Python – Overview

Python is a high-level, interpreted, interactive and object-oriented scripting language. Python is designed to be highly readable. It uses English keywords frequently where as other languages use punctuation, and it has fewer syntactical constructions than other languages.

1) Python is Interpreted: Python is processed at runtime by the interpreter. You do not need to compile your program before executing it. This is similar to PERL and PHP.
2) Python is Interactive: You can actually sit at a Python prompt and interact with the interpreter directly to write your programs.
3) Python is Object-Oriented: Python supports Object-Oriented style or technique of programming that encapsulates code within objects.
4) Python is a Beginner's Language: Python is a great language for the beginner-level programmers and supports the development of a wide range of applications from simple text processing to WWW browsers to games.

History of Python

Python was developed by Guido van Rossum in the late eighties and early nineties at the National Research Institute for Mathematics and Computer Science in the Netherlands. Python is derived from many other languages, including ABC, Modula-3, C, C++, Algol-68, SmallTalk, Unix shell, and other scripting languages. Python is copyrighted. Like Perl, Python source code is now available under the GNU General Public License (GPL). Python is now maintained by a core development team at the institute, although Guido van Rossum still holds a vital role in directing its progress.

Python Features

Python's features include:

- Easy-to-learn: Python has few keywords, simple structure, and a clearly defined syntax. This allows the student to pick up the language quickly.
- Easy-to-read: Python code is more clearly defined and visible to the eyes.
- Easy-to-maintain: Python's source code is fairly easy-to-maintain
- A broad standard library: Python's bulk of the library is very portable and crossplatform compatible on UNIX, Windows, and Macintosh.
- Interactive Mode: Python has support for an interactive mode which allows interactive testing and debugging of snippets of code.
- Portable: Python can run on a wide variety of hardware platforms and has the same interface on all platforms.
- Extendable: You can add low-level modules to the Python interpreter. These modules enable programmers to add to or customize their tools to be more efficient.
- Databases: Python provides interfaces to all major commercial databases.
- Scalable: Python provides a better structure and support for large programs than shell scripting.

Apart from the above-mentioned features, Python has a big list of good features, few are listed below:

- It supports functional and structured programming methods as well as OOP.
- It can be used as a scripting language

- It provides very high-level dynamic data types and supports dynamic type checking.
- It supports automatic garbage collection.
- It can be easily integrated with C, C++, COM, ActiveX, CORBA, and Java.

Setting up PATH

Programs and other executable files can be in many directories, so operating systems provide a search path that lists the directories that the OS searches for executables.

The path is stored in an environment variable, which is a named string maintained by the operating system. This variable contains information available to the command shell and other programs.

The path variable is named as PATH in Unix or Path in Windows (Unix is case-sensitive; Windows is not).

In Mac OS, the installer handles the path details. To invoke the Python interpreter from any particular directory, you must add the Python directory to your path.

Setting path at Windows

To add the Python directory to the path for a particular session in Windows −

At the command prompt − type path %path%;C:\Python and press Enter.

Note − C:\Python is the path of the Python directory

Internal working of Python:

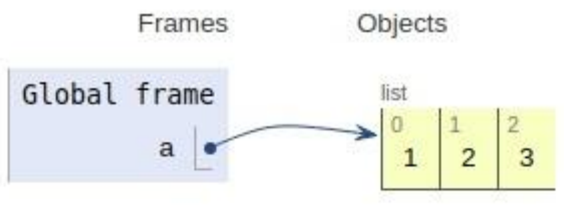
In this article, we will learn about the internal working of python & how different objects are allocated space in the memory by the python interpreter.

Python is an object-oriented programming construct language like Java. Python uses an interpreter and hence called an interpreted language. Python supports minimalism and modularity to increase readability and minimize time and space complexity. The standard implementation of python is called "cpython" and we can use c codes to get output in python.

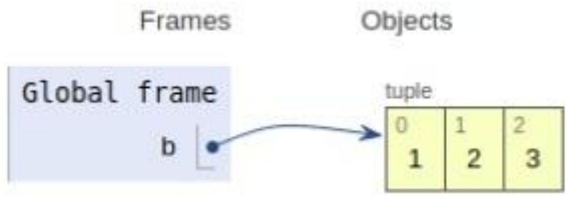
Python converts the source code into a series of byte codes. So within python, compilation stage happens, but directly into byte code and this byte code can't be identified by CPU. So there is a need for a mediator to do this task. Here an interpreter comes into existence called the python virtual machine. The python virtual machine takes care of the execution of byte codes.

Now let's see how frames and objects are decided in python with different primitive and derived data types.

