

## UNIT II

### Introduction to Python

Python is a **high-level, interpreted, general-purpose programming language** created by **Guido van Rossum**. It is widely used in web development, data science, AI, automation, IoT, and more.

#### Applications of Python

- Web Development (Django, Flask)
- Data Science & Machine Learning
- Automation & Scripting
- IoT & Embedded Systems
- Game Development

#### Features of Python

- **Simple and Easy to Learn**
- **Interpreted Language**
- **Platform Independent**
- **Object-Oriented**
- **Large Standard Library**
- **Open Source**
- **Dynamic Typing**

#### Structure of a Python Program

A Python program consists of:

1. **Comments**
2. **Import Statements**
3. **Variable Declarations**
4. **Executable Statements**
5. **Functions**

**Example:**

```
# This is a Python program  
import math
```

```
x = 10  
print("Value of x:", x)
```

## Python Syntax

- Python uses **simple English-like syntax**
- No semicolons (;) are required
- Code is executed line by line

## Indentation

- Indentation defines **blocks of code**
- Mandatory in Python
- Usually **4 spaces** are used

### Example:

```
if x > 0:  
    print("Positive number")
```

## Comments

Used to explain code.

- **Single-line comment:** #
- **Multi-line comment:** ''' comment ''' or """ comment """

## Variables and Data Types

### Variables

- Used to store data
- No need to declare type explicitly

```
a = 10  
name = "Python"
```

## Data Types

Type	Example
int	10
float	3.14
complex	2+3j
str	"Hello"
bool	True / False
list	[1,2,3]
tuple	(1,2,3)
set	{1,2,3}
dict	{"a":1}

## Operators and Expressions

### Types of Operators

- **Arithmetic:** + - \* / % // \*\*
- **Relational:** > < >= <= == !=
- **Logical:** and or not
- **Assignment:** = += -=
- **Bitwise:** & | ^ ~
- **Membership:** in, not in
- **Identity:** is, is not

## 9. Input and Output Functions

### Input

```
name = input("Enter name: ")
age = int(input("Enter age: "))
```

### Output

```
print("Name:", name)
```

## 10. Type Conversion

Converting one data type to another.

## Types

- **Implicit Conversion**
- **Explicit Conversion**

## Example

```
x = int("10")  
y = float(5)
```

## Decision Making

Used to execute code based on conditions.

## Types

- if
- if-else
- if-elif-else

## Example

```
if marks >= 50:  
    print("Pass")  
else:  
    print("Fail")
```

## Looping

Used to repeat a block of code.

## Types of Loops

- **for loop**
- **while loop**

## Example

```
for i in range(1, 6):  
    print(i)
```

## Functions

A function is a reusable block of code.

### Syntax

```
def add(a, b):  
    return a + b
```

## Lambda Expressions

Anonymous functions with one expression.

### Syntax

lambda arguments : expression

### Example

```
square = lambda x: x*x  
print(square(5))
```

## Scope of Variables

- **Local Scope:** Inside a function
- **Global Scope:** Outside all functions

### Example

```
x = 10 # global
```

```
def func():  
    x = 5 # local  
    print(x)
```

## Recursion

A function calling itself.

### Example: Factorial



- if-else
- if-elif-else
- while
- nested loops

Functions	Lambda	Scope of Variables	Recursion	IDEs
- def keyword	- Anonymous	- Local	- Function calling	-
IDLE	- One expression	- Global	itself	- VS
- Parameters	- Short syntax		- Base case	-
PyCharm				
- return				
Code				
Jupyter				

Syntax	Type Conversion
- Simple rules	- Implicit
- No semicolons	- Explicit (int, float, str)
- Case-sensitive	

Indentation	Comments
- Mandatory	- Single-line (#)
- 4 spaces	- Multi-line (''' ''')