

String and Number datatype



01

STRING

Represent text



String represent any type of text, symbols, numbers

String is defined by using a pair of single quotes, or double quotes

But.... why???

```
"This is a string"
```

```
'This is also a string'
```

String can span multiple lines by using three double quote, or three single quotes

```
>>> a = """This
is
a
multi line
string"""
>>> print(a)
This
is
a
multi line
string
```

```
>>> b = '''This
is
another
multi line
string'''
>>> print(b)
This
is
another
multi line
string
```

String concatenation

Python string allows the use of the “+” operator to concat 2 strings together

```
--  
>>> a = "This " + "is"  
>>> b = " a string"  
>>> print(a + b)  
This is a string
```

String interpolation

String can contain variable placeholder, or an expression

To use it, just prefix the string with 'f' character, and put the variable/expression in a pair of curly brackets '{ }'

```
>>> height = 170
>>> print(f"You are {height} cm tall")
You are 170 cm tall
```

```
>>> radius = 5
>>> print(f'The area of the circle is {radius * radius * 3.14}')
The area of the circle is 78.5
```

String length

To get the length of a string, pass the string to the len() function

```
>>> a = ""  
>>> b = "this string has 29 characters"  
>>> len(a)  
0  
>>> len(b)  
29
```

Substring, get character at position

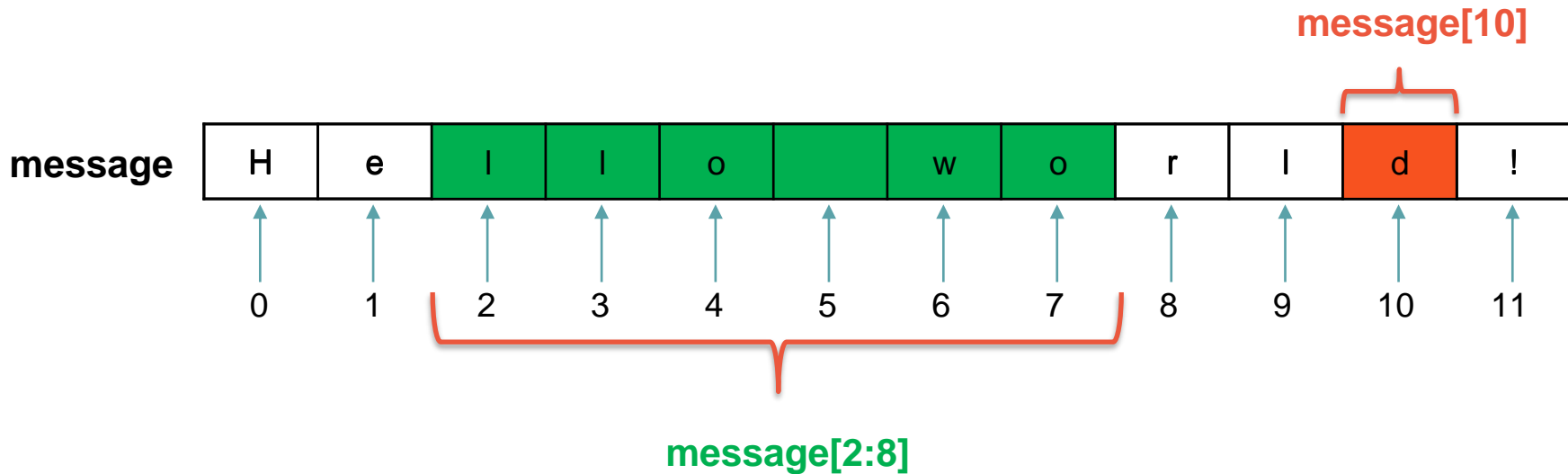
Characters in string start at 0, end at `len() - 1`

Substring: get part of the string, using the syntax **`str[start_position:end_position]`**

Where `end_position` is exclusive

Get a character at a position: **`str[position]`**

Substring, get character at position



```
>>> message = "Hello world!"
>>> message[6]
'w'
```

```
>>> message[2:7]
'llo w'
```