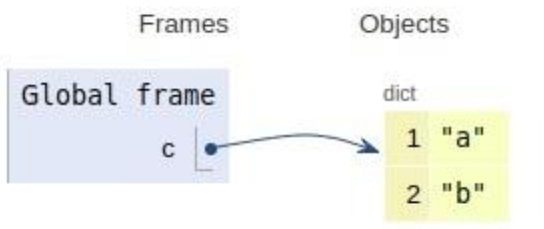
List



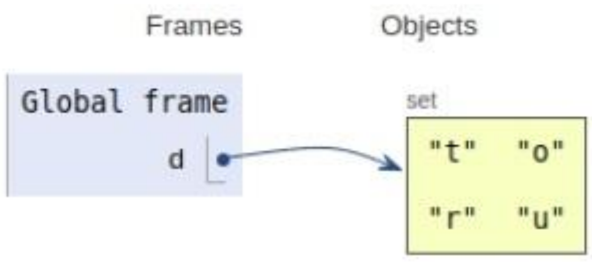
Tuple



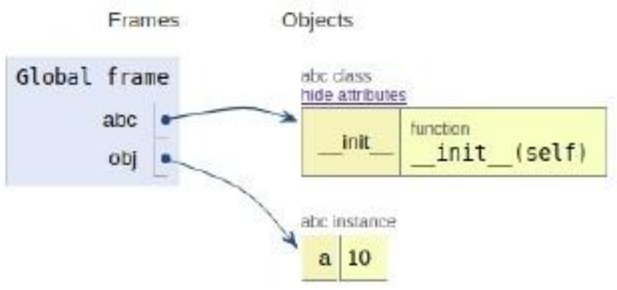
Dictionary implementation



Set implementation



Class implementation



Conclusion

In this article, we learned about the internal working of Python and frames/ objects allocation in Python internally.

Basic Syntax

Execute Python Syntax

As we learned in the previous page, Python syntax can be executed by writing directly in the Command Line:

```
>>> print("Hello, World!")
Hello, World!
```

Or by creating a python file on the server, using the .py file extension, and running it in the Command Line:

```
C:\Users\Your Name>python myfile.py
```

Python Variables

Variable is a name that is used to refer to memory location. Python variable is also known as an identifier and used to hold value.

In Python, we don't need to specify the type of variable because Python is a infer language and smart enough to get variable type.

Variable names can be a group of both the letters and digits, but they have to begin with a letter or an underscore.

It is recommended to use lowercase letters for the variable name. Rahul and rahul both are two different variables

Identifier Naming

Variables are the example of identifiers. An Identifier is used to identify the literals used in the program. The rules to name an identifier are given below.

- The first character of the variable must be an alphabet or underscore (_).
- All the characters except the first character may be an alphabet of lower-case(a-z), upper-case (A-Z), underscore, or digit (0-9).
- Identifier name must not contain any white-space, or special character (!, @, #, %, ^, &, *).

- Identifier name must not be similar to any keyword defined in the language.
- Identifier names are case sensitive; for example, my name, and MyName is not the same.
- Examples of valid identifiers: a123, _n, n_9, etc.
- Examples of invalid identifiers: 1a, n%4, n 9, etc.

Declaring Variable and Assigning Values

Python does not bind us to declare a variable before using it in the application. It allows us to create a variable at the required time.

We don't need to declare explicitly variable in Python. When we assign any value to the variable, that variable is declared automatically.

The equal (=) operator is used to assign value to a variable.

Object References

It is necessary to understand how the Python interpreter works when we declare a variable. The process of treating variables is somewhat different from many other programming languages.

Python is the highly object-oriented programming language; that's why every data item belongs to a specific type of class. Consider the following example.

```
print("John")
```

Output:

```
John
```

The Python object creates an integer object and displays it to the console. In the above print statement, we have created a string object. Let's check the type of it using the Python built-in **type()** function.

```
type("John")
```

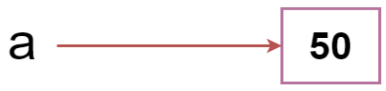
Output:

```
<class 'str'>
```

In Python, variables are a symbolic name that is a reference or pointer to an object. The variables are used to denote objects by that name.

Let's understand the following example

```
a = 50
```

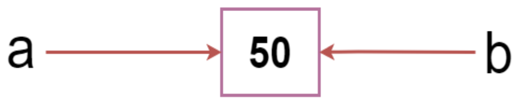


In the above image, the variable **a** refers to an integer object.

Suppose we assign the integer value 50 to a new variable b.

```
a = 50

b = a
```

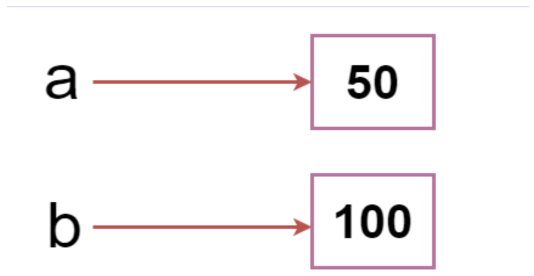


The variable b refers to the same object that a points to because Python does not create another object.

Let's assign the new value to b. Now both variables will refer to the different objects.

```
a = 50

b =100
```



Python manages memory efficiently if we assign the same variable to two different values.

Object Identity

In Python, every created object identifies uniquely in Python. Python provides the guaranteed that no two objects will have the same identifier. The built-in **id()** function, is used to identify the object identifier. Consider the following example.

```
a = 50
b = a
print(id(a))
print(id(b))
# Reassigned variable a
a = 500
print(id(a))
```

Output:

```
140734982691168
140734982691168
2822056960944
```

We assigned the **b = a, a** and **b** both point to the same object. When we checked by the **id()** function it returned the same number. We reassign **a** to 500; then it referred to the new object identifier.

