

PYTHON BASIC



ELEGANT  **TRAINING**

PYTHON

Pre - requisites

Basic Understanding of ms office is enough to learn this course



PYTHON

About

PYTHON

Python is a high-level, interpreted programming language known for its simplicity and readability. It is widely used in web development, data science, automation, artificial intelligence, and more.

Why Learn Python?

Easy to Learn – Simple syntax, similar to English.

Versatile – Used in web development, AI, automation, data analysis, etc.

Huge Community Support – Many tutorials, forums, and open-source libraries.

Cross-Platform – Works on Windows, Mac, and Linux.



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1. INTRODUCTION TO PYTHON

What is Python?
Features of Python
Installing Python and setting up the environment
Running Python scripts
Python IDEs (IDLE, PyCharm, VS Code, Jupyter Notebook)



2. PYTHON SYNTAX AND BASICS

Writing your first Python program
Variables and data types
Comments in Python
Input and output functions (print(), input())

3. OPERATORS IN PYTHON

Arithmetic operators (+, -, *, /, //, %, **)
Comparison operators (==, !=, >, <, >=, <=)
Logical operators (and, or, not)
Assignment operators (=, +=, -=, etc.)
Identity operators (is, is not)
Membership operators (in, not in)

4. CONTROL FLOW STATEMENTS

Conditional statements (if, if-else, if-elif-else)
Looping statements (for, while)
Loop control statements (break, continue, pass)





5. DATA STRUCTURES IN PYTHON

Lists: Creation, indexing, slicing, methods (append(), remove(), etc.)

Tuples: Characteristics, indexing, methods

Sets: Unique elements, operations (union(), intersection(), etc.)

Dictionaries: Key-value pairs, methods (get(), keys(), values())

6. FUNCTIONS IN PYTHON

Function arguments (default, keyword, variable-length arguments)

Return statement

Lambda functions

7. FILE HANDLING

Reading and writing files (open(), read(), write(), close())

Working with different file modes (r, w, a, r+)

8. EXCEPTION HANDLING

Understanding errors and exceptions

Using try, except, finally blocks

Understanding __init__.py

9. BASIC PRACTICE PROJECTS

Calculator program

To-Do List

Basic file reader/writer

Simple number guessing game



10. MODULES AND LIBRARIES

Importing modules (import, from ... import)
Built-in modules (math, random, datetime)
Installing and using external libraries (pip install)
10. Object-Oriented Programming (OOP) Basics





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