

PYTHON



Operators

- **Operator is a symbol that performs certain operations. Python provides the following set of operators**
- **1. Arithmetic Operators**
- **2. Relational Operators or Comparison Operators**
- **3. Logical operators**
- **4. Bitwise operators**
- **5. Assignment operators 6. Special operators**

Arithmetic Operators

+ ==>Addition

- ==>Subtraction

*** ==>Multiplication**

/ ==>Division operator

% ==>Modulo operator

// ==>Floor Division operator

**** ==>Exponent operator or power operator**

Eg: test.py:

1) a=10

2) b=2

3) print('a+b=',a+b)

4) print('a-b=',a-b)

5) print('a*b=',a*b)

6)print('a/b=',a/b)

7) print('a//b=',a//b)

8) print('a%b=',a%b)

9) print('a**b=',a**b)

Output:

1) Python test.py or py test.py

2) a+b= 12

3) a-b= 8

4) a*b= 20

5) a/b= 5.0

6) a//b= 5

7) a%b= 0

8) a**b= 100

Arithmetic Operators

Eg:	Eg:
1. $a = 10.5$	
2. $b = 2$	$10/2 ==> 5.0$ $10//2 ==> 5$
3. $a+b = 12.5$	
4. $a-b = 8.5$	$10.0/2 ==> 5.0$
5. $a*b = 21.0$	
6. $a/b = 5.25$	$10.0//2 ==> 5.0$
7. $a//b = 5.0$	
8. $a\%b = 0.5$	
9. $a**b = 110.2$	

Note: / operator always performs floating point arithmetic. Hence it will always return float value.

But Floor division (//) can perform both floating point and integral arithmetic. If arguments are int type then result is int type. If at least one argument is float type then result is float type.

Arithmetic Operators

Note: We can use +,* operators for str type also. If we want to use + operator for str type then compulsory both arguments should be str type only otherwise we will get error.

- 1) >>> "durga"+10
- 2) TypeError: must be str, not int
- 3) >>> "durga"+"10"
- 4) 'durga10'

If we use * operator for str type then compulsory one argument should be int and other argument should be str type.

2*"durga"

"durga"*2

2.5*"durga" ==>TypeError: can't multiply sequence by non-int of type 'float'

"durga"*"durga"==>TypeError: can't multiply sequence by non-int of type 'str'

+====>String concatenation operator

* ==>String multiplication operator

Note: For any number x, x/0 and x%0 always raises "ZeroDivisionError"

10/0 10.0/0

.....

Relational Operators

>,>=,<,<=

We can apply relational operators for str types also

Eg 1:

1. a=10
2. b=20
3. print("a > b is",a>b)
4. print("a >= b is ",a>=b)
5. print("a < b is ",a<b)
6. print("a <= b is ",a<=b)
7. a > b is False
8. a >= b is False
9. a < b is True
10. a <= b is True

Eg 2:

1. a="durga"
2. b="durga"
3. print("a > b is",a>b)
4. print("a >= b is ",a>=b)
5. print("a < b is",a<b)
6. print("a <= b is ",a<=b)
7. a > b is False
8. a >= b is True
9. a < b is False
10. a <= b is True

Relational Operators

Eg:

1. `print(True>True)` False
2. `print(True>=True)` True
3. `print(10 >True)` True
4. `print(False > True)` False
5. `print(10>'durga')`
6. **TypeError: '>' not supported between instances of 'int' and 'str'**

Eg:

- 1) `a=10`
- 2) `b=20`
- 3) `if(a>b):`
- 4) `print("a is greater than b")`
- 5) `else:`
- 6) `print("a is not greater than b")`

Output is not greater than b

Note: Chaining of relational operators is possible. In the chaining, if all comparisons returns True then only result is True. If atleast one comparison returns False then the result is False

Eg:

- 1) `10<20 ==>True`
- 2) `10<20<30 ==>True`
- 3) `10<20<30<40 ==>True`
- 4) `10<20<30<40>50 ==>False`

Equality Operators

== , !=

We can apply these operators for any type even for incompatible types also

1. `>>>10==20`
2. `False`
3. `>>> 10!=20`
4. `True`
5. `>>> 10==True`
6. `False`
7. `>>> False==False`
8. `True`
9. `>>> "durga"=="durga"`
10. `True`
11. `>>> 10=="durga"`
12. `False`

Note: Chaining concept is applicable for equality operators. If atleast one comparison returns False then the result is False. otherwise the result is True.

Eg: 1) `>>> 10==20==30==40`

2) `False`

3) `>>> 10==10==10==10`

4) `True`

Logical Operators

and, or ,not

We can apply for all types.