Variable Names

We have already discussed how to declare the valid variable. Variable names can be any length can have uppercase, lowercase (A to Z, a to z), the digit (0-9), and underscore character(_). Consider the following example of valid variables names.

```
name = "Devansh"
age = 20
marks = 80.50

print(name)
print(age)
print(marks)
```

Output:

```
Devansh
20
80.5
```

Consider the following valid variables name.

```
name = "A"
Name = "B"
naMe = "C"
NAME = "D"
n_a_m_e = "E"
_name = "F"
name_ = "G"
_name_ = "H"
na56me = "I"

print(name,Name,naMe,NAME,n_a_m_e, NAME, n_a_m_e, _name,
name_,_name, na56me)
```

Output:

```
A B C D E D E F G F I
```

In the above example, we have declared a few valid variable names such as name, _name_ , etc. But it is not recommended because when we try to read code, it may create confusion. The variable name should be descriptive to make code more readable.

The multi-word keywords can be created by the following method.

- **Camel Case -** In the camel case, each word or abbreviation in the middle of begins with a capital letter. There is no intervention of whitespace. For example - nameOfStudent, valueOfVaraible, etc.
- **Pascal Case -** It is the same as the Camel Case, but here the first word is also capital. For example - NameOfStudent, etc.
- **Snake Case -** In the snake case, Words are separated by the underscore. For example - name_of_student, etc.

Multiple Assignment

Python allows us to assign a value to multiple variables in a single statement, which is also known as multiple assignments.

We can apply multiple assignments in two ways, either by assigning a single value to multiple variables or assigning multiple values to multiple variables. Consider the following example.

1. Assigning single value to multiple variables

Eg:

```
x=y=z=50
print(x)
print(y)
print(z)
```

Output:

```
50
50
50
```

2. Assigning multiple values to multiple variables:

Eg:

```
a,b,c=5,10,15
print a
print b
print c
```

Output:

```
5
10
15
```

The values will be assigned in the order in which variables appear.

Python Data Types

Built-in Data Types

In programming, data type is an important concept.

Variables can store data of different types, and different types can do different things.

Python has the following data types built-in by default, in these categories:

Text Type:	str

Numeric Types:	int, float, complex
Sequence Types:	list, tuple, range
Mapping Type:	dict
Set Types:	set, frozenset
Boolean Type:	bool
Binary Types:	bytes, bytearray, memoryview

Getting the Data Type

You can get the data type of any object by using the `type()` function:

Example

Print the data type of the variable x:

```
x = 5
print(type(x))
```

Output - `<class 'int'>`

```
x = "Hello World"


#display x:

print(x)


#display the data type of x:

print(type(x))
```

Output –

```
Hello World
<class 'str'>
```

Setting the Data Type

In Python, the data type is set when you assign a value to a variable:

Example	Data Type
`x = "Hello World"`	str
`x = 20`	int
`x = 20.5`	float
`x = 1j`	complex
`x = ["apple", "banana", "cherry"]`	list
`x = ("apple", "banana", "cherry")`	tuple
`x = range(6)`	range
`x = {"name" : "John", "age" : 36}`	dict
`x = {"apple", "banana", "cherry"}`	set
`x = frozenset({"apple", "banana", "cherry"})`	frozenset
`x = True`	bool
`x = b"Hello"`	bytes
`x = bytearray(5)`	bytearray
`x = memoryview(bytes(5))`	memoryview

Python Operators

The operator can be defined as a symbol which is responsible for a particular operation between two operands. Operators are the pillars of a program on which the logic is built in a specific programming language. Python provides a variety of operators, which are described as follows.

- Arithmetic operators
- Comparison operators
- Assignment Operators
- Logical Operators
- Bitwise Operators
- Membership Operators
- Identity Operators

Arithmetic Operators

Arithmetic operators are used to perform arithmetic operations between two operands. It includes + (addition), - (subtraction), *(multiplication), /(divide), %(reminder), //(floor division), and exponent (**) operators.

Consider the following table for a detailed explanation of arithmetic operators.

Operator	Description
+ (Addition)	It is used to add two operands. For example, if a = 20, b = 10 => a+b = 30
- (Subtraction)	It is used to subtract the second operand from the first operand. If the first operand is less than the second operand, the value results negative. For example, if a = 20, b = 10 => a - b = 10
/ (divide)	It returns the quotient after dividing the first operand by the second operand. For example, if a = 20, b = 10 => a/b = 2.0

*** (Multiplication)**	It is used to multiply one operand with the other. For example, if a = 20, b = 10 => a * b = 200
% (reminder)	It returns the reminder after dividing the first operand by the second operand. For example, if a = 20, b = 10 => a%b = 0
**** (Exponent)**	It is an exponent operator represented as it calculates the first operand power to the second operand.
// (Floor division)	It gives the floor value of the quotient produced by dividing the two operands.

Comparison operator

Comparison operators are used to comparing the value of the two operands and returns Boolean true or false accordingly. The comparison operators are described in the following table.

