

Tutorial 2

Activity IV

`Int(Float_Number)` - rounds down a float to the nearest integer.

`Float(int_number)` – adds a .0 to the end of an integer to make a float.

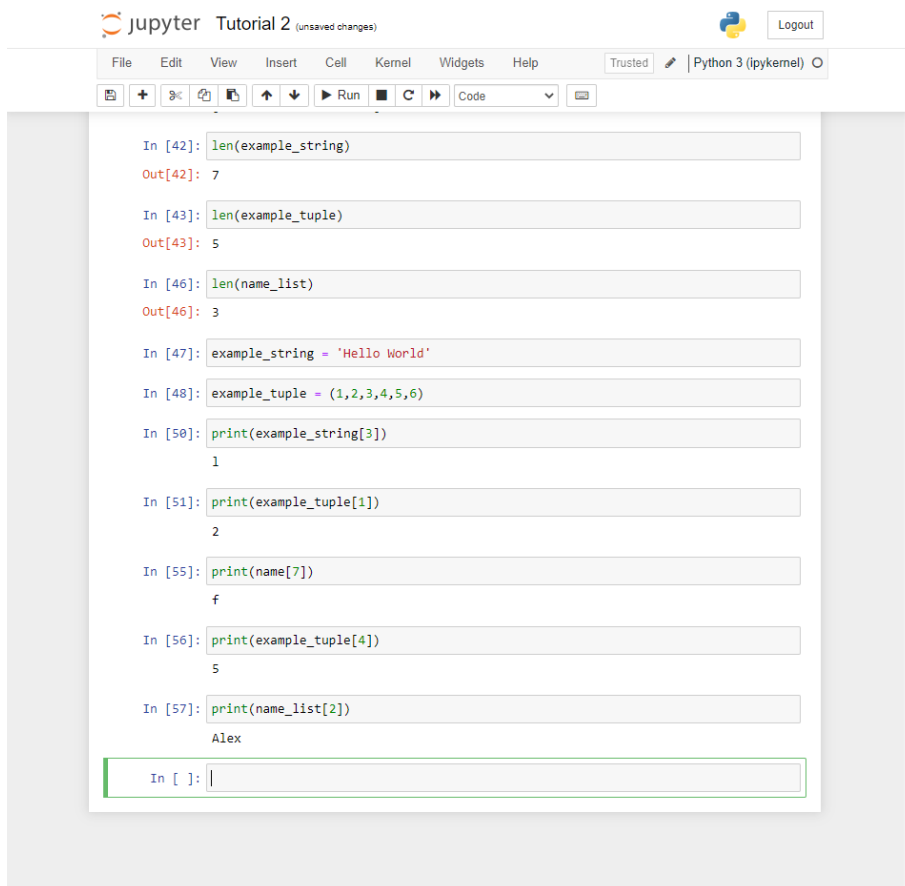
`Int('2.0')` – spits an error since the `int` function can only do one task at a time, it can't convert the string to a float then turn that into an `int` (do `int(float('2.0'))` to convert the string to a float, then turn the float to an `int`).

`Int('2')` – turns the string into an `int`.

`Float('2.0')` - turns the string into a float.

`Str(1)` – turns an `int` or `float` into a string.

Activity VII



The screenshot shows a Jupyter Notebook titled "Tutorial 2 (unsaved changes)". The interface includes a top bar with the Jupyter logo, the title, and a "Logout" button. Below this is a menu bar with options: File, Edit, View, Insert, Cell, Kernel, Widgets, and Help. A status bar indicates the notebook is "Trusted" and the kernel is "Python 3 (ipykernel)".

The notebook contains several code cells, each with an input prompt (In [X]:) and an output (Out[X]:). The code cells are as follows:

- In [42]: `len(example_string)`
Out[42]: 7
- In [43]: `len(example_tuple)`
Out[43]: 5
- In [46]: `len(name_list)`
Out[46]: 3
- In [47]: `example_string = 'Hello World'`
- In [48]: `example_tuple = (1,2,3,4,5,6)`
- In [50]: `print(example_string[3])`
1
- In [51]: `print(example_tuple[1])`
2
- In [55]: `print(name[7])`
f
- In [56]: `print(example_tuple[4])`
5
- In [57]: `print(name_list[2])`
Alex

The last cell is an empty input prompt: In []: |

TASK 1:

Variable Name	Data Type	Length	Description
Variable 1	String	13	A simple string
Variable 2	List (String)	3	A string list with 3 items
Variable3	Tuple (Int)	4	A Tuple with 4 ints
Variable4	List(Float)	5	A List of 5 floats
Variable5	Dictionary(String)	3	A Dictionary with 3 string keys and 3 int outputs
Variable6	Dictionary(String)	3	A Dictionary with 3 string keys and 3 float outputs
Variable7	Dictionary(Int)	3	A Dictionary with 3 int keys and 3 string outputs
Variable8	Dictionary(Int)	3	A Dictionary with 3 int keys and 3 string lists as outputs(lists have 3 strings)

Activity XII

Variable 1	Variable 2	Operation	Result	Comment
3 (int)	4 (int)	+	7 (int)	Add two ints together to get an int
4 (int)	3 (int)	-	1 (int)	subtracts two ints together to get an int
2 (int)	3 (int)	*	6 (int)	multiple two ints together to get an int
8 (int)	2 (int)	/	2 (int)	Divides two ints together to get an int
2 (int)	7 (int)	%	1 (int)	Finds the remainder of two ints and returns an int
2 (int)	2 (int)	**	4 (int)	Takes one int and puts it to

				the power of another int and returns an int
--	--	--	--	---

Activity XI

I: When you add two strings it combines them into one string.

