

# CODE CRAFT.PY

PYTHON NOTES

# PYTHON VARIABLE DATA TYPES

DATA TYPES:

## 1. What is a Data Type?

A **data type** tells Python what kind of **value** a variable is storing.

Python automatically identifies the data type when you assign a value (dynamic typing).



# DATA TYPES

Data Type	Description	Example
<b>int</b>	Integer numbers (whole numbers)	<code>age = 20</code>
<b>float</b>	Decimal numbers (floating-point)	<code>price = 99.99</code>
<b>str</b>	String of characters (text)	<code>name = "Codecraft"</code>
<b>bool</b>	Boolean (True or False)	<code>is_student = True</code>
<b>list</b>	Ordered collection of items	<code>fruits = ["apple", "mango"]</code>
<b>tuple</b>	Immutable ordered collection of items	<code>coords = (10, 20)</code>
<b>dict</b>	Key-value pairs	<code>person = {"name": "codecraft", "age": 20}</code>
<b>set</b>	Unordered collection of unique items	<code>colors = {"red", "blue"}</code>

# VARIABLE

## 1. WHAT IS A VARIABLE?

A **VARIABLE** IS A **CONTAINER OR BOX** THAT STORES DATA IN A PROGRAM.

VARIABLES CAN STORE **NUMBERS, TEXT (STRINGS), OR OTHER TYPES OF DATA.**

THE **VALUE INSIDE A VARIABLE CAN CHANGE** DURING PROGRAM EXECUTION.

### EXAMPLE:

```
name = "LIKE" # 'name' stores a string  
age = 20      # 'age' stores an integer
```



# IDENTIFIERS :

- **1. WHAT IS AN IDENTIFIER?**
- AN **IDENTIFIER** IS THE **NAME GIVEN TO A VARIABLE, FUNCTION, CLASS, OR OBJECT** IN PYTHON.
- IT'S HOW PYTHON REFERS TO A VARIABLE OR OBJECT INTERNALLY.

# IDENTIFIERS RULES:

- Must start with a **letter (a–z, A–Z)** or **underscore (\_)**.
- Can contain **letters, digits (0–9), and underscores (\_)** only.
- **Case-sensitive** – age and Age are different identifiers.
- **Cannot use Python keywords** (like if, for, while, def, etc.).
- **No spaces** are allowed in the identifier