

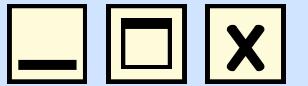
Nafisa's Section

CSI06A - Code in Place 2025

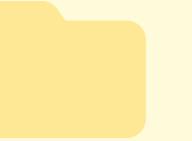
Section 3



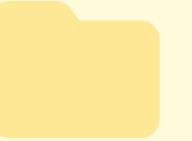
Week Three Overview



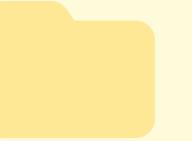
Ice Breaker & Check-in



Quick Concept Review



Problem: Mars Weight
Calculator



Solve It Together



Testing and Refinement

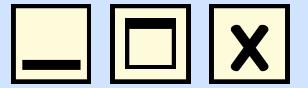


Wrap-up and Q&A

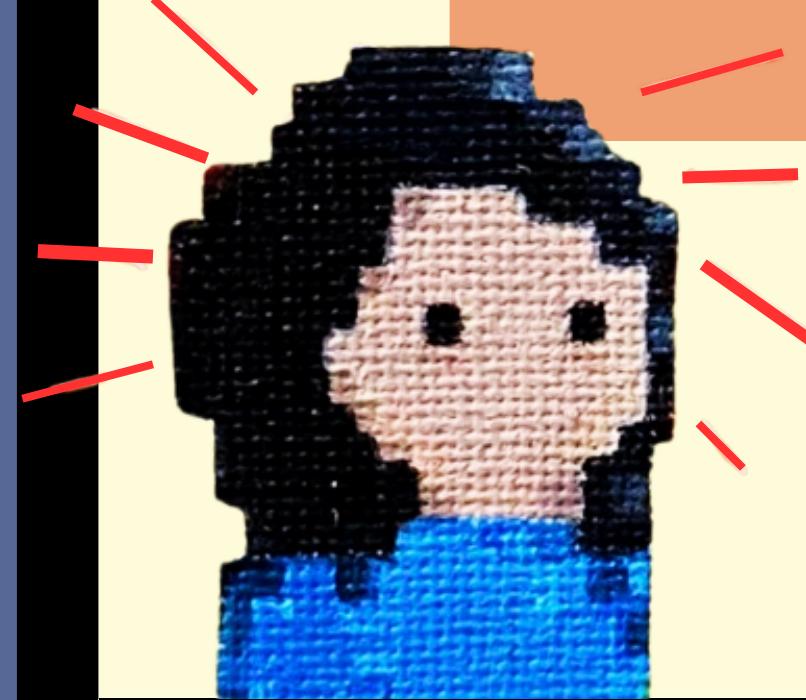




Let's Connect!

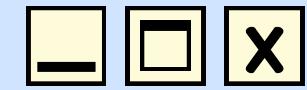


- If moving to another planet were an option, where would you go?





Quick Review: Variables & Input



- Variables:

- Like labeled boxes that store information.
 - Every variable always has three parts - the name, the type, and the value.

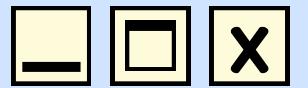
- input() function:

- Gets text from the user.
 - Question: What type of data does input() always return?





Quick Review: Constants & Typecasting



- Constants:

- Values that don't change in your program.
 - Naming: ALL_CAPS_WITH_UNDERSCORES (e.g., PI = 3.14)

- Type Casting:

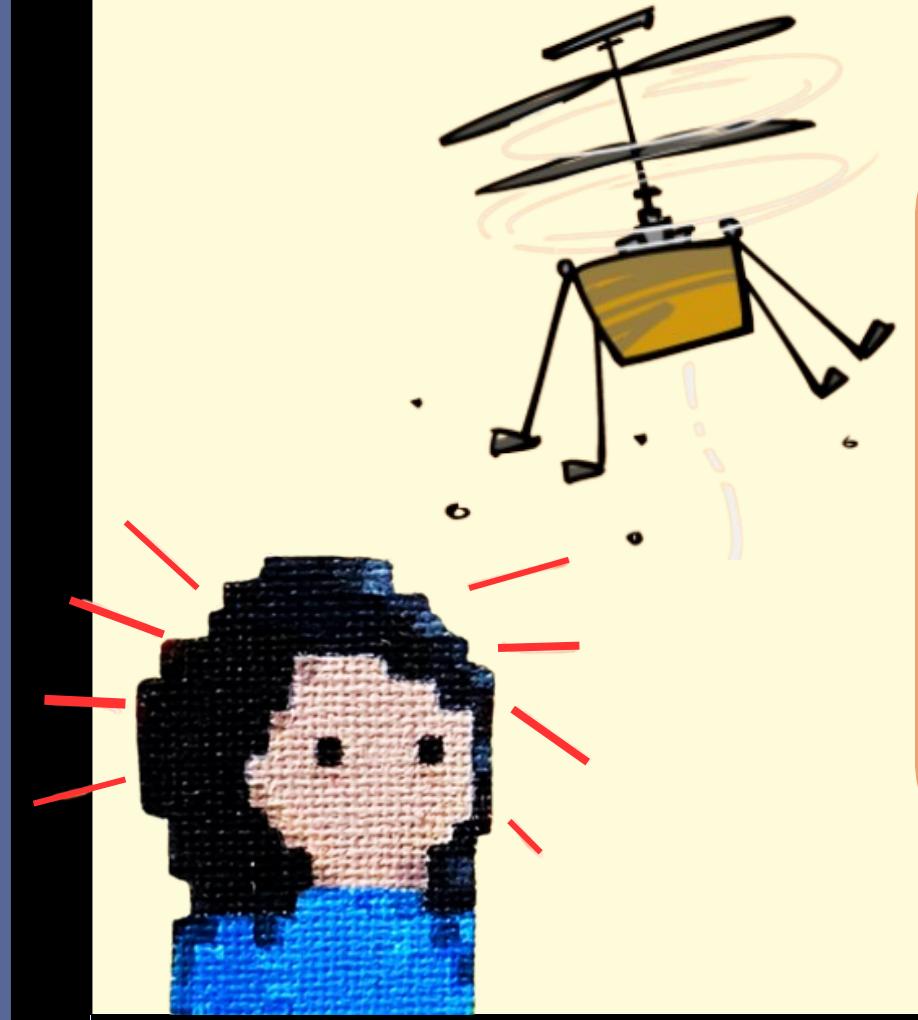
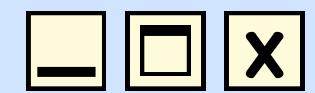
Changing a variable from one type to another

