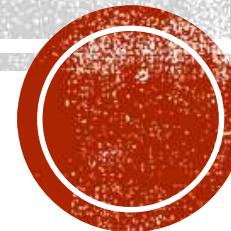


# PYTHON BASICS



# PROGRAM COMPILE

```
#include<stdio.h>  
  
int main()  
{  
    printf("My First Program");  
    return 0;  
}
```

hello.c

1

Source

```
c:\ gcc hello.c
```

2

Compile

```
00000100  
11001000  
11001010  
10101010  
10010010  
1
```

3

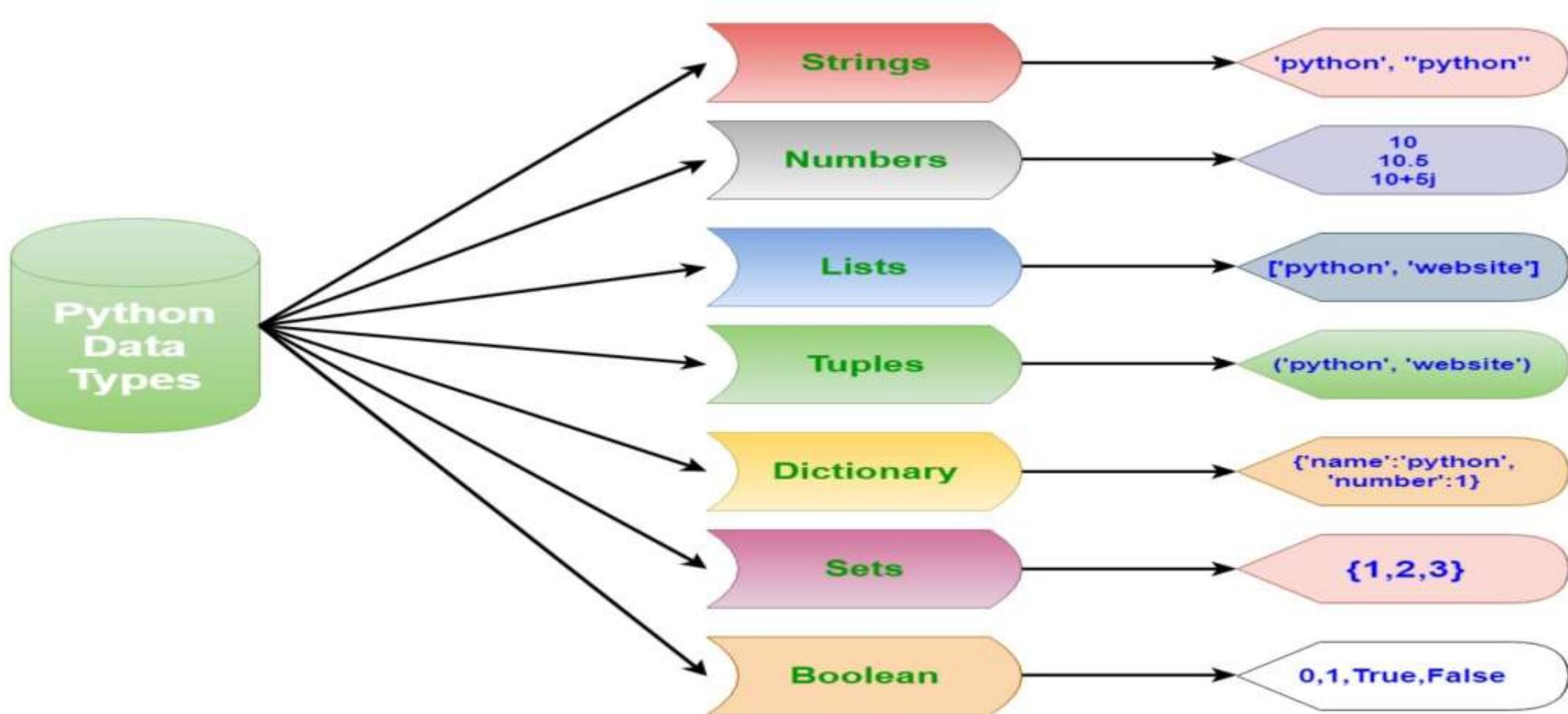
Execute



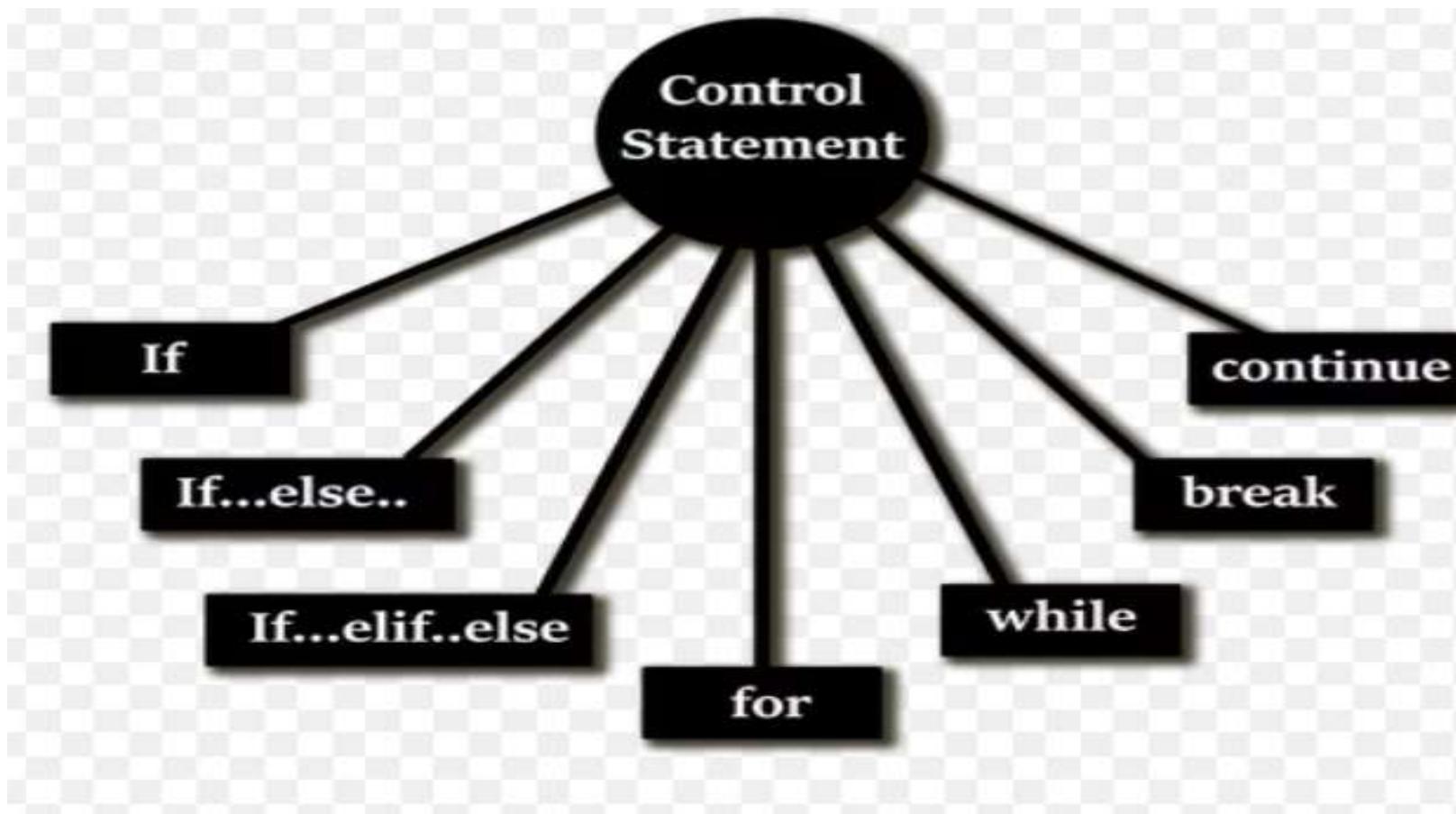
# PROGRAM EXECUTION



# PYTHON DATA TYPES



# PYTHON STATEMENTS



# PYTHON INDENTATION



# INDENTATION EXAMPLE

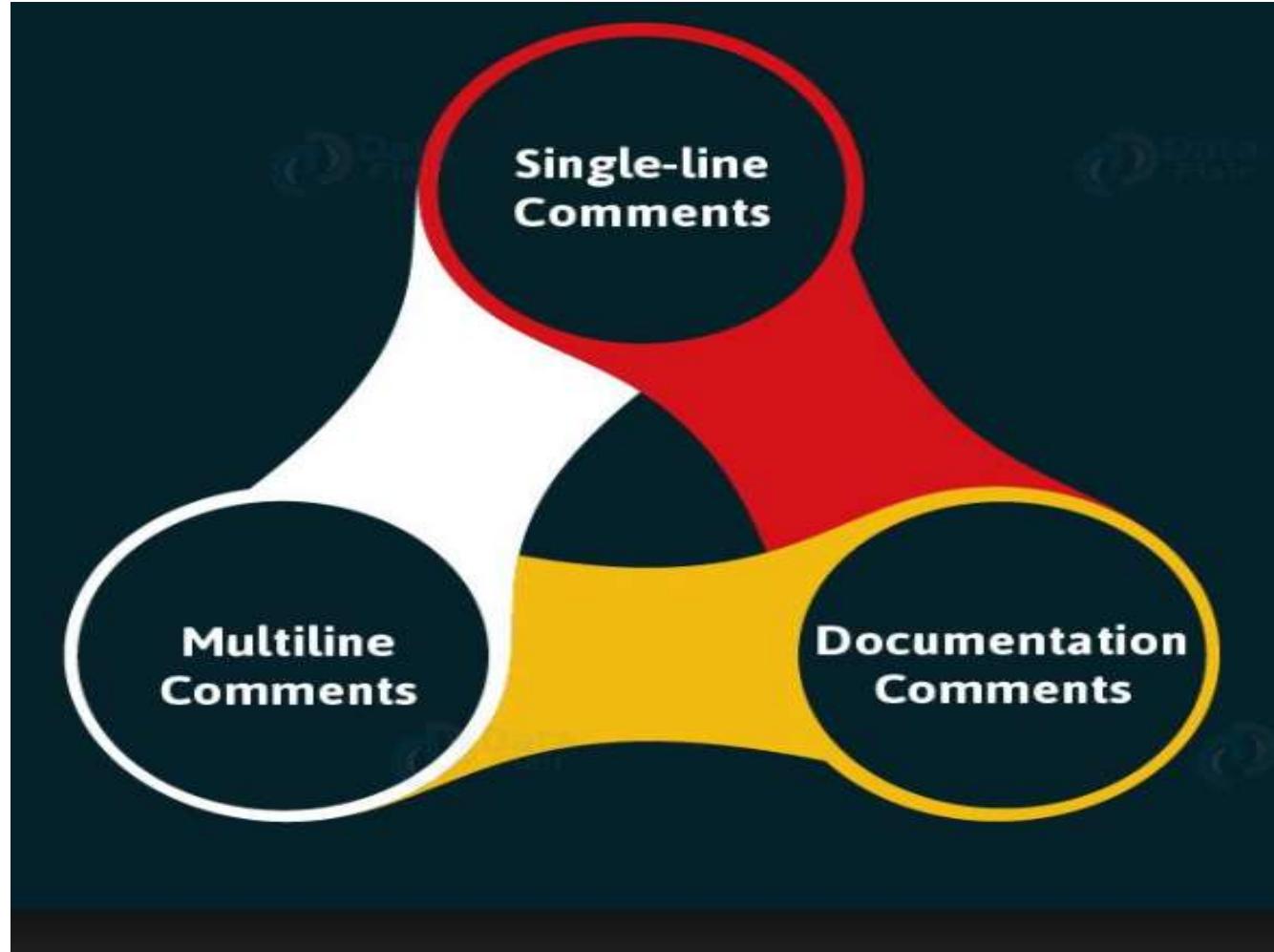
```
1
2  for item in range(10):
3      print('I')
4      print('am')
5      print('a')
6      if item % 2 == 0:
7          print('funny')
8          print('and')
9          print('silly')
10     else:
11         print('dull')
12         print('and')
13         print('serious')
14     print('block')
15     print('used')
16     print('as')
17     print('example. ')
18
19
20
21
```



