

Forum:[Hack Forums](#)

Thread: [whats is the use of python](#)

shekhar282 - November 13, 2016, 4:53 pm

where is the mainly use of python and is it easy to learn??

SoyNuevo - November 13, 2016, 8:00 pm

Python is known as a language that's easy to learn, and it has many general purpose uses.

ndemon - November 13, 2016, 8:49 pm

It's very easy to learn and it is a multi-purpose language.

It has an extremely wide net of uses.

You could've figured that out with google so just to remind you, before posting do a quick google check and see if you can find what you are looking for?.

problems.x - November 13, 2016, 8:51 pm

Python is one of the largest used languages in the world, probably one of the easiest to learn aswell in my opinion. It's used from botnets to google, there's a variety of things you can use it for.

fapninja - November 13, 2016, 8:57 pm

Might as well just learn C++. The syntax is more difficult to remember and read, but it's a programming language all the same, you'll feel more pro, and it really isn't THAT much harder.

DudeONym - November 13, 2016, 11:19 pm

Python, in being very multiparadigmatic, unlike c++, allows you to easily prototype quite rapidly in a range of conventions to get accustomed to using the tools other paradigms may limit you to.

While it's entirely capable as a standalone language, I usually use it to model all sorts of programs before porting them into a language better suited to extending or optimising the task. The paradigms it isn't suited for it can often extend to support, e.g. Pyke for logical inference, this is not unique to python though.

fruit098 - November 20, 2016, 6:07 am

even Facebook is using python for some stuff

Goodies - November 20, 2016, 1:47 pm

It's THE general purpose language. It can interact with native libraries and it has been implemented in many languages including Java and CLR. It's incredibly common and is great for automation and high-level abstract programs. It's incredibly easy to program fairly complex tasks. For example, an HTTP client took me thousands of lines to implement in C++ using ASIO. The same can be done in Python in only a couple hundred at most (for a very basic HTTP client).

Bossk - November 21, 2016, 9:48 am

(Nov 13, 2016 09:57 PM)fapninja Wrote: [\[CITE\]](#) Might as well just learn C++. The syntax is more difficult to remember and read, but it's a programming language all the same, you'll feel more pro, and it really isn't THAT much harder.

"and it really isn't THAT much harder."

You have absolutely no clue what you're talking about.

M5DD - November 21, 2016, 9:59 am

(Nov 21, 2016 10:48 AM)Bossk Wrote: [\[CITE\]](#) "and it really isn't THAT much harder."

You have absolutely no clue what you're talking about.

I second this.

Goodies - November 21, 2016, 11:20 am

(Nov 21, 2016 10:48 AM)Bossk Wrote: [\[CITE\]](#) "and it really isn't THAT much harder."

You have absolutely no clue what you're talking about.

I third this. Lmao I am a fan of both language but they're completely different in terms of difficulty.

DudeONym - November 21, 2016, 10:02 pm

Provided you don't use too many functional tools, porting from python to C(++) was fairly intuitive to me up until memory reallocation, that took me a while to work out, however I used to use pascal prior to python which may have given me an advantage.

I would agree it's harder, and certainly longer to type and think, but the transition can be intuitive to a point depending on your mental paradigm.

0xBD - November 26, 2016, 2:26 pm

It's a general purpose language like Perl (but simpler) that's great for `gluing` stuff together. It's not great at everything, but for most tasks of this type I use Python.

Goodies - November 27, 2016, 10:00 am

(Nov 21, 2016 11:02 PM)DudeONym Wrote: [\[CITE\]](#) Provided you don't use too many functional tools, porting from python to C(++) was fairly intuitive to me up until memory reallocation, that took me a while to work out, however I used to use pascal prior to python which may have given me an advantage.

I would agree it's harder, and certainly longer to type and think, but the transition can be intuitive to a point depending on your mental paradigm.

With modern C++, scoped lifetimes are preferred (local variables and class members because the destructor will deallocate it automatically, and the stack is much faster than the heap), followed by `unique_ptr` for single ownership of an object, followed by a `shared_ptr` for sharing ownership.

If you're coding correct, safe C++, you'll never (or hardly ever) be calling "delete" or "delete[]" manually.

ImTheRealAndrew - November 28, 2016, 4:56 pm

Python is an one of the most used languages and you can do a lot of shit with it like botnets for example