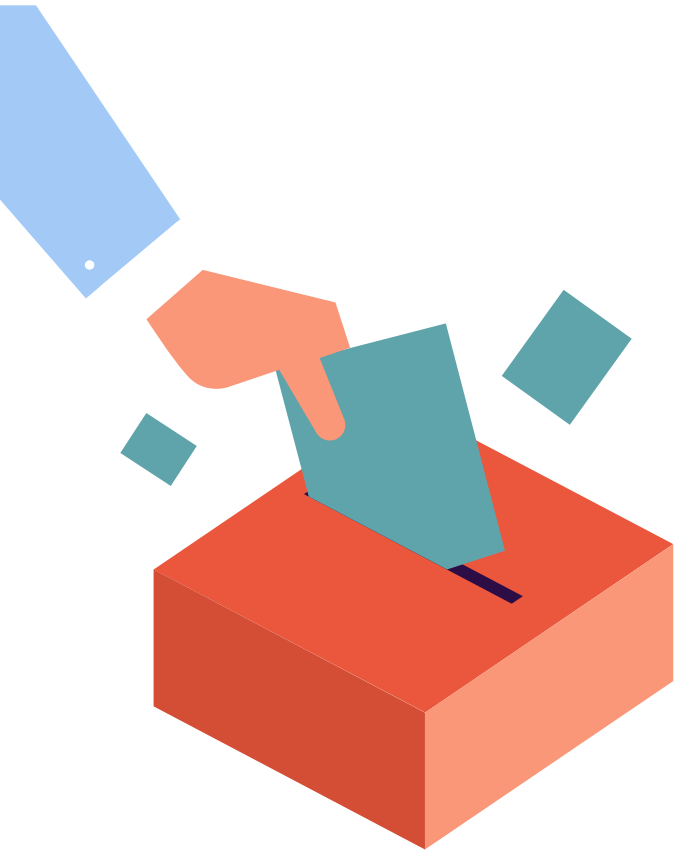

Strings are immutable!!!

You're not allowed to change a character inside a string just by assigning it to a new character!!

02

Number types

Simply remember: there are
only Int and Float





int

Integer denotes whole number

```
number_of_students = 20
```

```
late_students = 0
```

```
score = -2
```

type()



float

Floating point represents decimal number. It's defined by the "symbol ."

```
speed = 2033
```

```
height = -6..0
```

```
weight = 12.
```

```
Score = .5
```

03

Mathematical operators

+ - * /
% **



Any variable of type int or float can perform mathematical operation with each other

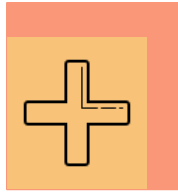
The result produced from the operation depends on the larger type

Int with int => int

Float with float => float

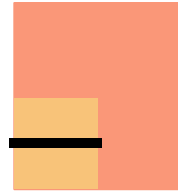
Int with float => float

Common operations



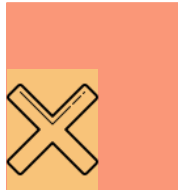
Addition

```
>>> a = 5
>>> b = 6.2
>>> a + b
11.2
```



Subtraction

```
>>> a = 10
>>> b = 20.
>>> a - b
-10.0
```



Multiplication

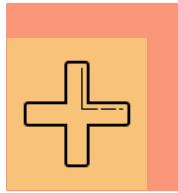
```
>>> a = 10.5
>>> b = 0
>>> a * b
0.0
```



Division

```
>>> a = 9 >>> a = 9.0
>>> b = 2 >>> b = 2
>>> a / b >>> a / b
4 4.5
```