- num_str = "10"
 - num_int = int(num_str)
 - num_float = float(num_str)





Mars Weight Calculator

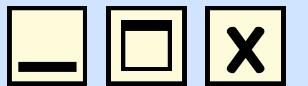


- NASA's Ingenuity helicopter flies on Mars!
- Weight on Mars is 37.8% of Earth weight due to weaker gravity.
- Goal: Write a Python program that:
 - Prompts an Earthling to enter their weight on Earth.
 - Calculates and prints their equivalent weight on Mars.
 - Output should be rounded to two decimal places.





How do we get our output to two decimal places?



The handout mentions a `round()` function. Let's look at it:

```
round(value_to_round, number_of_decimal_places)
```

```
x = 3.1415926
rounded_x = round(x, 2) # Result: 3.14
print(rounded_x)

x = 2.71828
rounded_x = round(x, 4) # Result: 2.7183
print(rounded_x)

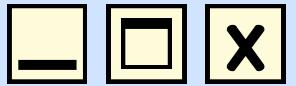
x = 3
rounded_x = round(x, 4) # Result: 3 (doesn't add trailing zeros)
print(rounded_x)
```

This is how!





Brainstorming



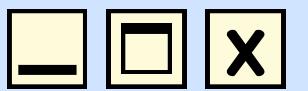
Before we code, what are the steps?

- Get the user's weight on Earth.
 - What function do we use?
 - What type will this input be?
- Store the Mars gravity factor (37.8%).
 - Should this be a variable or a constant? Why?
- Calculate the weight on Mars.
 - Earth Weight * Mars Factor
 - Watch out for types! Can we multiply a string by a number directly for this?
- Round the Mars weight to 2 decimal places.
- Print the result in a user-friendly way.





Pseudocode, Implementation, and Test

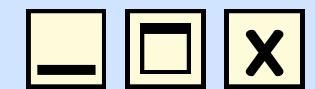


See you at the IDE!





Bonus: Planetary Weight Calculator



Mars isn't the only planet! Each has different gravity.

- Goal:

Prompt for Earth weight.

Prompt for a planet name (first letter capitalized, e.g., "Mars", "Jupiter").

Print the equivalent weight on that planet, rounded to 2 decimal places.



Gravity Factors (vs. Earth):

Mercury: 37.6%

Venus: 88.9%

Mars: 37.8%

Jupiter: 236.0%

Saturn: 108.1%

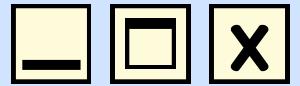
Uranus: 81.5%

Neptune: 114.0%





How is this different from Mars Weight?

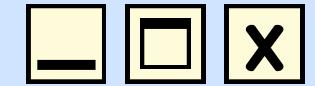


- We need another input: the planet name.
- We need to store many gravity factors (constants!).
- We need to choose which gravity factor to use based on the planet name entered by the user.
 - How can we make a decision in our code?





Making Decisions: if and ==



- We know Python can make decisions using if statements
- To check if two things are equal, we use == (double equals sign).

x = 10 (This is assignment - setting x to 10)

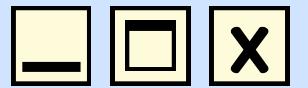
if x == 10: (This is comparison - checking if x is equal to 10)

```
planet_choice = input("Enter a planet: ")
if planet_choice == "Mars":
    print("Calculating for Mars!")
if planet_choice == "Jupiter":
    print("Calculating for Jupiter!")
```





What We Practiced Today



- Getting user input with `input()` (returns a string!).
- Using variables and CONSTANTS.
- The importance of types and type casting (`float()`, `int()`).
- Rounding numbers with `round(value, places)`.
- Making decisions with `if` and comparing with `==`.
- PEP 8 Reminders: `snake_case` for functions/variables, `ALL_CAPS` for constants.
- Keep practicing! These are foundational skills.





THANK YOU

See you in the next session!