Operator	Description
==	If the value of two operands is equal, then the condition becomes true.
!=	If the value of two operands is not equal, then the condition becomes true.
<=	If the first operand is less than or equal to the second operand, then the condition becomes true.
>=	If the first operand is greater than or equal to the second operand, then the condition becomes true.
>	If the first operand is greater than the second operand, then the condition becomes true.

<	If the first operand is less than the second operand, then the condition becomes true.

Assignment Operators

The assignment operators are used to assign the value of the right expression to the left operand. The assignment operators are described in the following table.

Operator	Description
=	It assigns the value of the right expression to the left operand.
+=	It increases the value of the left operand by the value of the right operand and assigns the modified value back to left operand. For example, if a = 10, b = 20 => a+ = b will be equal to a = a+ b and therefore, a = 30.
-=	It decreases the value of the left operand by the value of the right operand and assigns the modified value back to left operand. For example, if a = 20, b = 10 => a- = b will be equal to a = a- b and therefore, a = 10.
*=	It multiplies the value of the left operand by the value of the right operand and assigns the modified value back to then the left operand. For example, if a = 10, b = 20 => a* = b will be equal to a = a* b and therefore, a = 200.
%=	It divides the value of the left operand by the value of the right operand and assigns the reminder back to the left operand. For example, if a = 20, b = 10 => a % = b will be equal to a = a % b and therefore, a = 0.
**=	a**=b will be equal to a=a**b, for example, if a = 4, b =2, a**=b will assign 4**2 = 16 to a.
//=	A//=b will be equal to a = a// b, for example, if a = 4, b = 3, a//=b will assign 4//3 = 1 to a.

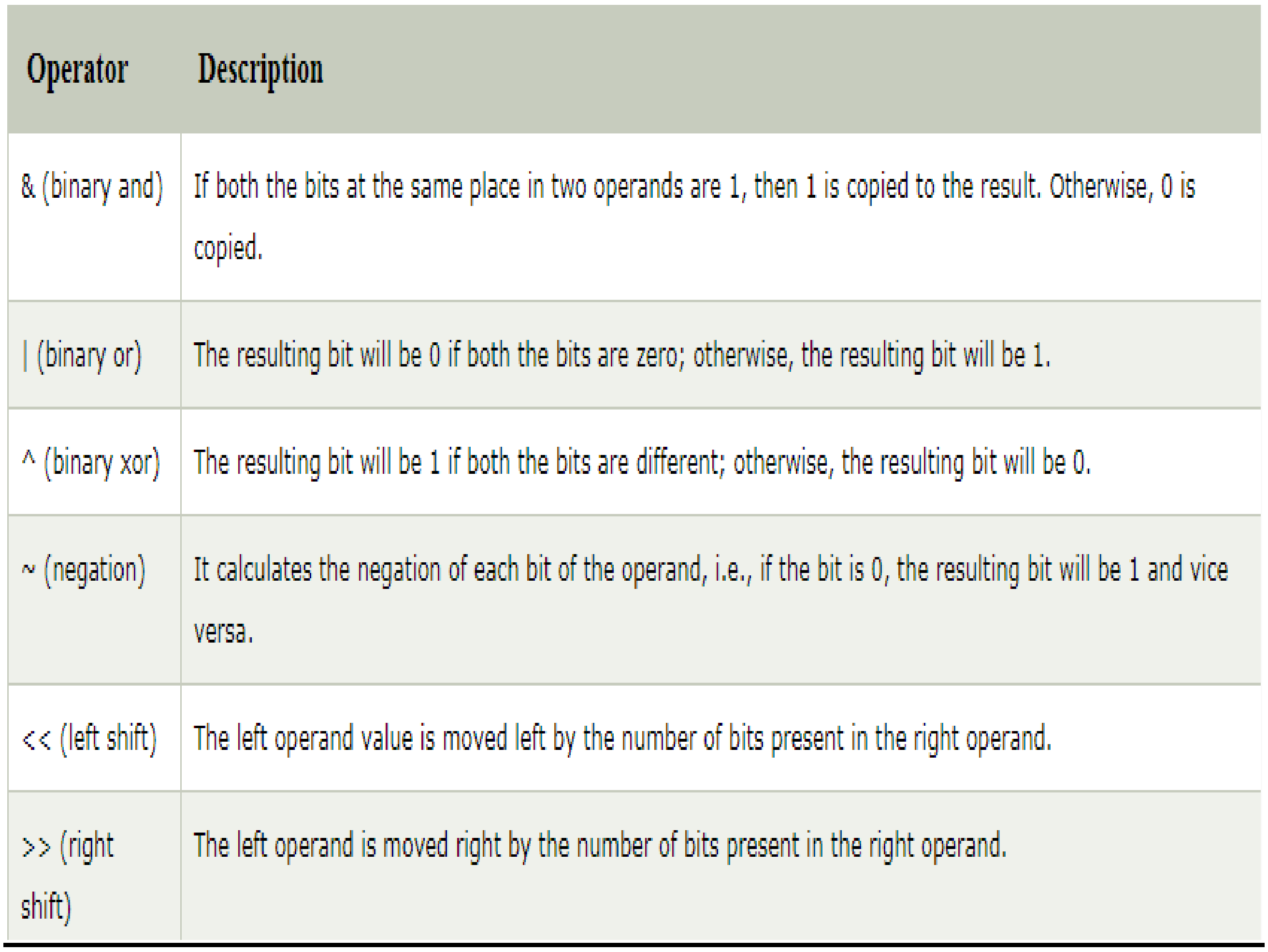
Bitwise Operators

The bitwise operators perform bit by bit operation on the values of the two operands. Consider the following example.

