The Python Bible

Ben Lloyd

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# **What is IDLE**

* IDE – allows use to program in Python language
* Run commands and write scripts

# **Saving Python Files**

* Make sure when saving a file, it has the .py file extension

# **What is a Variable?**

* Variables can store values
* Numbers, words
* Can use a name to capture the data inside of the variable
* Number = 1
* Typing number in the shell will print out what is stored in the box
* Type(number) will print out what kind of data is stored in the variable

# **Variable Quiz**

* Python is dynamically types language what does this mean?
  + The variable type can change throughout your program
* Which of the following are some of the data types in Python?
  + Integers, Strings and Floats
* Why do we use variables?
  + To keep useful or important data for later
  + To make our code more organised
  + To make our code easier to change
* What does this python code mean? X = 2
  + Create a variable with the name x, and assign it the value of 2
* Which of these functions is used to see a variables type?
  + Type ()

# **Arithmetic, Floats and Modulo**

* Operators
  + + - \* /
* Float – decimal points – take more space than integers
* Modulo – % symbol – prints out the remainder of a sum

# **Ordering Operations using Brackets**

* BODMAS – Brackets, Order, Division, Multiplication, Addition, Subtraction
* 2 \* (5 – 1 ) = 8

# **Random Module**

* Usual done at the top of the script
* Import random
* Random.randint(1,50)

# **Force a float to become an integer**

* Potion\_health = int(random.randint(25, 50) / difficulty)