

1. Variable, expression, and statement

Jin Wang, MSIS, Rutgers

- 1. Variable, expression, and statement
 - 1. First python program for BAIT, Arithmetic operators
 - Python for Arithmetic
 - 2. Assignment statement and variables
 - Assignment statements
 - Variable names
 - 3. Interactive mode and script mode
 - Interactive
 - Script mode
 - 4. Values and types
 - 5. Strings
 - 6. User input
 - 7. String formatting
 - 8. Practice Question
 - Summing up

1. First python program for BAIT, Arithmetic operators

Python for Arithmetic

- +
- -
- *
- /
- **
- %

2. Assignment statement and variables

Assignment statements

Variable names

- letters
- letters and numbers
- underscore character

3. Interactive mode and script mode

Interactive

Script mode

- path problem

4. Values and types

- int
- float
- string

5. Strings

- Values in Quotation marks
- Small problem with quotation marks
- String concatenation
- String Repetition
- String Built-in methods
 - <https://docs.python.org/3/library/stdtypes.html#string-methods>

6. User input

`input()` function

7. String formatting

f-strings

8. Practice Question

Use `input` function to give show a prompt to

- tell the user the program can return the product of two numbers, and
- Let users input two numbers
- At last, return the result.

Following is the expected outcome.

```
You can input two numbers. I will return the product the two numbers.  
Please input the first number: 2.3  
Please input the second number: 3.4  
2.3 times 3.4 equals 7.819999999999999.
```

Summing up

- Arithmetic operators
- Variables
- Interactive mode, terminal
- Script mode, `.py` file
- Types, int, float, and string
- String concatenation and repetition