements

**Conditional Statement:** Conditional Statement allows you to execute a block of code only when a specific condition is True.

```
if True:  
    print("If Block")  
    print("Inside If")
```

```
# Output is:  
If Block  
Inside If
```

**If - Else Statement:** When the If - Else conditional statement is used, the Else block of code executes if the condition is False.

```
a = int(input()) # -1  
if a > 0:  
    print("Positive")  
else:  
    print("Not Positive")
```

```
# Output is:  
Not Positive
```

**Nested Conditions:** The conditional block inside another if/else conditional block is called as a nested conditional block.

```
if Condition A:  
    if Condition B:  
        block of code  
else:  
    block of code
```

```
if Condition A:  
    block of code
```

```
else:
    if Condition B:
        block of code
```

**Elif Statement:** Use the elif statement to have multiple conditional statements between if and else. The elif statement is optional.

```
if Condition A:
    block of code
elif Condition B:
    block of code
else:
    block of code
```

#### Indentation:

1. Space(s) in front of the conditional block is called indentation.
2. Indentation(spacing) is used to identify the Conditional Blocks.
3. Standard practice is to use four spaces for indentation.

## Strings - working with strings

**String Concatenation:** Joining strings together is called string concatenation.

```
a = "Hello" + " " + "World"
print(a) # Hello World
```

**String Repetition:** \* operator is used for repeating strings any number of times as required.

```
a = "$" * 10
print(a) # $$$$$$$$$$
```

**Length of String:** len() returns the number of characters in a given string.

```
username = input() # Ravi
length = len(username)
print(length) # 4
```

**String Indexing:** We can access an individual character in a string using their positions (which start from 0) . These positions are also called *index*.

```
username = "Ravi"
first_letter = username[0]
print(first_letter) # R
```

**String Slicing:** Obtaining a part of a string is called string slicing. Start from the *start\_index* and stops at the *end\_index*. (end\_index is not included in the slice).

```
message = "Hi Ravi"
part = message[3:7]
print(part) # Ravi
```

**Slicing to End:** If *end\_index* is not specified, slicing stops at the end of the string.

```
message = "Hi Ravi"  
part = message[3:]  
print(part) # Ravi
```

**Slicing from Start:** If the *start\_index* is not specified, the slicing starts from the index 0.

```
message = "Hi Ravi"  
part = message[:2]  
print(part) # Hi
```

**Negative Indexing:** Use negative indexes to start the slice from the end of the string.

```
b = "Hello, World!"  
print(b[-5:-2]) # orl
```

**Reversing String:** Reverse the given string using the extended slice operator.

```
txt = "Hello World"  
txt = txt[::-1]  
print(txt) # dlroW olleH
```

**Membership check-in strings:**

**in:** By using the *in* operator, one can determine if a value is present in a sequence or not.

```
language = "Python"  
result = "P" in language  
print(result) # True
```

**not in:** By using the, *not in* operator, one can determine if a value is not present in a sequence or not.

```
language = "Python"  
result = "P" not in language  
print(result) # False
```

## Calculations in Python

**Addition:** Addition is denoted by + sign.

```
print(2 + 5) # 7  
print(1 + 1.5) # 2.5
```

**Subtraction:** Subtraction is denoted by - sign.

```
print(5 - 2) # 3
```

**Multiplication:** Multiplication is denoted by \* sign.

```
print(2 * 5) # 10  
print(5 * 0.5) # 2.5
```

**Division:** Division is denoted by / sign.

```
print(80 / 5) # 16.0
```

**Modulus:** To find the remainder, we use the Modulus operator %.

```
print(7 % 2) # 1
```

**Exponent:** To find a power b, we use Exponent Operator \*\*.

```
print(7 ** 2) # 49
```

**Floor division:** To find an integral part of the quotient we use Floor Division Operator //.

```
print(13 // 5) # 2
```

## Input and Output Basics

**Take Input From User:** input() allows flexibility to take input from the user. Reads a line of input as a string.

```
username = input() # Ajay
```

**Printing the Output:** print() function prints the message to the screen or any other standard output device.

```
print(username) # Ajay
```

**Comments:** Comment starts with a hash #. It can be written in its own line next to a statement of code.

```
# This is a comment
```

## String Methods

Name	Syntax	Usage
isdigit()	str.isdigit()	Gives True if all the characters are digits. Otherwise, False.
strip()	str.strip()	Removes all the leading and trailing spaces from a string.
strip() with separator	str.strip(separator)	We can also specify separator(string) that need to be removed.
replace()	str.replace(old, new)	Gives a new string after replacing all the occurrences of the old substring with the new substring.
startswith()	str_var.startswith(value)	Gives True if the string starts with the specified value. Otherwise, False.
endswith()	str.endswith(value)	Gives True if the string ends with the specified value. Otherwise, False.
upper()	str.upper()	Gives a new string by converting each character of the given string to uppercase.
lower()	str.lower()	Gives a new string by converting each character of the given string to lowercase.
split()	str.split()	The split() method splits a string into a list.
split() with separator	str.split(separator, maxsplit)	Specifies the separator to use when splitting the string. By default any whitespace is a separator.
join()	str.join(iterable)	The join() method takes all items in an iterable and joins them into one string.

**String Formatting:** String Formatting simplifies the concatenation. It increases the readability of code and type conversion is not required.

**Add Placeholders:** Add placeholders {} where the string needs to be formatted.

```
name = "Raju"
age = 10
msg = "Hi {}. You are {} years old."
print(msg.format(name, age)) # Hi Raju. You are 10 years old.
```

**Numbering Placeholders:** Numbering placeholders, will fill values according to the position of arguments.

```
name = input() # Raju
age = int(input()) # 10
msg = "Hi {1}. You are {0} years old."
print(msg.format(name, age)) # Hi 10. You are Raju years old.
```

**Naming Placeholder:** Naming placeholders will fill values according to the keyword arguments.

```
name = input() # Raju
age = int(input()) # 10
msg = "Hi {name}. You are {age} years old."
print(msg.format(age=age, name=name)) # Hi Raju. You are 10 years old.
```

## Relational & Logical Operators

**Relational Operators** are used to comparing values. Gives True or False as the result of a comparison.

Operator Name	Example	Output
>	Is greater than	print(2 > 1) True
<	Is less than	print(5 < 10) True
==	Is equal to	print(3 == 4) False
<=	Is less than or equal to	print(2 <= 1) False
>=	Is greater than or equal to	print(2 >= 1) True
!=	Is not equal to	print(2 != 1) True

**Logical operators** are used to performing logical operations on Boolean values. Gives True or False as a result.

Name	Code	Output
and	print((5 < 10) and (1 < 2))	True
or	print((5 < 10) or (2 < 2))	True
not	print(not (2 < 3))	False

**Logical Operators Truth Table:**

A	B	A and B
True	True	True
True	False	False

**A    B    A and B**

False   False   False

False   True   False

**A    B    A or B**

True   True   True

True   False   True

False   False   False

False   True   True

**A    Not A**

True   False

False   True