

Creating computer programs in Python



Beginner level

Materials prepared by the department
of methodological development department



Revision of the previously covered material. Variables.

Python is a programming language, and any programming language consists of commands.

If we want the computer to do something, we have to write code - a sequence of commands that the computer has to execute.

In other words, when we're programming, we're just telling the computer what it needs to do, in a language it understands.

Variables are special “boxes” in the computer’s memory where it can store some information. They can be compared to boxes where we can store anything - for example, textbooks. But to know what’s in what box, we have to name the boxes.

We can name variables by any name, but it is desirable that the name should indicate what the variable stores. The name of a variable should not coincide with the name of commands (for example, you can not name a variable print or if) or start with a number. Variable names are written with a small letter, and if the name consists of two or more words, put an underscore between them.

```
import math
```

Library with mathematical commands

```
math.sqrt()
```

The command for finding the square root

```
print('hello world')
```

String output

```
print('hello world'+ 'from John')
```

String addition

```
name = 'John'
```

Creating a variable

```
user_name = input('Enter your name:')
```

Entering a value from the keyboard