

# Introduction to Python

## **Basic Datatypes**

# Topics

- 1) Software, Python Scripts
- 2) repl.it
- 3) Printing with print()
- 4) Basic Built-In Number Types
  - a) Integers
  - b) Floats
  - c) Booleans
- 5) Casting
- 6) User inputs

# Software

A **program** is a collection of program statements that performs a specific task when run by a computer. A program is often referred to as **software**.

A program can be written in many programming languages. We will be using Python in this course.

By convention, Python code is stored in a file called a **script** with a `.py` extension. Scripts are written using an **IDE**(Integrated Development Environment).

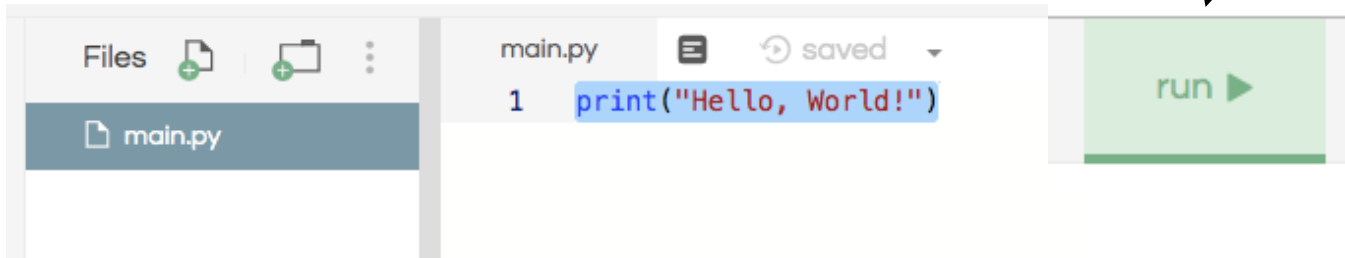
We will initially use an online IDE (repl.it, login with your Google account) to learn the basics of Python. A popular IDE that can be installed locally on your computer is Visual Studio Code.

# Python Scripts

```
print("Hello, World!")
```

repl.it: Create a new repl and pick Python as the language, name the repl.

Type in the code in the file main.py. Click on run.



```
Python 3.6.1 (default, Dec 2015, 13:05:11)
[GCC 4.8.2] on linux
Hello, World!
> 
```

# Our First Program

```
print("Hello, World!")
```

1) The `print()` function prints messages on the console.

2) Characters enclosed in quotes(single or double) forms a **literal string**.

3) The console output string **does not** include the quotes.

```
Python 3.6.1 (default, Dec 2015, 13:05:11)
[GCC 4.8.2] on linux
Hello, World!
> 
```

# print()

```
print("hello")
```

```
print("Mike")
```

```
print()
```

```
print("line1\nline2\nline3")
```

By default, `print()` will end each output with a newline character. A **newline character** is a special control character used to indicate the end of a line.

In a string literal, '`\n`' denote a newline character.

Output:

hello

Mike

empty line



line1

line2

line3

# print()

```
print("hello")
```

```
print(4)
```

```
print(3.14)
```

```
print(3 + 4)
```

Note: The console output string **does not** include the quotes.

Output:

hello

4

3.14

7

print() will evaluate math expressions before printing.

# print()

The print function can accept any number of **positional arguments**, including zero, one, or more arguments.

Arguments are separated by commas. This is useful when you'd want to join a few elements together (e.g. strings, numbers, math expressions, etc...).

print() concatenated all arguments passed to it, and it inserted a single space between them.

```
print("I have", 3, "apples.")
```

```
print("You have", 3+2, "apples.")
```

Output:

I have 3 apples.

You have 5 apples.

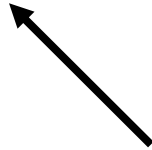


# Dynamic Typing

Python is ***dynamically typed***: variable names can point to objects of any type.

Unlike Java or C, there is no need to “declare” the variable.

```
x = 1           # x is an integer  
x = 'hello'     # now x is a string
```



**Comments** are a form of **program documentation** written into the program to be read by people and do not affect how a program runs. Python uses `#` for comments.

# Variables

We can use variables to refer to values that can be used later. You can create a new variable by giving it a value.

```
x = 4  
print(x)          # 4
```

Variable names can use letters, digits, and the underscore symbol (but they can't start with a digit). It is considered best practice to use meaningful variable names:

```
num_apples = 10  
num_oranges = 5  
total = num_apples + num_oranges
```

# = is not equality

Unlike in math, = is not equality in Python.

