Variables and Arithmetic Operations

One of the most important features of any programming language is its ability to manipulate variables. A variable is just a name that refers to a value; you can think of a variable as a box that stores a piece of data.

In Python, the basic data types are strings and numbers. There are two types of numbers: integers (both positive and negative) and floats (fractional numbers with a decimal point). You can assign numbers to variables very easily. Try running the following program:

```
a = 324
b = 24
c = a - b
print ('a - b is', c)
```

In the above code, a, b, and c are all integers, and 'a - b is' is a string. The result of this program is to print:

```
a - b is 300
```

You can now use all common arithmetic operations involving numbers:

Addition: 2 + 3 == 5
Subtraction: 5 - 2 == 3
Multiplication: 3 * 4 == 12
Division: 15 / 3 == 5
Division remainder: 18 % 5 == 3
Exponentiation: 2 ** 3 == 8

It is important to note that if you try to divide two integers, Python always rounds *down* the result (so 18/5 == 3).

To obtain a precise result for this division, you need to indicate floating point division; either of the following expressions results in a "float" data type: 18.0/5 == 3.6 or float(18)/5 == 3.6

In Python, the single equals sign (=) means "assign a value to a variable". For example, a = 3 assigns 3 to the integer a. In order to denote equality, Python uses the double equals sign (==).

In Python, a string is an ordered sequence of letters, numbers and other characters. You can create string variables just like you did with:

```
a = "Hello"
b = "World"
```

Notice that the string must be surrounded by " or ' (but not a mix of both). You can use quotes inside the string, as long as you use the opposite type of quotes to surround the string, e.g., a ="Monty Python's Flying Circus" or b ='Project "Rosalind".

String operations differ slightly from operations on numbers:

```
a = 'Rosalind'
b = 'Franklin'
c = '!'
print (a + ' ' + b + c*3)
```

Output:

Rosalind Franklin!!!