II: Adding an integer to string normally would just add that integer onto the string like adding two strings. The proper way would be to use `str()` on the integer.

III: When you add two list, there merge together like adding two strings would.

Activity XII

Variable 1	Variable 2	Operation	Result	Comment
2 (int)	3 (int)	<	True (Bool)	2 is less than 3, so it returns true
2 (int)	3 (int)	>	False (Bool)	2 is not greater than 3, so it returns false
4 (int)	5 (int)	<=	True (Bool)	4 is less or equal than 5, so it returns true
4 (int)	4 (int)	>=	True (Bool)	4 is greater than or equal than 4, so it returns true
5 (int)	4 (int)	==	False (Bool)	5 does not equal 4, so it returns false
5 (int)	4 (int)	!=	True (Bool)	5 does not equal 4, so it returns true

Activity XIV

```
In [81]: if name == "Alex Hoffman":  
         print("Name is Correct")
```

Name is Correct

Activity XV

```
In [86]: if name == "Joey Bob":  
         print("Name is Joey")  
         elif name == "Bob the Builder":  
             print("Name is Bob")  
         else:  
             print("Name Not Found")
```

Name Not Found

Activity XVI

```
In [88]: for each_iteration in [0,1,2,3]:  
         print(name[each_iteration])  
         if (name[each_iteration] == ""):  
             break
```

A
l
e
x

Activity XVII

```
In [89]: c = 0
while (c < 12):
    print(name[c])
    c = c + 1
```

A
l
e
x

H
o
f
f
m
a
n

TASK II

Example 1:

```
In [90]: def print_name():
        print('My name is ' + name)
        return
```

```
In [91]: print_name()
```

My name is Alex Hoffman

Example 2

```
In [102]: def find_hypotenuse(side_a, side_b):
        import numpy as np
        hypotenuse = np.sqrt((side_a**2) + (side_b**2))
        return hypotenuse
```

```
In [99]: triangle_side_a = 3.0
```

```
In [100]: triangle_side_b = 4.0
```

```
In [104]: hypotenuse = find_hypotenuse(triangle_side_a, triangle_side_b)
```

```
In [105]: print(hypotenuse)
```

5.0

Example 3:

```
In [107]: for n in range(10):  
          print_name()
```

```
My name is Alex Hoffman  
My name is Alex Hoffman  
My name is Alex Hoffman  
My name is Alex Hoffman  
My name is Alex Hoffman  
My name is Alex Hoffman  
My name is Alex Hoffman  
My name is Alex Hoffman  
My name is Alex Hoffman  
My name is Alex Hoffman
```

```
def find_area_of_triangle(base, height):  
    area = (base * height) / 2.0  
    return area
```

```
def compute_triangle_properties(sA, sB):  
    hyp = find_hypotenuse(sA, sB)  
    A = find_area_of_triangle(sA, sB)  
    return hyp, A
```

```
hypotenuse, tri_area = compute_triangle_properties(triangle_a, triangle_b)
```

```
print(hypotenuse)
```

5.0

```
print(tri_area)
```

6.0

TASK 3

A

```
In [129]: def find_eucildean_distance(x, y):  
    e_distance = 0  
    base1 = 0  
    base2 = 0  
    if (x[0] < y[0]):  
        base1 = y[0] - x[0]  
    else:  
        base1 = x[0] - y[0]  
  
    if (x[1] < y[1]):  
        base1 = y[1] - x[1]  
    else:  
        base2 = x[1] - y[1]  
  
    e_distance = find_hypotenuse(base1, base2)  
  
    return e_distance
```

```
In [116]: point_a = (1,2)
```

```
In [117]: point_b = (2,4)
```

```
In [124]: distance = find_eucildean_distance(point_a, point_b)
```

```
In [130]: print(distance)
```

2.0

B

```
In [136]: def find_circle_area(r):  
    import numpy as np  
    c_area = 0.0  
    c_area = (r**2) * np.pi  
    return c_area
```

```
In [132]: radius = 5.0
```

```
In [137]: circleArea = find_circle_area(radius)
```

```
In [138]: print(circleArea)
```

78.53981633974483

C

```
In [186]: def find_square_of_dict_values (myDict):  
    myDict_square = {}  
    l = len(myDict)  
    c = 0  
    my_list = ('one', 'two', 'three', 'four', 'five')  
    for i in range(1, l+1):  
        myDict[my_list[c]] = i**2  
        c = c+1  
        print(myDict)  
    myDict_square.update(myDict)  
    return myDict_square
```

```
In [189]: myDict = {'one' : 1, 'two' : 2, 'three' : 3, 'four' : 4, 'five' : 5}
```

```
In [190]: myDict_square = find_square_of_dict_values(myDict)
```

```
{'one': 1, 'two': 2, 'three': 3, 'four': 4, 'five': 5}  
{'one': 1, 'two': 4, 'three': 3, 'four': 4, 'five': 5}  
{'one': 1, 'two': 4, 'three': 9, 'four': 4, 'five': 5}  
{'one': 1, 'two': 4, 'three': 9, 'four': 16, 'five': 5}  
{'one': 1, 'two': 4, 'three': 9, 'four': 16, 'five': 25}
```

```
In [191]: print(myDict_square)
```

```
{'one': 1, 'two': 4, 'three': 9, 'four': 16, 'five': 25}
```