For boolean types behaviour:

and ==>If both arguments are True then only result is True

or ==>If at least one argument is True then result is True

not ==>complement

True and False ==>False

True or False ==>True

not False ==>True

For non-boolean types behaviour:

0 means False

non-zero means True

empty string is always treated as False

x and y:

==>if x is evaluates to false return x
otherwise return y

Logical Operators

Eg:

10 and 20

0 and 20

If first argument is zero then result is zero otherwise result is y

x or y:

If x evaluates to True then result is x otherwise result is y

10 or 20 ==> 10

0 or 20 ==> 20

not x:

If x is evaluated to False then result is True otherwise False

not 10 ==> False

not 0 ==> True

Eg:

1) "durga" and "durgasoft" ==> durgasoft

2) "" and "durga" ==> ""

3) "durga" and "" ==> ""

4) "" or "durga" ==> "durga"

5) "durga" or "" ==> "durga"

6) not "" ==> True

7) not "durga" ==> False

Bitwise Operators

We can apply these operators bitwise.

These operators are applicable only for int and boolean types.

By mistake if we are trying to apply for any other type then we will get Error.

`&, |, ^, ~, <<, >>`

```
print(4&5) ==>valid
```

```
print(10.5 & 5.6) ==>
```

```
TypeError: unsupported operand type(s) for &: 'float' and 'float'
```

```
print(True & True) ==>valid
```

& ==> If both bits are 1 then only result is 1 otherwise result is 0

| ==> If atleast one bit is 1 then result is 1 otherwise result is 0

^ ==> If bits are different then only result is 1 otherwise result is 0

~ ==> bitwise complement operator
1==>0 & 0==>1

<< ==> Bitwise Left shift

>> ==> Bitwise Right Shift

```
print(4&5) ==>4
```

```
print(4|5) ==>5
```

```
print(4^5) ==>1
```

Bitwise Operators

Operator	Description
&	If both bits are 1 then only result is 1 otherwise result is 0
	If atleast one bit is 1 then result is 1 otherwise result is 0
^	If bits are different then only result is 1 otherwise result is 0
~	bitwise complement operator i.e 1 means 0 and 0 means 1
>>	Bitwise Left shift Operator
<<	Bitwise Right shift Operator

Bitwise Operators

bitwise complement operator(~):

We have to apply complement for total bits.

Eg: `print(~5) ==>-6`

Note:

The most significant bit acts as sign bit. 0 value represents +ve number whereas 1 represents -ve value.

positive numbers will be represented directly in the memory whereas -ve numbers will be represented indirectly in 2's complement form.

Shift Operators

<< Left shift operator

After shifting the empty cells we have to fill with zero

`print(10<<2)==>40`



Shift Operators

<< Right shift operator

After shifting the empty cells we have to fill with sign bit.(0 for +ve and 1 for -ve)

`print(10>>2) ==>2`



Shift Operators

We can apply bitwise operators for boolean types also

```
print(True & False) ==>False
```

```
print(True | False) ==>True
```

```
print(True ^ False) ==>True
```

```
print(~True) ==>-2
```

```
print(True<<2) ==>4
```

```
print(True>>2) ==>0
```

Assignment Operators

We can use assignment operator to assign value to the variable.

Eg:

`x=10`

We can combine assignment operator with some other operator to form compound assignment operator.

Eg:

`x+=10` =====> `x = x+10`

The following is the list of all possible compound assignment operators in Python

<code>+=</code>	<code>**=</code>
<code>-=</code>	<code>&=</code>
<code>*=</code>	<code> =</code>
<code>/=</code>	<code>^=</code>
<code>%=</code>	<code>>>=</code>
<code>//=</code>	<code><<=</code>

Shift Operators

Eg:

1) `x=10`

2) `x+=20`

3) `print(x) ==>30`

Eg:

1) `x=10`

2) `x&=5`

3) `print(x) ==>0`

Ternary Operators

Syntax:

`x = firstValue if condition else secondValue`

If condition is True then firstValue will be considered else secondValue will be considered.

Eg 1:

1) `a,b=10,20`

2) `x=30 if a<b else 40`

3) `print(x) #30`

Eg 2: Read two numbers from the keyboard and print minimum value

```
1) a=int(input("Enter First Number:"))
```

```
b=int(input("Enter Second Number:"))
```

```
3) min=a if a<b else b
```

Output:

Enter First Number:10

Enter Second Number:30

Minimum Value: 10

Note: Nesting of ternary operator is possible.

Program

Q. Program for minimum of 3 numbers

- 1) `a=int(input("Enter First Number:"))`
- 2) `b=int(input("Enter Second Number:"))`
- 3) `c=int(input("Enter Third Number:"))`
- 4) `min=a if a<b and a<c else b if b<c else c`
- 5) `print("Minimum Value:",min)`

Q. Program for maximum of 3 numbers

- 1) `a=int(input("Enter First Number:"))`
- 2) `b=int(input("Enter Second Number:"))`
- 3) `c=int(input("Enter Third Number:"))`
- 4) `max=a if a>b and a>c else b if b>c else c`
- 5) `print("Maximum Value:",max)`

Eg:

- 1) `a=int(input("Enter First Number:"))`
- 2) `b=int(input("Enter Second Number:"))`
- 3) `print("Both numbers are equal" if a==b else "First Number is Less than Second Number" if a<b else "First Number Greater than Second Number")`

Program

Output:

D:\python_classes>py test.py

Enter First Number:10

Enter Second Number:10

Both numbers are equal

D:\python_classes>py test.py

Enter First Number:10

Enter Second Number:20

First Number is Less than Second Number

D:\python_classes>py test.py

Enter First Number:20

Enter Second Number:10

First Number Greater than Second Number

Special Operators

Python defines the following 2 special operators

1. Identity Operators
2. Membership operators

1. Identity Operators

We can use identity operators for address comparison.

