

# Python Data Types

- ❖ In programming, data type is an important concept.
- ❖ Variables can store data of different types, and different types can do different things.
- ❖ Python has the following data types built-in by default, in these categories:

<b>Text Type</b>	Str
<b>Numeric Types</b>	int, float, complex
<b>Sequence Types</b>	list, tuple
<b>Mapping Type</b>	dict
<b>Set Types</b>	set
<b>Boolean Type</b>	bool

## Text

### Strings

Strings are sequences of character data. The string type in Python is called str.

A string in Python can contain as many characters as you wish. The only limit is your machine's memory resources. A string can also be empty:

## Numeric Types

### Integer

Integers can be of any length, it is only limited by the memory available.

### Float

A floating-point number is accurate up to 15 decimal places. Integer and floating points are separated by decimal points. 1 is an integer, 1.0 is a floating-point number.

### Complex Numbers

Complex numbers are specified as <real part>+<imaginary part>j. For example:

```
>>>  
>>> 2+3j  
(2+3j)  
>>> type(2+3j)  
<class 'complex'>
```

# Sequence Type

## Python List

List is an ordered sequence of items. It is one of the most used data type in Python and is very flexible. All the items in a list do not need to be of the same type.

Declaring a list is pretty straight forward. Items separated by commas are enclosed within brackets [ ].

**Ex:→ a = [1, 2.2, 'python']**

We can use the slicing operator [ ] to extract an item or a range of items from a list. The index starts from 0 in Python.

**Ex:→ a = [5, 10, 15, 20, 25, 30, 35, 40]**

```
# a[2] = 15
```

```
print ("a[2] = ", a[2])
```

```
# a[0:3] = [5, 10, 15]
```

```
print("a[0:3] = ", a[0:3])
```

```
# a[5:] = [30, 35, 40]
```

```
print("a[5:] = ", a[5:])
```

## Output

```
a[2] = 15
```

```
a[0:3] = [5, 10, 15]
```

```
a[5:] = [30, 35, 40]
```

Lists are mutable, meaning, the value of elements of a list can be altered.

```
a = [1, 2, 3]
```

```
a[2] = 4
```

```
print(a)
```

## Output

```
[1, 2, 4]
```

## Python Tuple

Tuple is an ordered sequence of items same as a list. The only difference is that tuples are immutable. Tuples once created cannot be modified.

Tuples are used to write-protect data and are usually faster than lists as they cannot change dynamically.

It is defined within parentheses () where items are separated by commas.

```
t = (5,'program', 1+3j)
```

We can use the slicing operator [] to extract items but we cannot change its value.

```
t = (5,'program', 1+3j)
```

```
# t[1] = 'program'
```

```
print("t[1] = ", t[1])
```

```
# t[0:3] = (5, 'program', (1+3j))
```

```
print("t[0:3] = ", t[0:3])
```

```
# Generates error
```

```
# Tuples are immutable
```

```
t[0] = 10
```

## Output

```
t[1] = program
```

```
t[0:3] = (5, 'program', (1+3j))
```

Traceback (most recent call last):

```
File "test.py", line 11, in <module>
```

```
t[0] = 10
```

TypeError: 'tuple' object does not support item assignment

# Mapping Type

## Python Dictionary

Dictionary is an unordered collection of key-value pairs.

It is generally used when we have a huge amount of data. Dictionaries are optimized for retrieving data. We must know the key to retrieve the value.

In Python, dictionaries are defined within braces {} with each item being a pair in the form key:value. Key and value can be of any type.

```
>>> d = {'value':'key':2}
```

```
>>> type(d)
```

```
<class 'dict'>
```

## Set Types

### Python Set

Set is an unordered collection of unique items. Set is defined by values separated by comma inside braces {}. Items in a set are not ordered.

```
a = {5,2,3,1,4}
```

```
# printing set variable
```

```
print("a = ", a)
```

```
# data type of variable a
```

```
print(type(a))
```

Output

```
a = {1, 2, 3, 4, 5}
```

```
<class 'set'>
```

# Boolean Type

## Boolean

Python 3 provides a Boolean data type. Objects of Boolean type may have one of two values, True or False:

```
>>>
```

```
>>> type(True)
```

```
<class 'bool'>
```

```
>>> type(False)
```

```
<class 'bool'>
```