# L00PS



# **TYPES OF COMMENTS**



# FILE INPUT & OUTPUT

## File I/O

**Input is reading from a text file**

```
fromFile = open("textName.txt", 'r')
```

**Output is writing to a text file**

```
toFile = open("textName.txt", 'w')
```

**They both take two strings as  
input parameters**



# PYTHON LIST EXAMPLE

```
z = [ 3, 7, 4, 2 ]
```

```
z[1] = "fish"
```

```
print(z)
```

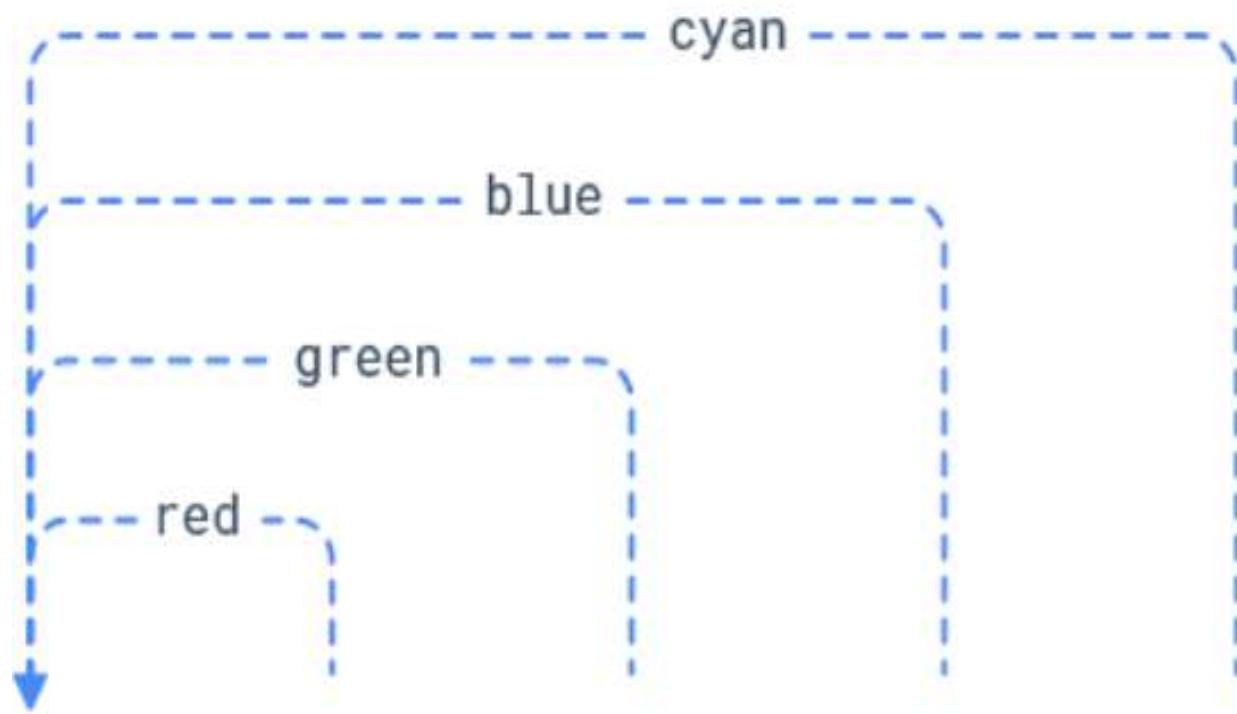
```
[ 3, 'fish', 4, 2 ]
```



# PYTHON LIST



# PYTHON TUPLE



```
T = ('red', 'green', 'blue', 'cyan')
