



# JUST FOR CODE

## LEARN SOFTWARE ENGINEERING

### Programming

The method of creating software is called programming. These methods are written in a particular language and that language is called programming language.

### Name of some programming languages

1. Python
2. C
3. Java
4. Php

### Coding or code

The words we use while programming are called coding.

#### Note :-

Low-Level language is the only language which can be understood by the computer. Low-level language is also known as Machine Language. The machine language contains only two symbols 1 & 0. All the instructions of machine language are written in the form of binary numbers 1's & 0's.

High-Level Language	Low-Level Language
Write in english	Write in binary
These are programmer-friendly languages that are manageable, easy to understand, debug, and widely used in today's times.	These are machine-friendly languages that are very difficult to understand by human beings but easy to interpret by machines.

High-level languages require the use of a compiler or an interpreter for their translation into the machine code.	Low-level language requires an assembler for directly translating the instructions of the machine language.
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These are portable from any one device to another.	A user cannot port these from one device to another.
High-level languages do not depend on machines.	Low-level languages are machine-dependent and thus very difficult to understand by a normal user.
High-level languages take more time for execution as compared to low-level languages because these require a translation program.	The translation speed of low-level languages is very high.
One does not require a knowledge of hardware for writing programs.	Having knowledge of hardware is a prerequisite to writing programs.
High-level languages do not provide various facilities at the hardware level.	Low-level languages are very close to the hardware. They help in writing various programs at the hardware level.
Some examples of high-level languages include python, php, java	Some examples of low-level languages include the Machine language and Assembly language.

## Compiler

Compiler is a translator which translates english word into binary (machine code)

## Interpreter

Interpreter is a translator which translates english word into binary (machine code)

## Differences between compiler and interpreter

A compiler translates the entire source code in a single run. An interpreter translates the entire source code line by line

## Python definition

Python is a high-level programming language.

## Python Inventions

Invented by Guido van rossum on 20 february 1991

## **Data**

Number character files commonly these are known as data

## **Characters**

a, b, c, d

## **String**

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## **Files**

test.mp4, test.jpg, test.pdf test.mp3, test.audio

## **Statements or instructions**

A statement is a single line of code that performs a specific task

## **Variables**

Variables are the way to store data in programming.

### **Lowercase**

**All letters in small**      **Example :** myvariable

### **Uppercase**

**All letters in capital**      **Example :** MYVARIABLE

### **Camelcase**

**First letter is small but next word first letter is capital**      **Example :** myVariable

### **Snakecase**

**First letter is capital and also next word first letter is capital**      **Example :** MyVariable

## **Variable declaration**

**x = 18**

**Y = 32**

### **Variable declaration in shorthand**

**x , y = 14 , 16**

## **Same data in multiple variables**

**x = y = z = 22**

## Keyword

Keywords are predefined, reserved words used in programming that have special meanings to the compiler

## 35 Keywords are there in python

<a href="#"><u>False</u></a>	<a href="#"><u>await</u></a>	<a href="#"><u>else</u></a>	<a href="#"><u>import</u></a>	<a href="#"><u>pass</u></a>
<a href="#"><u>None</u></a>	<a href="#"><u>break</u></a>	<a href="#"><u>except</u></a>	<a href="#"><u>in</u></a>	<a href="#"><u>raise</u></a>
<a href="#"><u>True</u></a>	<a href="#"><u>class</u></a>	<a href="#"><u>finally</u></a>	<a href="#"><u>is</u></a>	<a href="#"><u>return</u></a>
<a href="#"><u>and</u></a>	<a href="#"><u>continue</u></a>	<a href="#"><u>for</u></a>	<a href="#"><u>lambda</u></a>	<a href="#"><u>try</u></a>
<a href="#"><u>as</u></a>	<a href="#"><u>def</u></a>	<a href="#"><u>from</u></a>	<a href="#"><u>nonlocal</u></a>	<a href="#"><u>while</u></a>
<a href="#"><u>assert</u></a>	<a href="#"><u>del</u></a>	<a href="#"><u>global</u></a>	<a href="#"><u>not</u></a>	<a href="#"><u>with</u></a>
<a href="#"><u>async</u></a>	<a href="#"><u>elif</u></a>	<a href="#"><u>if</u></a>	<a href="#"><u>or</u></a>	<a href="#"><u>yield</u></a>

## Keyword's Uses

**def** : def keyword is used to create a function

**return** : return keyword is used return something from a function

## Functions

A function splits the code into several parts to keep all the code organized

## There are two types of function

1. **User-defined function** : A function that is created by user (**we define and we call**)
2. **Built-in Or Predefined function** : A function that is created by programming language itself (**we only call but we can not define**)

## Some Built-in functions

1. `print()`
2. `int()`
3. `float()`
4. `str()`
5. `input()`

## Data Types

1. String type
2. Numeric type
3. Boolean type
4. Set type
5. Sequence type
6. Mapping type
7. Binary type
8. None type

### String Type

Type	Example
str	"alok kumar", 'a'

### Numeric Type

Type	Example
int	53151, -211
float	120.22, -52.36

### Boolean Type

Type	Example
bool	True , False

### Example to checking data type

```
type = type(123) print(type)
```

```
type = type(120.36) print(type)
```

```
type = type("alok kumar") print(type)
```

```
type = type(True) print(type)
```

# Operator

Mathematical symbols are known as operator.

## 1. Arithmetic operators

+ Addition

- Subtraction

\* Multiplication

/ Division

% Modulus

\*\* Exponentiation

// Floor division

## 2. Comparison operators

== Equal

!= Not equal

> Greater than

< Less than

>= Greater than or equal to

<= Less than or equal to

## 3. Assignment operators

=

+=

-=

\*=

/=

%=

//=

**\*\*=**

**&=**

**|=**

**^=**

**>>=**

**<<=**

#### **4. Logical operators**

and

or

not

#### **5. Identity operators**

is

is not

#### **6. Membership operators**

in

not in

#### **7. Bitwise operators**

& AND

| OR

^ XOR

~ NOT

<< ZERO FILL LEFT SHIFT

>> SIGNED RIGHT SHIFT **Conditions**



# Conditions

Condition helps you to make decisions in programming language

## Syntax - 1

```
if expression :  
    statement  
  
else :  
    statement
```

## Syntax – 2

```
if expression :  
    statement  
  
elif expression :  
    statement  
  
else :  
    statement
```

## Expressions example

1.  $2 == 2$
2.  $10 > 5$
3.  $56 < 6$
4.  $10 != 15$