For most, if not all of this class, we'll be working in IDLE, the simple development environment that comes with python. You can get it for free, with the Python language, at python.org.

When you open IDLE, you're in a python shell. Type a single line and hit enter. The interpreter will evaluate, and sometimes print some output.

Try basic arithmatic expressions. Learn to use the following operators: + - * / ** // %.

- > 4 + 2
- > 4 / 2.3
- > 4 % 3
- > 5 > 3
- > 6 % 3
- > 7 % 3
- > 7 // 3
- > 3**0
- > 3**1
- > 3**2

Next, try setting some variables.

- > x = 3
- y = 2.1
- > X
- 3
- > x + y * y
- 7.41

Now try manipulating variables, resetting them as you do calculations.

```
> x = x + 3
> x += 3
> y = 3*x + x**1.5
> y /= 2
```

Let's do more with text.

> x = 'A well regulated militia being necessary for the defense of a free state'
> x

'A well regulated militia being necessary for the defense of a free state'

The data in variable x is a string, meaning a string of characters. Python supports some operations on strings that make it easy to create messages. Don't try this in C++. It won't work there.

```
> y = ', the right of the people to keep and bare arms'
> x + y
```

A well regulated militia being necessary for the defense of a free state, the right of the people to keep and bare arms

What happens if we need a number in a string?

```
> am = 'Ammendment '
> am + 2
Frror...
```

How can we fix that?

Type Conversions...

```
> am + str(2)
```

The conversions we're going to look at are str(), which returns a string, int(), which returns a signed integer, and float(), which returns a floating point decimal. Try them with arbitrary values.

Finally, let's use the input() function to get some input from the user.

```
> usersays = input("type a prompt here")
```

Now, let's leave the shell and write some scripts. Python scripts are programs that run one line at a time at a time, through an entire file. Create a new file and save it to the desktop. We'll look at example code from page 21 of *Automate the Boring Stuff With Python* by Al Sweigart, and at some code that I wrote.

```
# Written by Shmuel Jacobs to simulate St. Petersburg lottery problem.
from random import randint as randint
# Variable holds accumulated prize money from all runs.
total = 0
# Constant controls how many times game is played.
NUMRUNS = 1000000
hiscore = 0
for x in range(NUMRUNS):
    # Flip coin.
    lastflip = randint(1,2)
    # Coin has been flipped once, so prize has doubled 0 times.
    num_doubles = 0
    # Flip coin until getting 'tails', recording number of flips.
    while(lastflip == 1):
        num doubles+=1
        lastflip = randint(1,2)
    # Calculate prize.
    prize = 2**num doubles
    # Add to accumulated total.
    total += prize
    # Update High Score
    if prize > hiscore:
        hiscore=prize
    # print("Just won", prize)
# Calculate and print average winnings.
print("Mu converges at ", total/NUMRUNS, ".")
print("Highest prize was ", hiscore)
```

Next Program is from me. It contains some control flow, which we'll look at next.