For example,

```
if a = 7
   b = 6
then, binary (a) = 0111
    binary (b) = 0011

hence, a & b = 0011
      a | b = 0111
             a ^ b = 0100
       ~ a = 1000
```



Operator	Description
& (binary and)	If both the bits at the same place in two operands are 1, then 1 is copied to the result. Otherwise, 0 is copied.
| (binary or)	The resulting bit will be 0 if both the bits are zero; otherwise, the resulting bit will be 1.
^ (binary xor)	The resulting bit will be 1 if both the bits are different; otherwise, the resulting bit will be 0.
~ (negation)	It calculates the negation of each bit of the operand, i.e., if the bit is 0, the resulting bit will be 1 and vice versa.
<< (left shift)	The left operand value is moved left by the number of bits present in the right operand.
>> (right shift)	The left operand is moved right by the number of bits present in the right operand.

Logical Operators

The logical operators are used primarily in the expression evaluation to make a decision. Python supports the following logical operators.

Operator	Description
and	If both the expression are true, then the condition will be true. If a and b are the two expressions, a → true, b → true => a and b → true.
or	If one of the expressions is true, then the condition will be true. If a and b are the two expressions, a → true, b → false => a or b → true.
not	If an expression **a** is true, then not (a) will be false and vice versa.

Membership Operators

Python membership operators are used to check the membership of value inside a Python data structure. If the value is present in the data structure, then the resulting value is true otherwise it returns false.

Operator	Description
in	It is evaluated to be true if the first operand is found in the second operand (list, tuple, or dictionary).
not in	It is evaluated to be true if the first operand is not found in the second operand (list, tuple, or dictionary).

Identity Operators

The identity operators are used to decide whether an element certain class or type.

Operator	Description
is	It is evaluated to be true if the reference present at both sides point to the same object.
is not	It is evaluated to be true if the reference present at both sides do not point to the same object.

Operator Precedence

The precedence of the operators is essential to find out since it enables us to know which operator should be evaluated first. The precedence table of the operators in Python is given below.

Operator	Description
**	The exponent operator is given priority over all the others used in the expression.
~ + -	The negation, unary plus, and minus.
* / % //	The multiplication, divide, modules, reminder, and floor division.
+ -	Binary plus, and minus
>> <<	Left shift. and right shift
&	Binary and.

^ |	Binary xor, and or
<= < > >=	Comparison operators (less than, less than equal to, greater than, greater then equal to).
<> == !=	Equality operators.
= %= /= //= -= += *= **=	Assignment operators
is is not	Identity operators
in not in	Membership operators
not or and	Logical operators

Conditional Statements & Looping

Python If-else statements

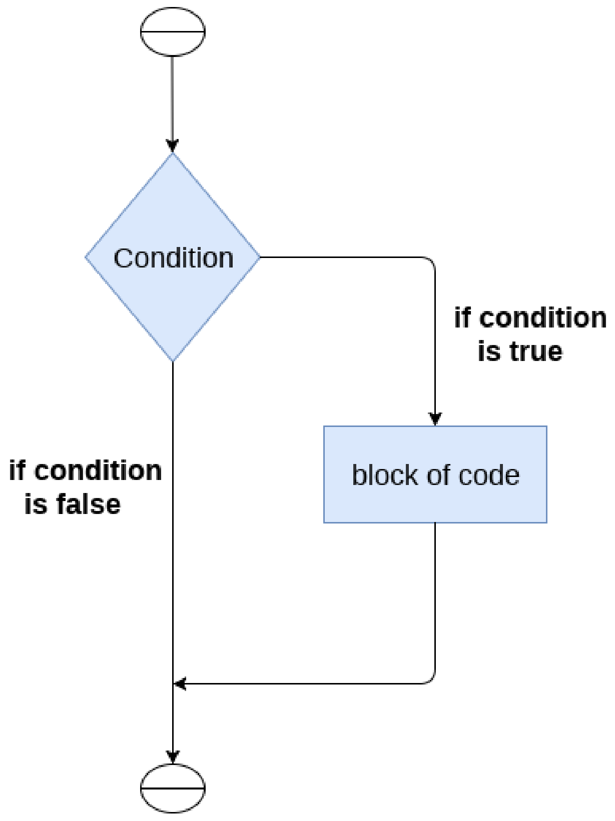
Decision making is the most important aspect of almost all the programming languages. As the name implies, decision making allows us to run a particular block of code for a particular decision. Here, the decisions are made on the validity of the particular conditions. Condition checking is the backbone of decision making.

In python, decision making is performed by the following statements.

