

# PYTHON PROGRAMMING

Python is a **text** based **programming language**. That can be used to create programs, games, applications and much more!

A **program** is a set of precise instructions, expressed in a **programming language**. **Translating** the programming language is necessary for a machine to be able to **execute** the instructions.

To execute a Python program, you need a **Python interpreter**.

This is a program that translates and executes your Python program.

A list is where values can be stored. This is a comma-separated list of values (items) in square brackets.

```
flavours = ["strawberry", "chocolate", "mint",  
"cherry", "raspberry"]
```

This is an data structure organised in a structure, each item has its own index indicating its position in the list.

NOTE: List item numbering starts from 0—zero based system

When this code is executed

```
print (flavours[2])
```

Mint will be output as it is looking in the list flavours and selecting index position 2 to output

**Arithmetic operators** + addition, - difference, \* multiplication, / division, // integer division  
% remainder of integer division, \*\* exponentiation (to the power of)

## Useful snippets of code

<code>list.append(item)</code>	Add an item to the end of a list
<code>list.insert(index,item)</code>	Inserts an item to a given index
<code>list.pop(index)</code>	Remove item at given index and return it
<code>list.remove(item)</code>	Remove the first item from the list with a particular value
<code>list.index(item)</code>	Search for the index of an item
<code>list.count(item)</code>	List the occurrences of the item
<code>list.reverse()</code>	Reverse the list
<code>list.sort()</code>	Sort the list

Use an structure , a (**while**) when the program needs to **repeat** actions, while a **condition** is satisfied.

**for loops** are convenient for **iterating** over any sequence of elements

**Walk through** the program keeping track of what is happening to lists and variables as the loops are executed.