

# Python

Python is a programming language.

<https://www.youtube.com/watch?v=bOvqYw1SZJg>

# What can Python do?

- For production-ready software **development**
- Python can be used on a server to create web **applications**
- Mathematics
- It can also read and **modify files**.
- Python **platforms** (Windows, Mac, Linux, Raspberry Pi, etc)
- Python relies on **indentation**, using whitespace, to define scope

# Python Formatting

- Python uses **indentation** to indicate a block of code

Example

```
if 5 > 2:  
    print("Five is greater than two!")
```

Python will give you an error if you skip the indentation:

Example

```
if 5 > 2:  
print("Five is greater than two!")
```

# Comments in Python:

```
#This text is a comment.  
print("Hello, World!")
```

# Docstrings are also comments

```
"""This is a  
multiline docstring."""  
print("Hello, World!")
```

# Function Definitions:

```
# This function adds two numbers
def add(x, y):
    return x + y

# This function subtracts two numbers
def subtract(x, y):
    return x - y

# This function multiplies two numbers
def multiply(x, y):
    return x * y

# This function divides two numbers
def divide(x, y):
    return x / y

print("Select operation.")
print("1.Add")
print("2.Subtract")
print("3.Multiply")
print("4.Divide")

# Take input from the user
```

# User Events & Code:



```
# take input from the user
choice = input("Enter choice(1/2/3/4):")

num1 = int(input("Enter first number: "))
num2 = int(input("Enter second number: "))

if choice == '1':
    print(num1,"+",num2,"=", add(num1,num2))

elif choice == '2':
    print(num1,"-",num2,"=", subtract(num1,num2))

elif choice == '3':
    print(num1,"*",num2,"=", multiply(num1,num2))

elif choice == '4':
    print(num1,"/",num2,"=", divide(num1,num2))
else:
    print("Invalid input")
```

# Results Screen Shot:

## Output

```
Select operation.  
1.Add  
2.Subtract  
3.Multiply  
4.Divide  
Enter choice(1/2/3/4): 3  
Enter first number: 15  
Enter second number: 14  
15 * 14 = 210
```



# Demo using IDLE or AppJar Graphic Objects

- Simple Calc
- Calc with Loop
- Graphic interface, AppJar Event based Calc