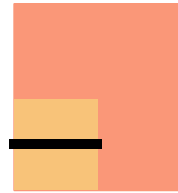
Other operations



Modulus

```
>>> a = 5
>>> b = 2
>>> a % b
1
```

The remainder is 1



Exponential

```
>>> a = 10
>>> b = 3
>>> a ** b
1000
```

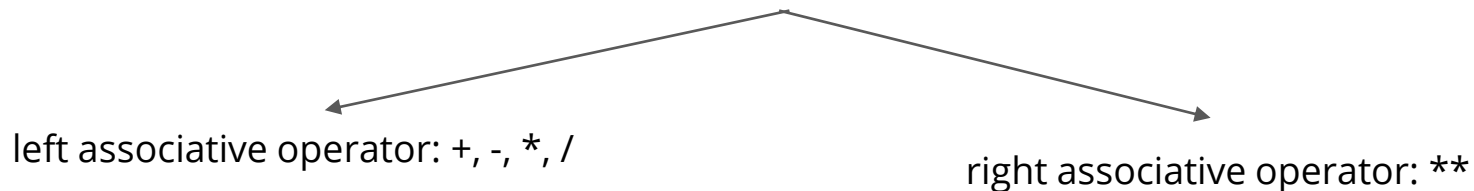
$10^3 = 10 * 10 * 10 = 1000$

Associativity

$$10 - 6 - 1 = 5 \text{ or } 3$$

Associativity

The associativity of an operator tells you what to do when you have a run of multiple instance of the same operator



Precedence

$20 : 5 * 2 = 2 \text{ or } 8$

Precedence

The precedence of an operator tells you what to do when you have a mix of different operator

Notes: Sometimes you need to import Math library to use more functions

Operators	Meaning
<code>()</code>	Parentheses
<code>**</code>	Exponent
<code>+x</code> , <code>-x</code> , <code>~x</code>	Unary plus, Unary minus, Bitwise NOT
<code>*</code> , <code>/</code> , <code>//</code> , <code>%</code>	Multiplication, Division, Floor division, Modulus
<code>+</code> , <code>-</code>	Addition, Subtraction
<code><<</code> , <code>>></code>	Bitwise shift operators
<code>&</code>	Bitwise AND
<code>^</code>	Bitwise XOR
<code> </code>	Bitwise OR
<code>==</code> , <code>!=</code> , <code>></code> , <code>>=</code> , <code><</code> , <code><=</code> , <code>is</code> , <code>is not</code> , <code>in</code> , <code>not in</code>	Comparisons, Identity, Membership operators
<code>not</code>	Logical NOT
<code>and</code>	Logical AND
<code>or</code>	Logical OR

The operator precedence in Python (in descending order)



Casting between data types

You can cast to specify a type on to a variable

int() -> Construct an integer number

float() -> Constructs a float number

str() -> Constructs a string

```
1  num = 10
2
3  string = str(num)
4
5  print(f"Type of num = {num} is", type(num))
6  print(f"Type of string = {string} is", type(string))
```



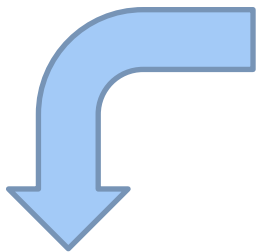
```
Type of num = 10 is <class 'int'>
Type of string = 10 is <class 'str'>
```

Commenting

Comment in Python

```
1  #Đây là một comment
2  ##Đây cũng là 1 comment
3
4  ### Vẫn thế...
5  ##### Comment....
6
7  print("SoMeThInG sTuPid") #Comment ở đây cũng được luôn
8
9  #nhưng mà nên comment bên trên câu lệnh như này nhé
10 nhap_mot_cai_gi_do_vao_day = input()
11
12 print("#Trong này thì say No với comment nhé")
13
14 Bơ vớ ngoài này thì cũng không phải comment đâu :)
15
```

Commenting Docstring in Python



```
1  #Trong khi cái này chỉ comment đc 1 dòng thôi
2  """ Thì dùng " " " Ta có thể comment
3  rất
4  là
5  nhiều
6  dòng
7  bằng cách này
8  |   nhé!!! """
9
10 #Thậm chí còn có thể print ra được luôn bằng cách dùng __doc__ nhé (có 2 dấu _ ở 2 bên)
11 print(__doc__)
12
```

```
PS C:\Users\Viet> & C:/Users/Viet/AppData/Local/Programs/Python/Python39/python.exe d:/MindX/Class/Python/Demo/Untitled-1.py
Thì dùng " " " Ta có thể comment
rất
là
nhiều
dòng
bằng cách này
    nhé!!!
```

STRING

Multiply a string

A string can be multiplied by a number to get a new string

```
>>> s = "a"  
>>> print(s)  
a  
>>> s = "a" * 3  
>>> print(s)  
aaa  
>>>
```


Escape Sequence

To include special characters in strings
=> by adding a backslash before the character.