Statement	Description
If Statement	The if statement is used to test a specific condition. If the condition is true, a block of code (if-block) will be executed.
If - else Statement	The if-else statement is similar to if statement except the fact that, it also provides the block of the code for the false case of the condition to be checked. If the condition provided in the if statement is false, then the else statement will be executed.
Nested if Statement	Nested if statements enable us to use if ? else statement inside an outer if statement.

The if statement

The if statement is used to test a particular condition and if the condition is true, it executes a block of code known as if-block. The condition of if statement can be any valid logical expression which can be either evaluated to true or false.



The syntax of the if-statement is given below.

```
if expression:
    statement
```

Example 1

```
num = int(input("enter the number?"))
if num%2 == 0:
    print("Number is even")
```

Output:

```
enter the number?10
Number is even
```

Example 2 : Program to print the largest of the three numbers.

```
a = int(input("Enter a? "));
b = int(input("Enter b? "));
c = int(input("Enter c? "));
if a>b and a>c:
    print("a is largest");
if b>a and b>c:
    print("b is largest");
if c>a and c>b:
    print("c is largest");
```

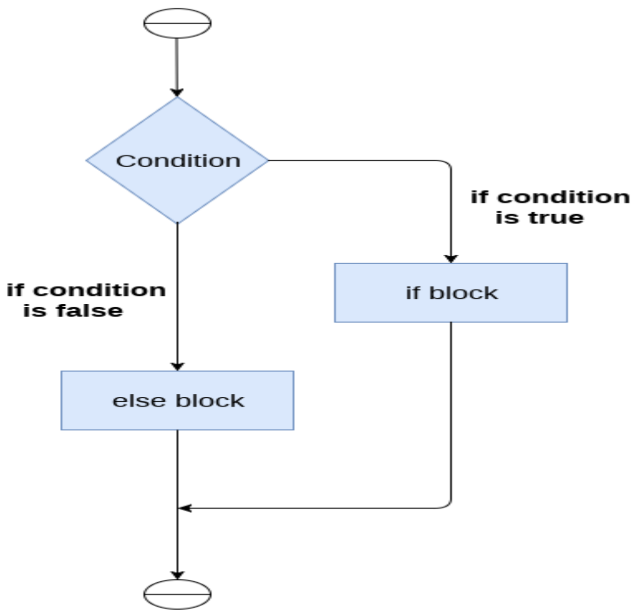
Output:

```
Enter a? 100
Enter b? 120
Enter c? 130
c is largest
```

The if-else statement

The if-else statement provides an else block combined with the if statement which is executed in the false case of the condition.

If the condition is true, then the if-block is executed. Otherwise, the else-block is executed.



The syntax of the if-else statement is given below.

```
if condition:
    #block of statements
else:
   #another block of statements (else-block)
```

Example 1 : Program to check whether a person is eligible to vote or not.

```
age = int (input("Enter your age? "))
if age>=18:
    print("You are eligible to vote !!");
else:
   print("Sorry! you have to wait !!");
```

Output:

```
Enter your age? 90
You are eligible to vote !!
```

Example 2: Program to check whether a number is even or not.

```
num = int(input("enter the number?"))
if num%2 == 0:
    print("Number is even...")
else:
    print("Number is odd...")
```

Output:

```
enter the number?10
Number is even
```

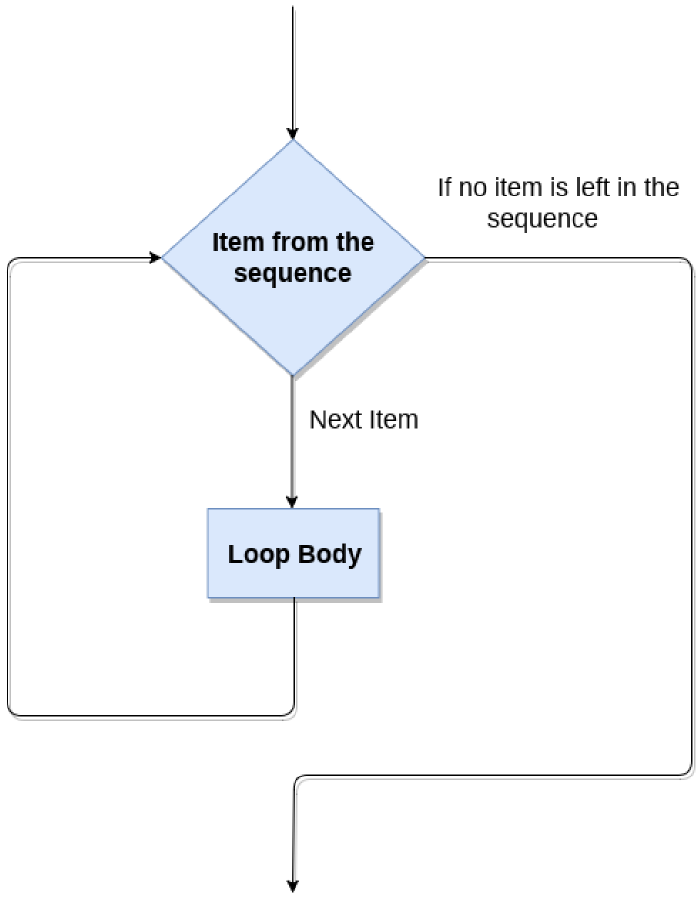
Python for loop

The for **loop in Python** is used to iterate the statements or a part of the program several times. It is frequently used to traverse the data structures like list, tuple, or dictionary.

