



# Tokens in Python

- ▶ The smallest unit/element in the python program/script is known as a **Token** or a **Lexical unit**.
- ▶ Python has following Tokens:
  - ▶ **Keywords**
  - ▶ **Identifiers**
  - ▶ **Literals**
  - ▶ **Operators**
  - ▶ **Punctuators**

# Keywords

Keywords are the **reserve words/pre-defined words/special words** of python which have a **special meaning** for the interpreter.

False	True	None	def	if
lambda	class	yield	continue	else
assert	or	while	break	elif
del	from	is	not	pass
for	global	finally	import	as
in	nonlocal	return	With	And
int	except	Raise	print	

# Identifiers(user defined names)

- ▶ Identifiers are the **name** given to the different **programming elements** like variables, objects, classes, functions, lists, dictionaries etc.

<p>Non-keyword word with no space in between</p>	<p>Rule 2</p> <ul style="list-style-type: none"><li>• Must be made up of only letters, numbers and Underscore(_)</li></ul>	<p>Rule 3</p> <ul style="list-style-type: none"><li>• Cannot begin with a Number, although may contain numbers</li></ul>
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# Identifiers

Some **Valid** Identifiers:

Myname

\_RNO

File13

empcode

DATE2\_2\_20

# Identifiers

## Some **Invalid** Identifiers:

VID-REC

- Contains special character -(hyphen)

2020RNO

- Starting with a Digit

continue

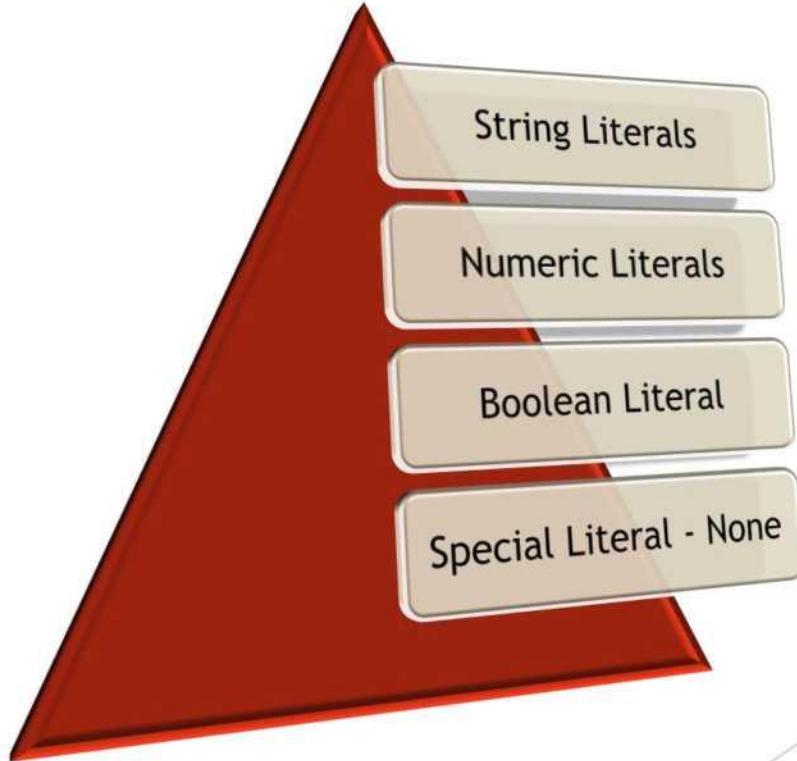
- Reserved keyword

Emp.Code

- Contains special character . (dot)

# Literals

- ▶ Literals are the **data items** that have a **fixed or constant value**



# String Literals

- ▶ A string literal is a **sequence of characters** surrounded by **Quotes** (Single, Double or Triple Quotes).

## Single Line Strings

- Must terminate in one line

## MultiLine Strings

- Spread across multiple lines

# String Literals

## Single line String

```
>>>Txt1 = “Hello World”
```

## Multiline string

```
>>>Txt2 = “Hello\  
World”
```

```
>>>Txt3 = “”Hello World””
```

# Numeric Literals

- ▶ Numeric Literals are **numeric values** like integer floating point number or a complex number

**int**

**float**

**complex**

- signed integer

- floating point literals

- complex number literals

# Numeric Literals

## ► integer literals

### Decimal Form

- Digits 0-9
- Base 10
- e.g. 1234

### Octal Form

- Begin with 0o
- Base 8(0-7)
- e.g. 0o32

### Hexadecimal form

- Begin with 0x
- Base 16(0-9,a-f)
- e.g. 0xAF

# Numeric Literals

## ► Floating Point Literals/ Real Literals & Complex Numbers

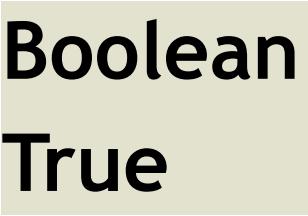
Floating point		Complex Number
<ul style="list-style-type: none"><li>• Decimal point divides the integer and fraction part</li><li>• e.g. -13.0, 3.E2, 0.17E5</li></ul>		<ul style="list-style-type: none"><li>• <math>a+bj</math> form</li><li>• <math>a</math> &amp; <math>b</math> are real</li><li>• <math>j = \sqrt{-1}</math>, imaginary</li><li>• e.g. <math>2+3j</math></li></ul>

# Boolean Literals

- ▶ A Boolean literal in Python is used to represent one of the two Boolean Values i.e. **True** or **False**



True



Boolean



True



False



Boolean



False

# Special Literal - `None`(empty legal value)

In python, `None` literal is used to indicate absence of value

# Operators in Python

► Operators are the symbols or words that perform some kind of **operation** on given **values** (operands) in an **expression** and **returns the result**.

arithmetic	• <code>+, -, /, *, %, **, //</code>
bitwise	• <code>&amp;, ^,  </code>
identity	• <code>is, is not</code>
relational	• <code>&gt;, &lt;, &gt;=, &lt;=, ==, !=</code>
logical	• <code>and, or</code>
shift	• <code>&lt;&lt;, &gt;&gt;</code>
assignment	• <code>=</code>
membership	• <code>in, not in</code>
arithmetic-assignment	<code>+=, -=, //=, **=, *=, /=</code>

# Punctuators in Python

- ▶ Punctuators are the **symbols** that are used in programming language **to organize sentence structure**, indicate the rhythm and emphasis of **expressions**, **statements** and **Program Structure**.
- ▶ Common Punctuators are:

“ ”

#

\

( ) { } [ ] @ ,

, : .

# Tokens in Python



- **Keywords** are the **reserve words** of python which have a **special meaning** for the interpreter.
- **Identifiers** are the **name** given to the different **programming elements** like variables, objects, classes, functions, lists, dictionaries etc.
- **Literals** are the **data items** that have a **fixed /constant value**.
- **Operators** are the **symbols** or words that perform some kind of **operation** on **given values** (operands) in an **expression** and **returns** the result.
- **Punctuators** are the **symbols** that are used in programming language **to organize sentence structure**, indicate the **rhythm** and **emphasis** of **expressions**, **statements** and **Program Structure**.