# Python Programming: Colourful Concepts I

### **Guttag Chapter 2**

#### Oliver Bonham-Carter

#### **Table of contents**

Welcome to Python Programming!	1
Python Literals	2
Variables and Operators	3
Loops and Conditionals	3
Squaring Algorithms	4
Strings and Slicing	4
Python Challenge Exercises	5

# Welcome to Python Programming!



Let's make learning Python fun and practical!

#### What are literals?

Literals are fixed values in your code. They can be numbers, strings, booleans, etc.

```
i Note

Examples: - 42 (integer) - 3.14 (float) - 'hello' (string) - True, False (boolean)
```

#### **Python Code Sample**

```
age = 18
pi = 3.14159
greeting = "Hello, world!"
is_active = True
```

#### **Interesting Application**

Use literals to set default values in games, apps, or data analysis scripts!

#### **Python Literals**

Literals are fixed values written directly in your code and are used to assign values to variables or as standalone values in expressions.

```
This example shows different types of literals.

"""

integer_literal = 42  # An integer literal

float_literal = 3.14  # A floating-point literal

string_literal = "hello"  # A string literal

boolean_literal = True  # A boolean literal

print(integer_literal, float_literal, string_literal, boolean_literal)

# Output: 42 3.14 hello True
```

This code demonstrates how to use different types of literals in Python.

#### Variables and Operators

Variables store data for use in your program which can be manipulated by *operators* (e.g., addition, comparison, and assignment).

```
This example shows how to use variables and operators.

"""

x = 10  # Assign 10 to x

y = 5  # Assign 5 to y

sum_xy = x + y  # Addition operator

diff_xy = x - y  # Subtraction operator

prod_xy = x * y  # Multiplication operator

is_equal = x == y  # Comparison operator

print(sum_xy, diff_xy, prod_xy, is_equal)

# Output: 15 5 50 False
```

This code uses variables and operators to do math and compare values.

#### **Loops and Conditionals**

Loops repeat actions. Conditionals let your code make decisions.

```
This example prints numbers and checks if they are even or odd.
""""

for i in range(1, 6):  # Loop from 1 to 5
    if i % 2 == 0:  # Conditional: is i even?
        print(f"{i} is even")
    else:
        print(f"{i} is odd")

# Output:
# 1 is odd
# 2 is even
# ... and similar up to 5
```

This code loops through numbers and uses a conditional to check if each is even or odd.

## **Squaring Algorithms**

Squaring means multiplying a number by itself. There are several ways to do this in Python.

This code demonstrates three ways to square a number in Python.

# Strings and Slicing

Strings store text. Slicing lets you extract parts of a string.

```
This example slices a string in different ways.

"""

text = "Python is awesome!"

first_word = text[:6]  # Get 'Python'

last_word = text[-8:]  # Get 'awesome!'

every_other = text[::2]  # Get every other character

print(first_word)  # Output: Python

print(last_word)  # Output: awesome!

print(every_other)  # Output: Pto saeo!
```

This code shows how to slice strings to get different parts or patterns.

Python Ch	ıllenge	Exercises
-----------	---------	-----------

Try these programming challenges to practice your Python skills!

#### Challenge 1: Literal Mix-Up

Write code that uses at least three different types of literals (integer, float, string, boolean) and prints them in a single sentence.

# TODO

#### Challenge 2: Variable Math

Create two variables, perform addition, subtraction, multiplication, and division, and print the results with clear labels.

# TODO

#### Challenge 3: Loop & Conditional Fun

# TODO

Write a loop that prints numbers from 1 to 10. For each number, print whether it is a multiple of 3 or not.

# Challenge 4: Squaring Game

Write a function that takes a number and returns both its square and its cube. Print the results for the number 5.

# TODO		
-		
Challenge 5: String S	Slicing Mystery	
Given the string myster	y = "QuartoPythonRocks!", print:	
<ul><li>The first 6 charact</li><li>The last 5 charact</li><li>Every third charact</li></ul>	ers	
# TODO		
_		
Consider This!		
Let's do these in class!		