Escape-sequence	Purpose
<code>\n</code>	New line
<code>\\</code>	Backslash character
<code>\'</code>	Apostrophe '
<code>\"</code>	Quotation mark "
<code>\a</code>	Sound signal
<code>\b</code>	Slaughter (backspace key symbol)
<code>\f</code>	The conversion of format
<code>\r</code>	Carriage return
<code>\t</code>	Horizontal tab
<code>\v</code>	Vertical tab
<code>\xhh</code>	Character with hex code hh
<code>\ooo</code>	Character with octal value ooo
<code>\0</code>	Character Null (not a string terminator)
<code>\N{id}</code>	Identifier ID of Unicode database
<code>\uhhhh</code>	16-bit Unicode character in hexadecimal format
<code>\Uhhhhhhhh</code>	32-bit Unicode character in hexadecimal format
<code>\dpyroe</code>	Not an escape sequence (\ character is stored)

STRING

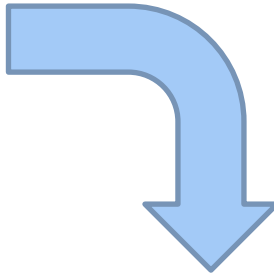
Raw String

To ignore the escape sequence
=> By prefixing the string with 'r' or 'R'

```
#Without Raw String
p = "Đây là đường dẫn tới thư mục bí mật: C:\data\invisible\nothing"
print("Without raw string:")
print(f"=> path: {p}")

print("")

#With Raw String
p = r"Đây là đường dẫn tới thư mục bí mật: C:\data\invisible\nothing"
print("With raw string:")
print(f"=> path: {p}")
```



Without raw string:

=> path: Đây là đường dẫn tới thư mục bí mật: C:\data\invisible
othing

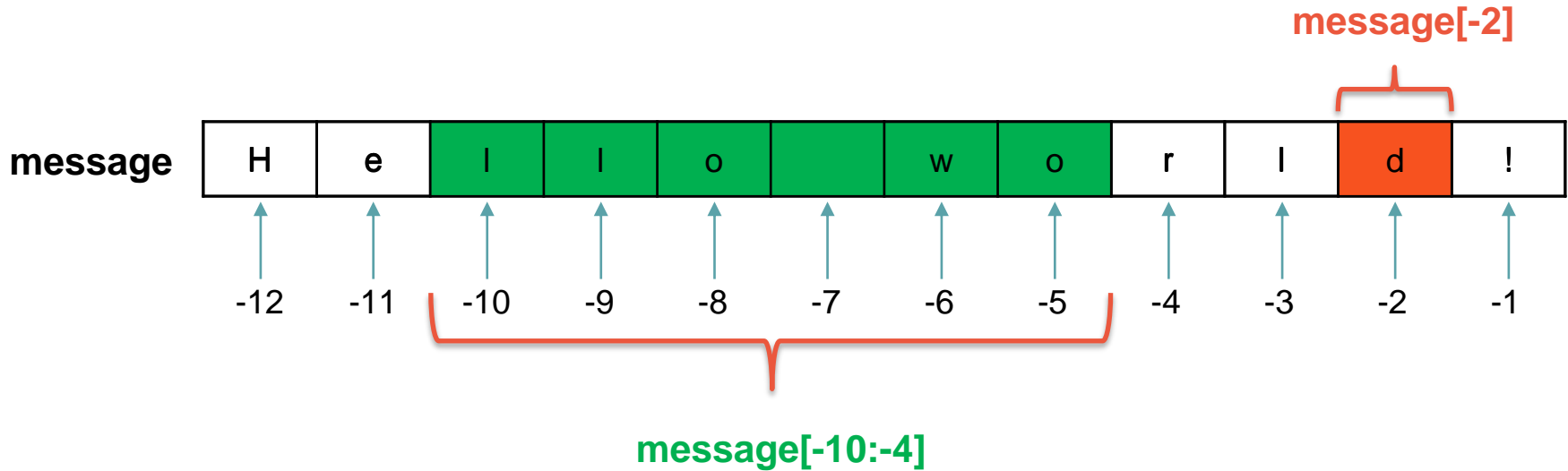
With raw string:

=> path: Đây là đường dẫn tới thư mục bí mật: C:\data\invisible\nothing

STRING

Substring, get character at position

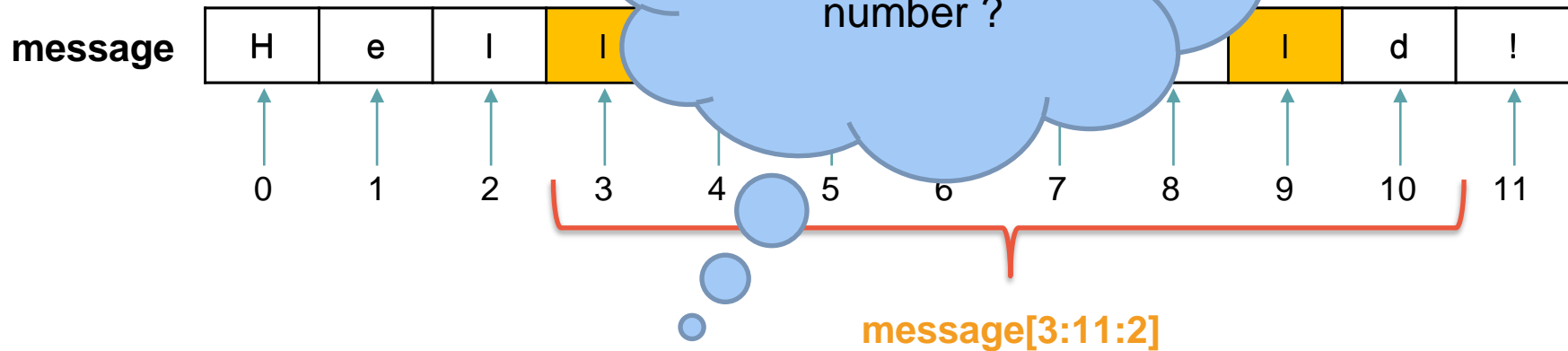
Slice with negative indices



STRING

Substring, get character at position

syntax: `str[start_position:end_position]`



String format() method

A string can be multiplied by a number to get a new string

syntax: "string {}".format(value1, value2, value3...)

"string" includes the placeholder:

- Defined using curly brackets {}
- Identified using named indexes {name} by user ; numbered indexes {0}, {1}... counts from 0 ; or empty {}

Values (of any data type) to be inserted in the string

STRING

String format() method

The Placeholders:

```
fact = "I am very hungry. I need to {} {} and {} {}.".format()
```

1. Named indexes: (by user)

```
1 fact = "I am very hungry. I need to {verb1} {noun1} and {verb2} {noun2}.".format  
(verb1 = "eat", noun1 = "a banana", verb2 = "drink", noun2 = "some beer")
```

2. Numbered indexes: (values inside format() are counted from 0, in this example, we have 4 values are in order: 0,1,2,3)

```
2 fact = "I am very hungry. I need to {0} {1} and {2} {3}.".format("eat", "a banana","drink", "some beer")
```

3. Empty placeholders: (placeholders are assigned values from *left to right*)

```
3 fact = "I am very hungry. I need to {} {} and {} {}.".format("eat", "a banana","drink", "some beer")
```

=> They have the same OUTPUT:

```
I am very hungry. I need to eat a banana and drink some beer.
```

STRING

String format() method

You can also add a formatting type to format the result

=> Try it now: [Python String format\(\) Method \(w3schools.com\)](https://www.w3schools.com/python/python_string_formatting.asp)

String methods

There are many built-in methods that you can use on strings.
(e.g: Convert all characters to uppercase, remove extra whitespaces...)

=> Try it now: [Python String Methods \(w3schools.com\)](https://www.w3schools.com/python/python_string_methods.asp)