



#CodeYork

Handout 1: Introduction

Primitive Data Types 1

- Words and letters are strings (str)
 - `'egg'` `"spam"`
- Numbers with a decimal point are floating point numbers (float)
 - `124.0` `-0.123`
- Numbers with no decimal point are integers (int)
 - `1` `124` `0` `-5`



Primitive Data Types 2

- Booleans give us logic
 - `True` `False`
 - Must be capitalized!
- Some things are nothing
 - `None`
 - Similar to “null” in Java.



Operators and Conditionals

- Arithmetic is nearly how you think (see exercises)

- `1 + 1 - 4 * 3 / 2 ** 2`

- Booleans can be combined

- `True and False` `True or False` `not False`

- Conditionals let us check for truth

- `1 == 1` `1 > 1`



Variables and Mutability

- Variables allow you to store values
 - `x = 5, y = "hey"`
- Python variables can hold anything
- Variables are mutable
 - `x = x + 1` (x becomes 1 greater than before)
 - `x += 1` (shorthand for above)



If Statements

- These are the most common control structure you will encounter

```
if foo == 3:  
    print('Variable foo was 3!')  
else:  
    print('Variable foo was NOT 3!')
```

Note: The else clause is optional.



Lists and Indexing

- Lists can hold several items, and remember their order
- Lists are zero-indexed

```
>>> ls = [1, 2, 'hello', 3.4]
>>> ls[0]
1
>>> ls[2]
'hello'
```

Note: Lists of length n have elements 0 through $n-1$.



Splicing Lists

- Python allows you to easily take part of a list

```
>>> ls = [1, 2, 'hello', 3.4]
>>> ls[1:3]
[2, 'hello']
>>> ls[0:4]
[1, 2, 'hello', 3.4]
>>> ls[::-1]
[3.4, 'hello', 2, 1]
```

