



# App Dev League

Day 2: Python Projects



# Lesson Overview

- 1. Content Review
- 2. Calculator Exercise
- 3. Tic Tac Toe
- 4. Hangman



## **Content Review**

- → Python Basics (Variables, Types, Casting)
- → Simple Data Structures
- → Looping Constructs



## Review 1

#### Data Types

- Essentially types of data (integers, strings, floats, booleans)
- There is no explicit keyword for typing

Common data types	
Data type:	Example value:
Integer Floating-point Char String Boolean	35462216 0.002756 H Hello, World! true

#### Variables

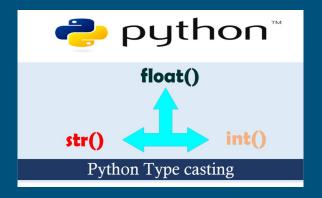
- Store information, help the program remember things
- Named with underscore notation



### Review 2

#### Casting

- Easy way to switch between types
- Helpful tool, used frequently in Python



### Formatted Strings (fstring)

- Prints strings without any concatenation needed
- Condenses code
- Casting isn't needed at all for fstrings!

## Input

- Using the input function creates user interaction in your program
- User interaction is important for user engagement



```
name = input("Name: ")
Age = int(input("Age: "))
```



# Calculator Exercise



#### **Functions**

- A function is a collection of code that performs a specific task
- Function that prints "hi"

```
def sayHi():
    print("hi")
sayHi()
```

• Functions help keep organized in chunks



#### Classes

- A class is a way for building your own data type that simulates attributes of a real life object
- Class that displays the attributes of a video game

```
class VideoGame:
    def init (self, numberLevels, isHard, yearsOld):
```

• Used everywhere in python programs and is a very fundamental concept



## Objects

- An object is an instantiation of a class
- Way of calling the data type

```
flappyBird = VideoGame(8, True, 1)
```

• Objects are used in every programming language and its a very common concept we see

even in the real world







# THANKS!

**ANY QUESTIONS?** 

You can find more info @

- https://www.appdevleague.org
- https://linktr.ee/AppDevLeague

