

Python: 17 11 2023

Tokens: Functional and fundamental unit of programming in Python.

Types of Tokens:

- 1) Literals (Constants)
- 2) Identifiers
- 3) Assignments
- 4) Punctuations
- 5) Operators
- 6) Keywords

Literals:

- i) Integers
- ii) Real (floating)
- iii) String (' ')
- iv) Boolean (True/False, Yes/No, 0/1)
- v) None

```
>>> num1=45
```

```
>>> num2 = None
```

2) **Identifiers**: A token defined with a name of a block, class

i) Variable: By assigning different data types to variables, interpreter can store integers, float points, character

```
x= 15
```

```
x= x*x =225
```

```
x= x+2
```

conventions for nomenclature of variables:

- a) Any number of characters
- b) Letters, digits, dollar, underscore (abc_34)
- c) Can not start with a number (_rollnoweight: Ok , 7rollnoweight: wrong)
- d) Roll_no, Reg_no
- e) Reg_no; Reg_No: Different

3) Assignments:

X=2

```
>>> print ("m=", m)
```

R-value and L-value

320=Sum (syntax error)

A=B=c=70

M,n,r = 146, 2020, "Computer"

4)Punctuators

i) Comma (,)

Ex: [1,2,3,4], ('a','b'), fnc(x, y, z)

ii) Colon (:)

Eg. if a==b: for a in range (10)

i) Period (.): It is used to show the scope of a function belongs to which module

Eg. import xyz
Xyz.calculate ()

ii) Semicolon (;)
Ex: a=5; p=2; str='class'