```



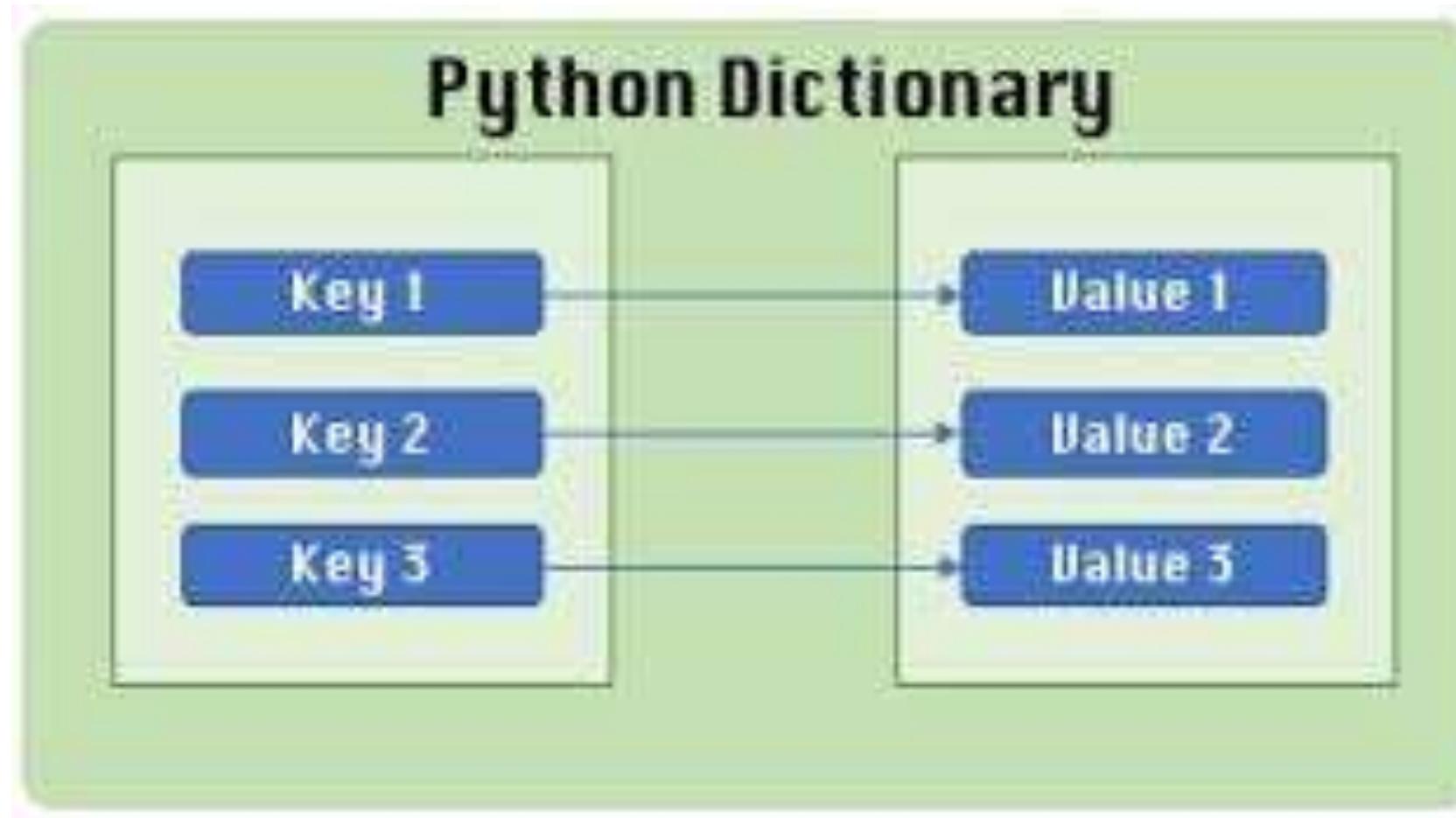
# PYTHON SET



```
set={1,2,3}
```



# PYTHON DICTIONARY



# PYTHON DICTIONARY EXAMPLE

## Python Dictionary

- py\_dict = { 1: 'Apple', 2: 'OnePlus' }

The diagram illustrates a Python dictionary with two items. Item 1 is represented by a bracket under the key '1' and the value 'Apple'. Item 2 is represented by a bracket under the key '2' and the value 'OnePlus'. Arrows point from the labels 'key' and 'value' to their respective components in the dictionary assignment.