It is an **assignment**: assign the expression on the right side of = to the variable on the left.

```
x = 4
x = x + 1    # in math, this has no solutions!
             # evaluate right side, assigns to left side variable
print(x)     # 5
```

Assignment is not symmetric.

```
x = 4        # correct!
10 = y       # error!
```

# Basic Built-In Types

Type	Example	Description
<code>int</code>	<code>x = 1</code>	Integers (i.e., whole numbers)
<code>float</code>	<code>x = 1.0</code>	Floating-point numbers (i.e., real numbers)
<code>complex</code>	<code>x = 1 + 2j</code>	Complex numbers (i.e., numbers with a real and imaginary part)
<code>bool</code>	<code>x = True</code>	Boolean: True/False values
<code>str</code>	<code>x = 'abc'</code>	String: characters or text
<code>NoneType</code>	<code>x = None</code>	Special object indicating nulls

In this lecture, we'll focus on integers, floating-point numbers, strings and boolean values.

# Integers

The most basic numerical type is the integer. Any number without a decimal point is an **integer**.

Python integers are variable-precision, so you can do computations that would overflow in other languages.

```
x = 1
y = 2 ** 200
print("x:", x)
print("y:", y)
```

Output:

```
x: 1
y: 1606938044258990275541962092341162602522202993782792835301376
```

# Floating Point

The **floating-point type** can store fractional numbers(i.e. real numbers).

The built-in `type()` function identifies the type of the variable.

```
x = 0.5
```

```
print(x)           # 0.5
```

```
print(type(x))     # <class 'float'>
```

```
y = "3"
```

```
print(type(y))     # <class 'str'>
```

```
z = 3
```

```
print(type(z))     # <class 'int'>
```

# Boolean Type

The **Boolean type** is a simple type with two possible values: True and False. Boolean values are case-sensitive: unlike some other languages, True and False must be capitalized!

Comparison operators return True or False values.

```
result = (4 < 5)
print(result)      # True
print(3 >= 5)      # False
print(3 != 5)      # True
```

# Strings

In Python, text is represented as a **string**, which is a sequence of *characters* (letters, digits, and symbols). We indicate that a value is a string by putting either single or double quotes around it.

```
p1 = "Aristotle"
```

```
p2 = 'Isaac Newton'
```

Whenever you create a string by surrounding text with quotation marks, the string is called a **string literal**. The name indicates that the string is literally written out in your code



# Casting

The `int()`, `float()` and `str()` functions can be called to **cast** a value to an integer or float, respectively.

```
x = 1.8
```

```
y = int("3")    # String is casted to an integer.
```

```
z = float("3")  # String is casted to a float.
```

```
w = int(x)      # float is casted to an integer(truncates)
```

```
v = str(x)      # float is casted to string "1.8"
```

```
print(y, type(y))    # 3 <class 'int'>
```

```
print(z, type(z))    # 3.0 <class 'float'>
```

```
print(w, type(w))    # 1 <class 'int'>, truncates decimal point
```

```
print(v, type(v))    # 1.8 <class 'str'>, no "" when printing
```

# Program Inputs

**Program input** is data sent to a computer for processing by a program. Input can come in a variety of forms such as:

- tactile(swipes from a tablet)
- audio(input can be an audio/voice to be processed by a program)
- visual(an image to be filtered by a program)
- text(user input from keyboard or can be a text file input)

**Program outputs** are any data sent from a program to a device. Program output can come in a variety of forms, such as tactile, audio, visual, or text.

# Program Inputs

A program is useful if it takes some input from the user, process it and outputs something meaningful.

We will start with a simple program that accepts user inputs from the keyboard and outputs some result by printing it on the console.

The input function `input()` can be used to accept inputs from the user.

# Input

Programs may use the input function `input()` to obtain information from the user. The program waits for the user to enter some input. The inputted value can be stored in a variable once the user presses Enter.

```
print('Please enter some text:')  
x = input()  
print('You entered:', x)  
print('Type:', type(x))
```

Note that user input is always a string.

Please enter some text:

123

You entered: 123

Type: <class 'str'>

The variable `x` stores the string literal "123". `x` is not the integer 123!



# Input

Since user input almost always requires a message to the user about the expected input, the input function optionally accepts a string that it prints just before the program stops to wait for the user to respond.

```
x = input('Please enter an integer value: ')
y = input('Please enter another integer value: ')
x = int(x)      # casts to an integer
y = int(y)      # casts to an integer
print(x, '+', y, '=', x+y)
```

Please enter an integer value: 4

Please enter another integer value: 5

4 + 5 = 9

# Input

Or even more succinctly.

```
x = int(input('Please enter an integer value: '))  
y = int(input('Please enter another integer value: '))  
print(x, '+', y, '=', x+y)
```

Please enter an integer value: 4

Please enter another integer value: 5

4 + 5 = 9

# Lab 1

Create a new repl on repl.it. Write code to match the following console output:

Enter your name: Mike

Hello Mike

Enter an integer: 10

Your number 10 doubled is 20.

The next number after 10 is 11.

# References

I) Vanderplas, Jake, A Whirlwind Tour of Python, O'reilly Media.

This book is completely free and can be downloaded online at O'reilly's site.