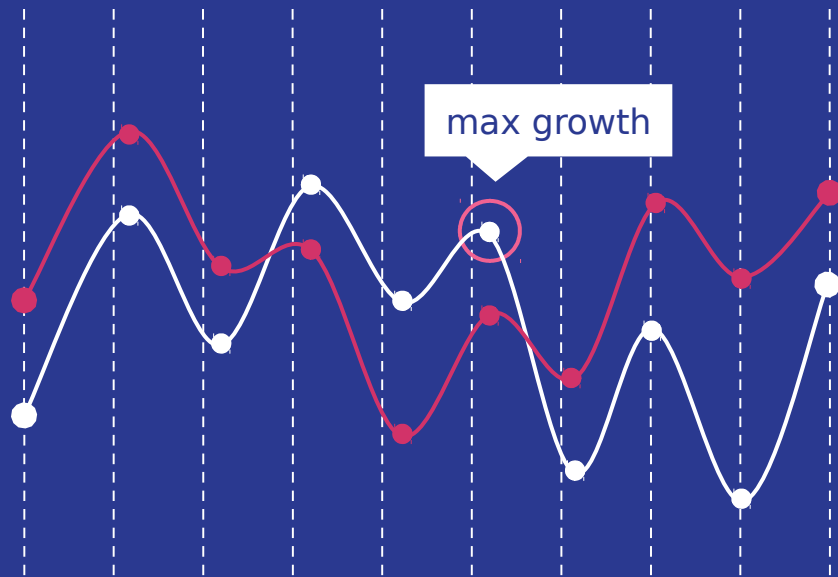




Introduction to Computer Programming

CMP 201 (2019/2020)

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LESSON 2:

Be a Ninja Coder!

Objectives

The aim of this lesson is to build on the foundational knowledge given to the students in the first lecture.

Content(Week

1) 

- **Variables**

- Numbers


- Strings

Variable Names

A variable can have short names (such as x or y) or a more descriptive name (area, age, school).



Rules for Python Variables:

- A variable name must start with a letter or the underscore character.
 - A variable name cannot start with a number.
- 

Rules for Python

Variables:

- A variable name can only contain alpha-numeric characters and underscores (A-z, 0-9 and _)
- Variable names are case-sensitive (school, School and SCHOOL are three different variables)

Assign Value to Variables:

Python allows you to assign a value to a variable using the assignment operator (=):

Example:

```
x= 34  
Age=13  
print ( x )  
print ( age )
```


PUZZLE:

x= 50/5

b= x*3

X=5

print (b) 

print (x) 

Assign Value to Multiple Variables:

Python allows you to assign values to multiple variables in one line:

Example:

```
x, y, z = "Orange", "Banana", "Cherry"
```

```
print ( x )  
print ( y )  
print ( z )
```

Assign Value to Multiple Variables:

You can also assign the same value to multiple variables in one line:

Example:

```
x=y=z = "Banana"
```

```
print ( x )  
print ( y )  
print ( z )
```

Joining String variables

You can combine both text and a variable.
Python uses the **+** character to achieve this:

Example:

```
x = "Awesome"
```

```
print ( "Python is " + x )
```

Joining String variables

The **+** character can also be used to add a variable to another variable:

Example:

```
a = "Python is"
```

```
x = "Awesome"
```

```
print ( a+ x )
```

Joining String variables

NOTE : Combining a string and a number with the **+** character will produce an error:

Example:

```
a = "Python is"
```

```
x = 20
```

```
print ( a+ x ) #error
```




Getting input from users:

We are able ask the user for input via the `input()`

```
print("Enter your name:")  
x = input()  
print("Hello ", x)
```

Python Numbers:

There are 3 numeric types in Python:

- `int` 
- `float` 
- `complex` 

Python Numbers - Int:

Int, or integer, is a whole number, positive or negative, without decimals, of unlimited length:

Examples include : 1, 2,356777, 9000

x= 25

y= 1

z= -329000

Python Numbers - Float:

Float, or "floating point number" is a number, positive or negative, containing one or more decimals:

Examples include : 3.142, 90.344, 20.0

```
x = 1.10
```

```
y = 1.0
```

```
z = -35.59
```

```
print ( type ( x ))
```

```
print ( type ( y ))
```

Python Numbers - Float:

Float can also be scientific numbers with an "e" to indicate the power of 10.:

Examples include : 23e3, 12E5

```
x = 35e3
```

```
y = 12E4
```

```
z = -87.7e100
```

```
print ( type ( y ))
```

```
print ( type ( x ))
```

Python Numbers - Complex:

Complex numbers are written with a "j" as the imaginary part:

Examples include : 4j, -9j

```
x = 3+5j
```

```
y = 5j
```

```
z = -5j
```

```
print ( type ( x ))
```

```
print ( type ( x ))
```

Type Conversion:

You can convert from one type to another with the `int()`, `float()`, and `complex()` methods:

```
*test2.py - C:/Users/gbscode/Desktop/CSC 715 Python F
File Edit Format Run Options Window Help
#Convert from one type to another:
x = 1000 # int
y = 2.8 # float
z = 1j # complex

#convert from int to float:
a = float(x)

#convert from float to int:
b = int(y)

#convert from int to complex:
c = complex(x)

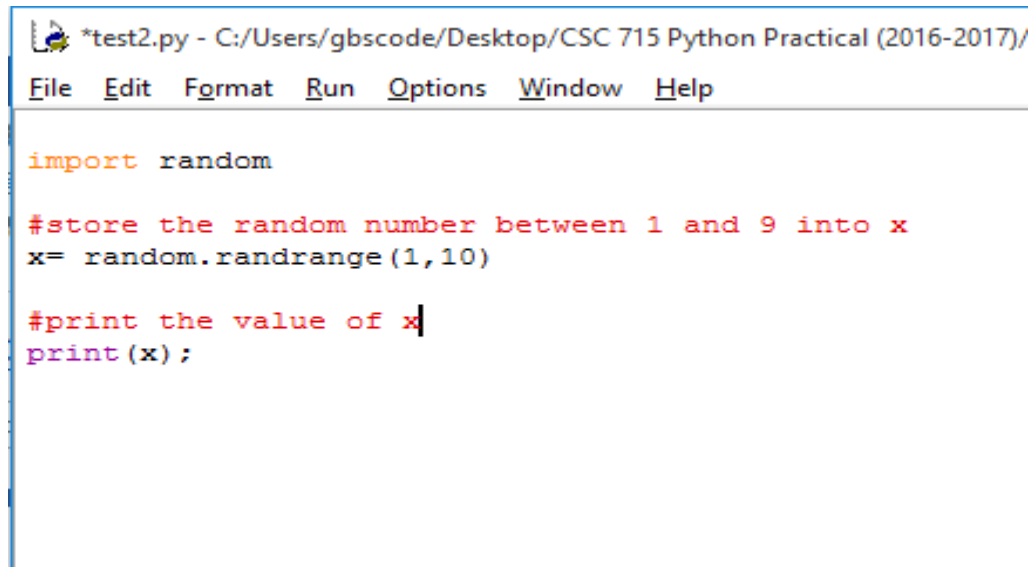
print(a)
print(b)
print(c)
```

Random Number:

Python has a built-in module called random that can be used to make random numbers:

We can use it by Importing the random module

Random Number:



```
*test2.py - C:/Users/gbscode/Desktop/CSC 715 Python Practical (2016-2017)/  
File Edit Format Run Options Window Help  
  
import random  
  
#store the random number between 1 and 9 into x  
x= random.randrange(1,10)  
  
#print the value of x  
print(x);
```

Content(Week

1)

- **Variables** ✓

- **Numbers** ✓

- Strings

Python Strings:

String literals in python are surrounded by either single quotation marks, or double quotation marks. 'hello' is the same as "hello".

Assigning a string to a variable is done with the variable name followed by an equal sign and the string:

Example

```
name = "John Smith"
```

```
age= "ten years old"
```

```
height= "5.7"
```

PUZZLE:

```
x= "girl"
```

```
print (x[1])
```



PUZZLE:

a= “fine”

b= “boy”

print (a+b) 

PUZZLE:



x= "silent"

print (x[2]+ x[1]+ x[0]+ x[5]+ x[3]+ x[4])

PUZZLE:

x= "galaxy"



print (len(x))

PUZZLE:

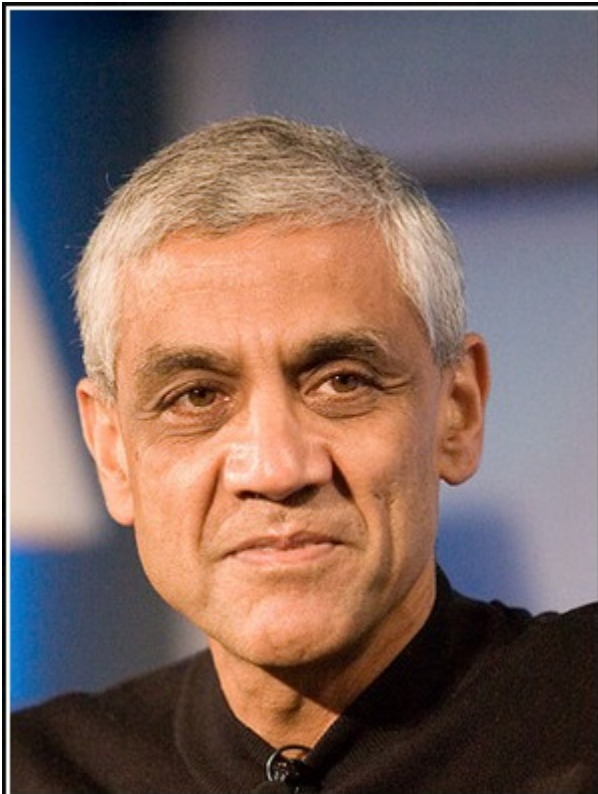


```
print ( 3 * 'un' + 'ium' )
```

EXERCISE

(Uniqueness in code earns extra credit).

- 1. Each question should be kept in a single .py file**
- 2. then all zipped in a file**
- 3. with your matric No. as name of the file**



Doctors can be replaced by software
– 80% of them can. I'd much rather
have a good machine learning
system diagnose my disease than
the median or average doctor.

— *Vinod Khosla* —

AZ QUOTES