The syntax of for loop in python is given below.

```
for iterating_var in sequence:
    statement(s)
```

The for loop flowchart



For loop Using Sequence

Example-1: Iterating string using for loop

```
str = "Python"
for i in str:
    print(i)
```

Output:

```
P
y
t
h
o
n
```

Example- 2: Program to print the table of the given number .

```
list = [1,2,3,4,5,6,7,8,9,10]
n = 5
for i in list:
    c = n*i
    print(c)
```

Output:

```
5
10
15
20
25
30
35
40
45
50s
```

Example-3: Program to print the sum of the given list.

```
list = [10,30,23,43,65,12]
sum = 0
for i in list:
    sum = sum+i
print("The sum is:",sum)
```

Output:

```
The sum is: 183
```

For loop Using range() function

The range() function

The **range()** function is used to generate the sequence of the numbers. If we pass the range(10), it will generate the numbers from 0 to 9. The syntax of the range() function is given below.

Syntax:

range(start,stop,step size)

- The start represents the beginning of the iteration.
- The stop represents that the loop will iterate till stop-1. The **range(1,5)** will generate numbers 1 to 4 iterations. It is optional.
- The step size is used to skip the specific numbers from the iteration. It is optional to use. By default, the step size is 1. It is optional.

Consider the following examples:

Example-1: Program to print numbers in sequence.

```
for i in range(10):
    print(i,end = ' ')
```

Output:

```
0 1 2 3 4 5 6 7 8 9
```

Example - 2: Program to print table of given number.

```
n = int(input("Enter the number "))
for i in range(1,11):
    c = n*i
    print(n,"*",i,"=",c)
```

Output:

```
Enter the number 10
10 * 1 = 10
10 * 2 = 20
10 * 3 = 30
```

```
10 * 4 = 40
10 * 5 = 50
10 * 6 = 60
10 * 7 = 70
10 * 8 = 80
10 * 9 = 90
10 * 10 = 100
```

Example-3: Program to print even number using step size in range().

```
n = int(input("Enter the number "))
for i in range(2,n,2):
    print(i)
```

Output:

```
Enter the number 20
2
4
6
8
10
12
14
16
18
```

We can also use the **range()** function with sequence of numbers.
The **len()** function is combined with range() function which iterate through a sequence using indexing. Consider the following example.

```
list = ['Peter','Joseph','Ricky','Devansh']
for i in range(len(list)):
    print("Hello",list[i])
```

Output:

```
Hello Peter
Hello Joseph
Hello Ricky
Hello Devansh
```

Nested for loop in python

Python allows us to nest any number of for loops inside a **for** loop. The inner loop is executed n number of times for every iteration of the outer loop. The syntax is given below.

Syntax

```
for iterating_var1 in sequence:  #outer loop
    for iterating_var2 in sequence:  #inner loop
        #block of statements
#Other statements
```

Example- 1: Nested for loop

```
# User input for number of rows
rows = int(input("Enter the rows:"))
# Outer loop will print number of rows
for i in range(0,rows+1):
# Inner loop will print number of Astrisk
    for j in range(i):
        print("*",end = '')
    print()
```

Output:

```
Enter the rows:5
*
**
***
****
*****
```

Example-2: Program to number pyramid.

```
rows = int(input("Enter the rows"))
for i in range(0,rows+1):
    for j in range(i):
        print(i,end = '')
    print()
```

Output:

```
1
22
333
4444
55555
```

Using else statement with for loop

Unlike other languages like C, C++, or Java, Python allows us to use the else statement with the for loop which can be executed only when all the iterations are exhausted. Here, we must notice that if the loop contains any of the break statement then the else statement will not be executed.

Example 1

```
for i in range(0,5):
    print(i)
else:
    print("for loop completely exhausted, since there is no break.")
```

Output:

```
0
1
2
3
4
for loop completely exhausted, since there is no break.
```

The for loop completely exhausted, since there is no break.

Example 2

```
for i in range(0,5):
    print(i)
    break;
else:print("for loop is exhausted");
print("The loop is broken due to break statement...came out of the loop")
```

In the above example, the loop is broken due to the break statement; therefore, the else statement will not be executed. The statement present immediate next to else block will be executed.

Output:

```
0
```

The loop is broken due to the break statement...came out of the loop. We will learn more about the break statement in next tutorial.

Python While loop

The Python while loop allows a part of the code to be executed until the given condition returns false. It is also known as a pre-tested loop.