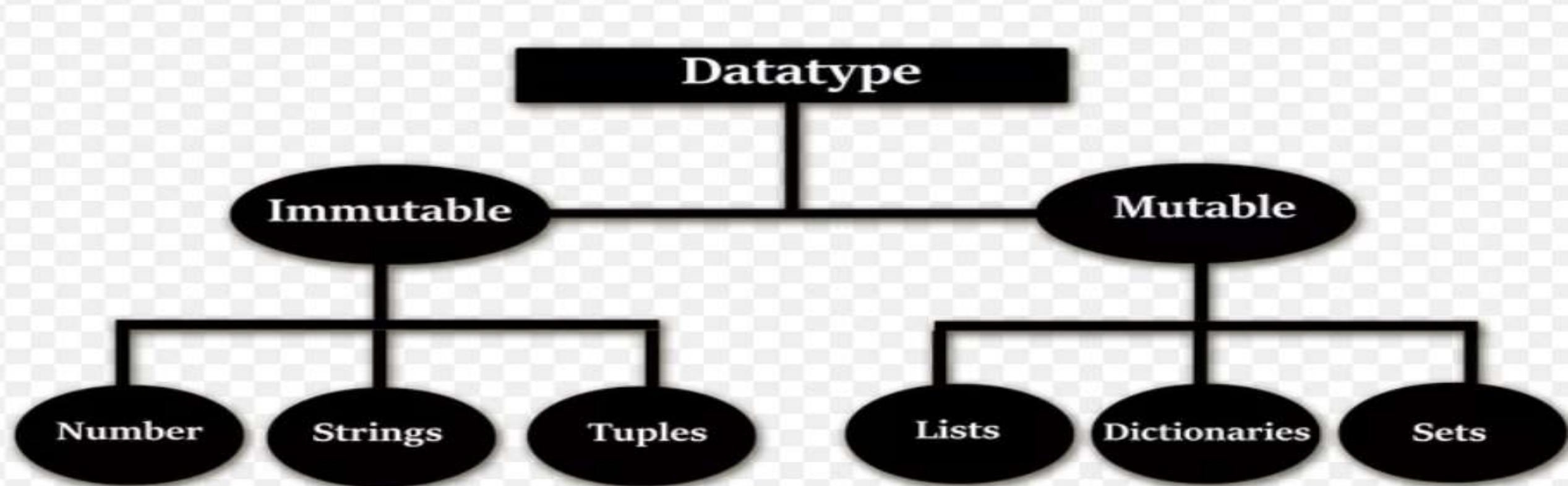


# IMMUTABLE

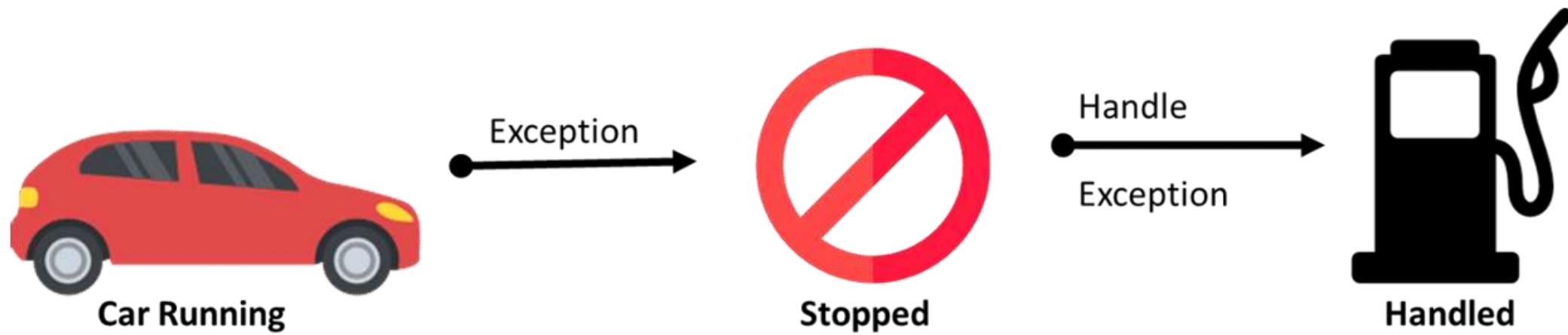
A large, dark, craggy rock formation, possibly coal or charred wood, is centered against a plain white background. The rock has a rough, textured surface with various ridges and grooves.