2 identity operators are available

1. is
2. is not

r1 is r2 returns True if both r1 and r2 are pointing to the same object

r1 is not r2 returns True if both r1 and r2 are not pointing to the same object

Eg:

- 1) a=10
- 2) b=10
- 3) print(a is b) True
- 4) x=True
- 5) y=True
- 6) print(x is y) True

Eg:

- 1) a="durga"
- 2) b="durga"
- 3) print(id(a))
- 4) print(id(b))
- 5) print(a is b)

Special Operators

Eg:

- 1) list1=["one","two","three"]
- 2) list2=["one","two","three"]
- 3) print(id(list1))
- 4) print(id(list2))
- 5) print(list1 is list2) False
- 6) print(list1 is not list2) True
- 7) print(list1 == list2) True

Note: We can use is operator for address comparison where as == operator for content comparison

Membership Operators

We can use Membership operators to check whether the given object present in the given collection.(It may be String,List,Set,Tuple or Dict)

in → Returns True if the given object present in the specified Collection

not in → Returns True if the given object not present in the specified Collection

Eg :

- 1) x="hello learning Python is very easy!!!"
- 2) print('h' in x) True
- 3) print('d' in x) False
- 4) print('d' not in x) True
- 5) print('Python' in x) True

Eg :

- 1) list1=["sunny","bunny","chinny","pinny"]
- 2) print("sunny" in list1) True
- 3) print("tunny" in list1) False
- 4) print("tunny" not in list1) True

Operator Precedence

If multiple operators present then which operator will be evaluated first is decided by operator precedence.

Eg:

`print(3+10*2)` → 23

`print((3+10)*2)` → 26

The following list describes operator precedence in Python

- ()** → **Parenthesis**
- **** → **exponential operator**
- ~, -** → **Bitwise complement operator, unary minus operator**
- *, /, %, //** → **multiplication, division, modulo, floor division**
- +, -** → **addition, subtraction**
- <<, >>** → **Left and Right Shift**
- &** → **bitwise And**

Operator Precedence

^ ➡ Bitwise X-OR
| ➡ Bitwise OR
>, >=, <, <=, ==, != ➡ Relational or Comparison operators
=, +=, -=, *= ... ➡ Assignment operators
is, is not ➡ Identity Operators
in, not in ➡ Membership operators
not ➡ Logical not
and ➡ Logical and
or ➡ Logical or

Eg:

- 1) a=30
- 2) b=20
- 3) c=10
- 4) d=5
- 5) print((a+b)*c/d) 100.0
- 6) print((a+b)*(c/d)) 100.0
- 7) print(a+(b*c)/d) 70.0
- 8)
- 9) 10) $3/2*4+3+(10/5)**3-2$
- 11) $3/2*4+3+2.0**3-2$
- 12) $3/2*4+3+8.0-2$
- 13) $1.5*4+3+8.0-2$
- 14) $6.0+3+8.0-2$
- 15) 1.

Mathematical Functions (math module)

A Module is collection of functions, variables and classes etc.

math is a module that contains several functions to perform mathematical operations

If we want to use any module in Python, first we have to import that module.

```
import math
```

Once we import a module then we can call any function of that module.

```
import math
print(math.sqrt(16))
print(math.pi)
4.0 3.141592653589793
```

We can create alias name by using as keyword.

```
import math as m
```

Mathematical Functions (math module)

Once we create alias name, by using that we can access functions and variables of that module

```
import math as m  
print(m.sqrt(16))  
print(m.pi)
```

We can import a particular member of a module explicitly as follows

```
from math import sqrt  
from math import sqrt,pi
```

If we import a member explicitly then it is not required to use module name while accessing.

```
from math import sqrt,pi  
print(sqrt(16))  
print(pi)  
print(math.pi) NameError: name 'math' is not defined
```

Mathematical Functions (math module)

important functions of math module:

ceil(x)
floor(x)
pow(x,y)
factorial(x)
trunc(x)
gcd(x,y)
sin(x)
cos(x)
tan(x)
....

important variables of math module:

pi3.14
e==>2.71
inf ==>infinity
nan ==>not a number

Mathematical Functions (math module)

Q. Write a Python program to find area of circle

```
pi*r**2
```

```
from math import pi  
r=16  
print("Area of Circle is :",pi*r**2)
```

OutputArea of Circle is : 804.247719318987

Thanks!

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