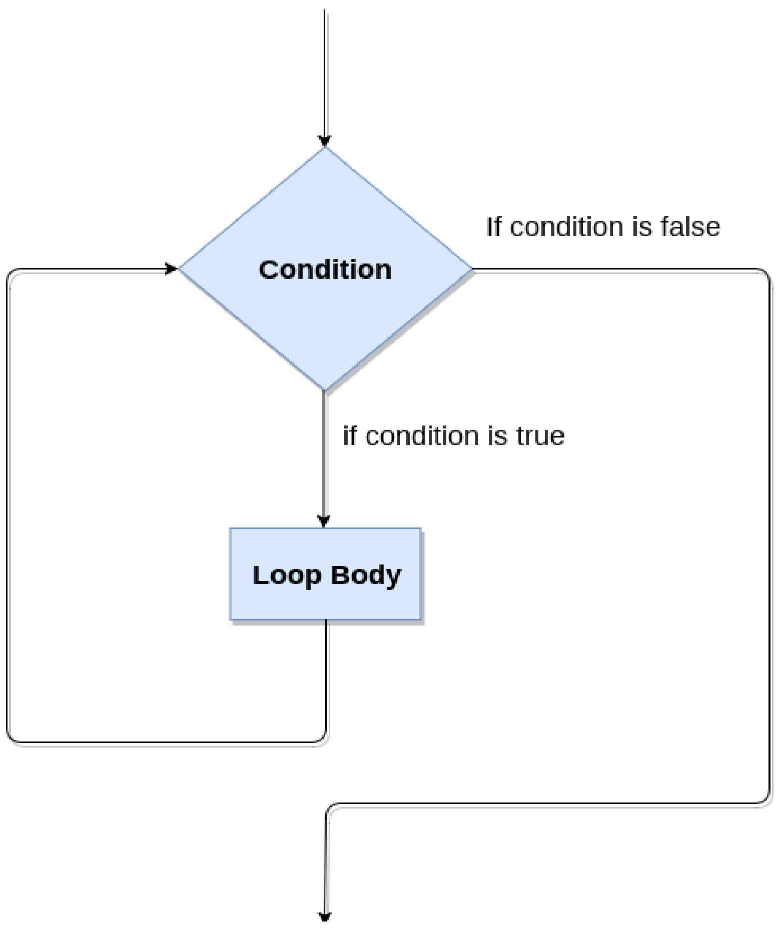
It can be viewed as a repeating if statement. When we don't know the number of iterations then the while loop is most effective to use.

The syntax is given below.

```
while expression:
    statements
```

Here, the statements can be a single statement or a group of statements. The expression should be any valid Python expression resulting in true or false. The true is any non-zero value and false is 0.

While loop Flowchart



Example-1: Program to print 1 to 10 using while loop

```
i=1
#The while loop will iterate until condition becomes false.
While(i<=10):
    print(i)
    i=i+1
```

Output:

```
1
2
3
4
5
6
7
8
9
10
```

Example -2: Program to print table of given numbers.

```
i=1
number=0
b=9
number = int(input("Enter the number:"))
while i<=10:
    print("%d X %d = %d \n"%(number,i,number*i))
    i = i+1
```

Output:

```
Enter the number:10
10 X 1 = 10

10 X 2 = 20

10 X 3 = 30

10 X 4 = 40

10 X 5 = 50

10 X 6 = 60

10 X 7 = 70

10 X 8 = 80

10 X 9 = 90

10 X 10 = 100
```

Infinite while loop

If the condition is given in the while loop never becomes false, then the while loop will never terminate, and it turns into the **infinite while loop.**

Any **non-zero** value in the while loop indicates an **always-true** condition, whereas zero indicates the always-false condition. This type of approach is useful if we want our program to run continuously in the loop without any disturbance.

Example 1

```
while (1):
    print("Hi! we are inside the infinite while loop")
```

Output:

```
Hi! we are inside the infinite while loop
Hi! we are inside the infinite while loop
```

Example 2

```
var = 1
while(var != 2):
    i = int(input("Enter the number:"))
    print("Entered value is %d"%(i))
```

Output:

```
Enter the number:10
Entered value is 10
Enter the number:10
Entered value is 10
Enter the number:10
Entered value is 10
Infinite time
```

Using else with while loop

Python allows us to use the else statement with the while loop also. The else block is executed when the condition given in the while statement becomes false. Like for loop, if the while loop is broken using break statement, then the else block will not be executed, and the statement present after else block will be executed. The else statement is optional to use with the while loop. Consider the following example.

Example 1

```
i=1
while(i<=5):
    print(i)
    i=i+1
else:
    print("The while loop exhausted")
```

Example 2

```
i=1
while(i<=5):
    print(i)
    i=i+1
    if(i==3):
        break
else:
    print("The while loop exhausted")
```

Output:

```
1
2
```

In the above code, when the break statement encountered, then while loop stopped its execution and skipped the else statement.

Example-3 Program to print Fibonacci numbers to given limit

```
terms = int(input("Enter the terms "))
# first two intial terms
a = 0
b = 1
count = 0
```

```
# check if the number of terms is Zero or negative
if (terms <= 0):
   print("Please enter a valid integer")
elif (terms == 1):
  print("Fibonacci sequence upto",limit,":")
   print(a)
else:
  print("Fibonacci sequence:")
   while (count < terms) :
       print(a, end = ' ')
      c = a + b
      # updateing values
       a = b
      b = c

   count += 1
```

Output:

```
Enter the terms 10
Fibonacci sequence:
0 1 1 2 3 5 8 13 21 34
```