Immutable Object

# MUTBALE & IMMUTABLE



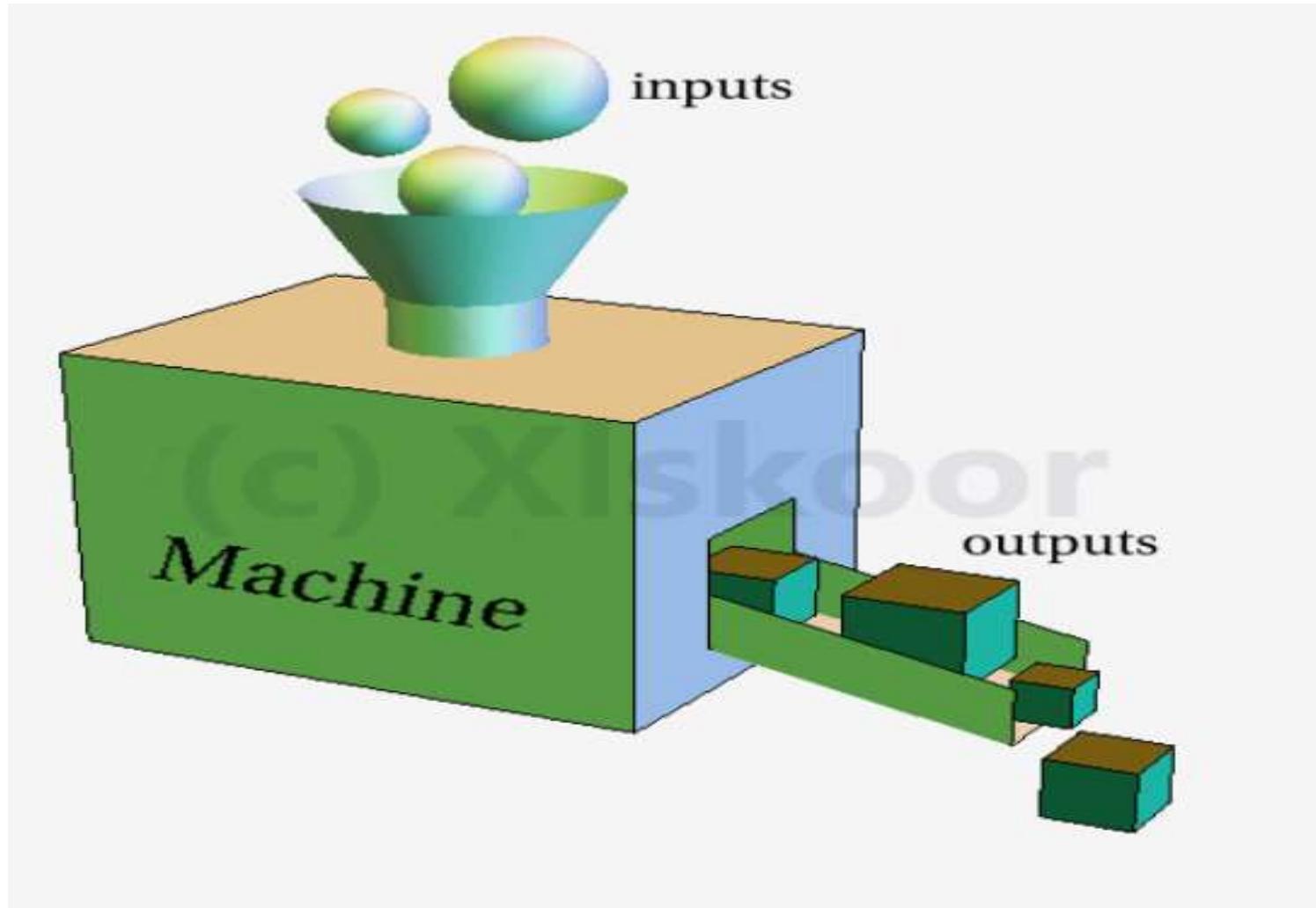
# EXCEPTION HANDLING



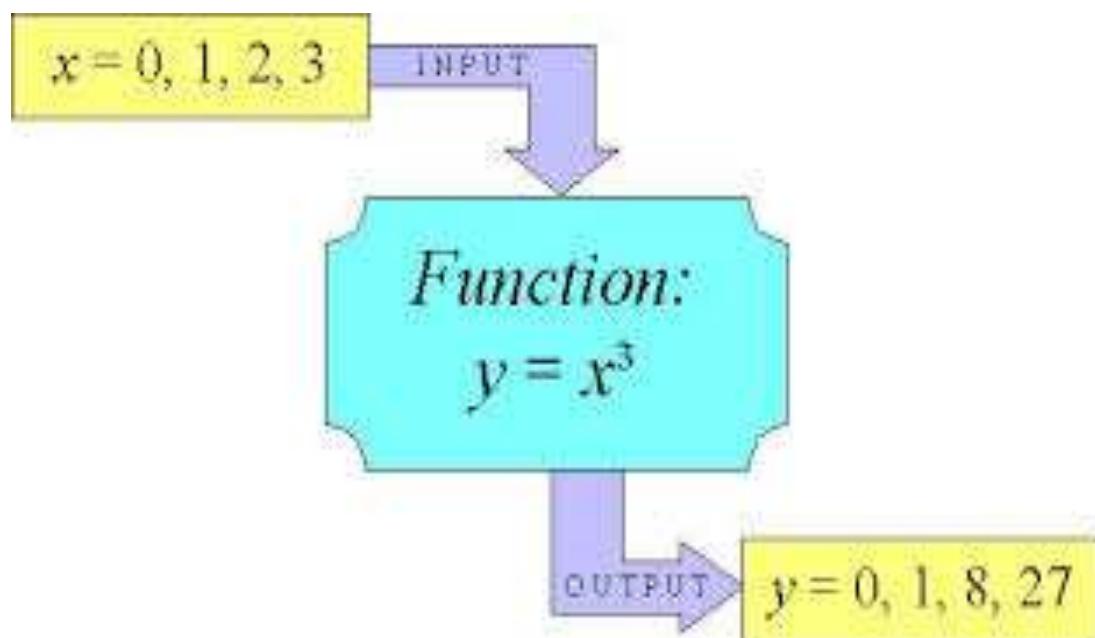
# PYTHON EXCEPTION HANDLING



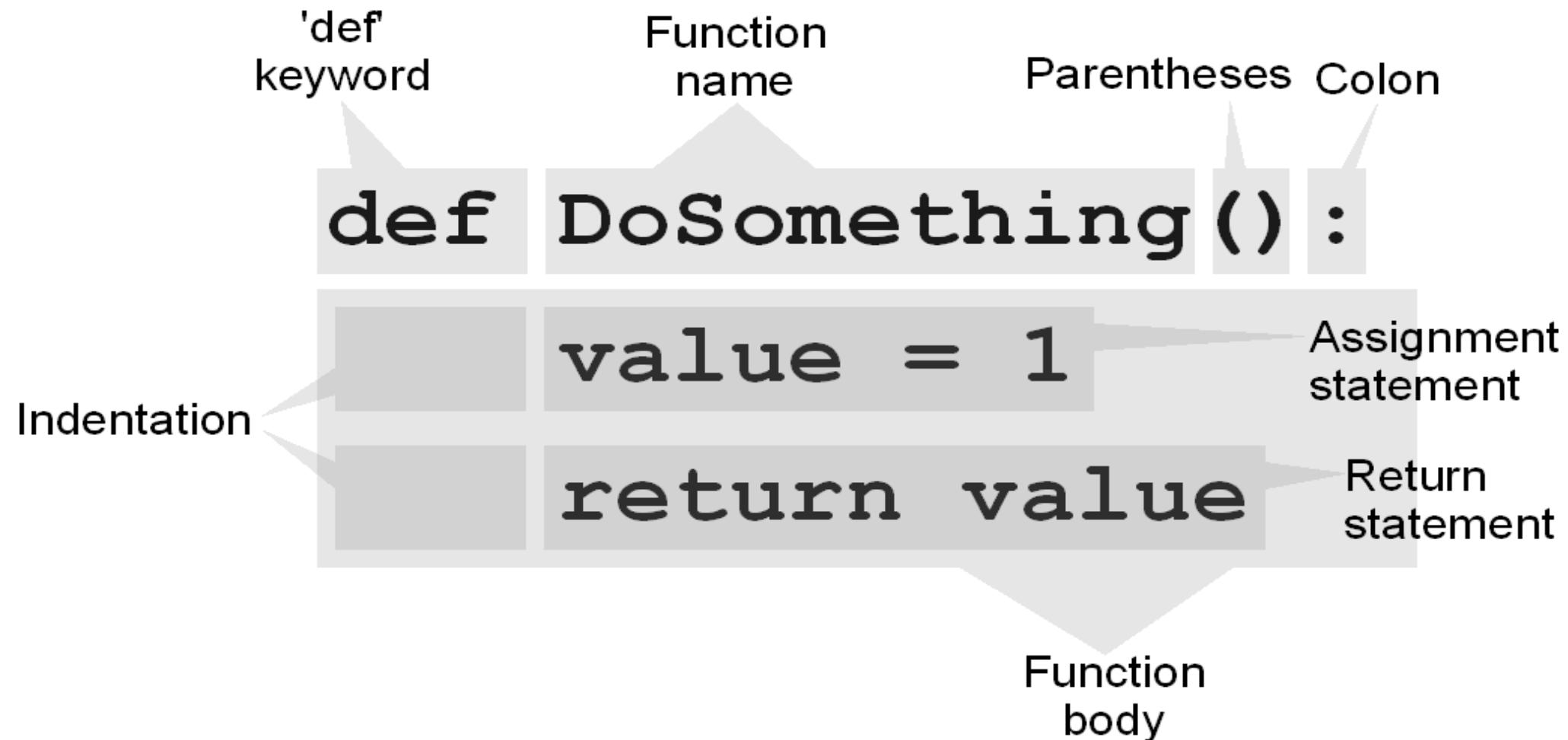
# INPUT & OUTPUT



# FUNCTIONS



# PYTHON SYNTAX



# PYTHON FUNCTION TYPES

