

→ to make our prog. dynamic.

Input() function:-

- Input given by us/user/keyboard / or many sources.
That's why it is dynamic.
- Input is a standard input function, the function is used to Input/read data from keyboard.
- input()fn is used to Input/read "String" Value-only.
- Input() function allows to Input/read one value.

Syntax:- `input`

Variable = `input([prompt])`

e.g. `a = input("input value/enter the value a")`

`b = input("input value/enter the value b")`

`c = input("enter value of c")`

`print(a,b,c)`

`print(type(a), type(b), type(c))`

O/p → class<'str'> class<'str'> class<'str'>

02/11/23
Thur

Ex:- W.A.P to print sum of two no.

`n1 = input("enter 1st value")`

`n2 = input("enter 2nd value")`

`n3 = n1+n2`

`print(f"sum of {n1} and {n2} is {n3}")`

O/p:-

enter 1st value 10

enter 2nd value 20

Sum of 10 and 20 is 1020.

Type conversion function or Type casting
⇒ Type conversion is a process of converting one type of object to another type.

- 1) int()
- 2) float()
- 3) complex()
- 4) bool()
- 5) str()

⇒ All these are in-built functions of variable in default module imported by any python builtins.

Eg:- import \mathbb{C} math \rightarrow complex math
math.sqrt(-9) } for negative sqrt.

Eg import math } for +ve sqrt.
math.sqrt(9)

~~If we want to check how many function are available we can see like:- dir(-builtins-)~~
↓
module name.

↳ This fn we can use directly / by default it is inbuilt.

Eg: import os
dir(os) → it will show all fn.

Eg: import calendar.
dir(calendar)

↳ we can see content of the module / library

1) int() function

This fn is used to create integer object (DR) this fn performs the following conversions.

- a) Int to Int.
- b) Float to Int.
- c) String to Int.
- d) Bool to Int.

Synt1: `int(value)`

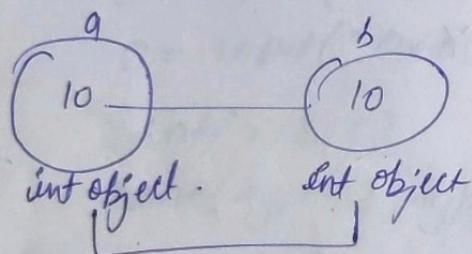
Synt1: - is used to convert float, int, bool, to integer object.

Synt2: `int(value, base=10)`

Synt2: - is used to convert string to integer object.

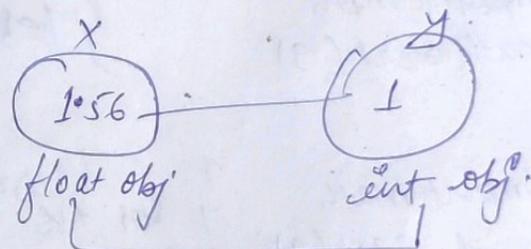
$$a) a = 10$$

$$b = \text{int}(a)$$



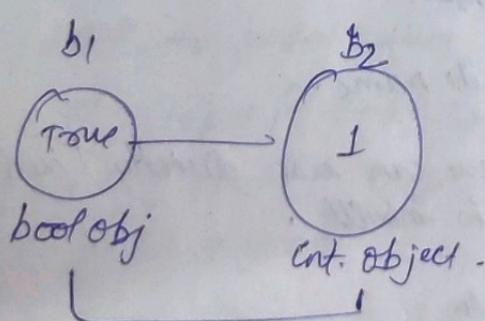
$$b) x = 1.56$$

$$y = \text{int}(x)$$



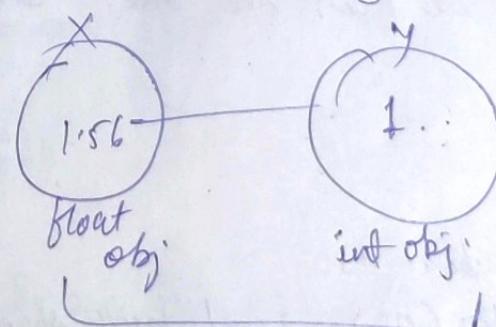
$$c) b_1 = \text{true}$$

$$b_2$$



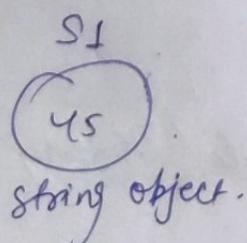
$$d) x = 1.56$$

$$y = \text{int}(x)$$



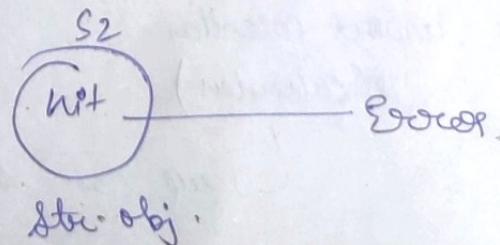
$$e) s_1 = "45"$$

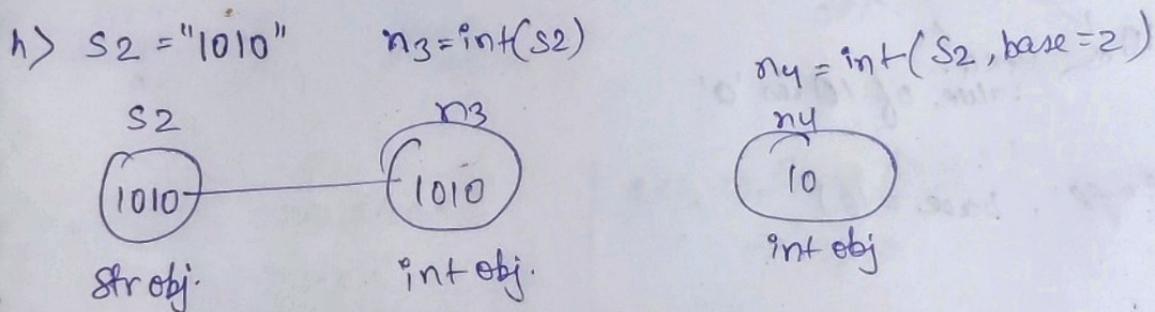
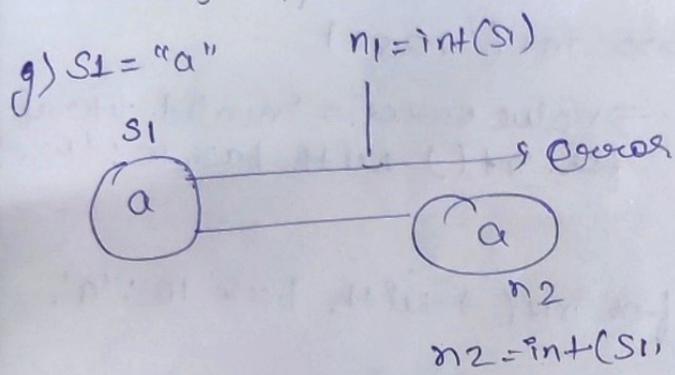
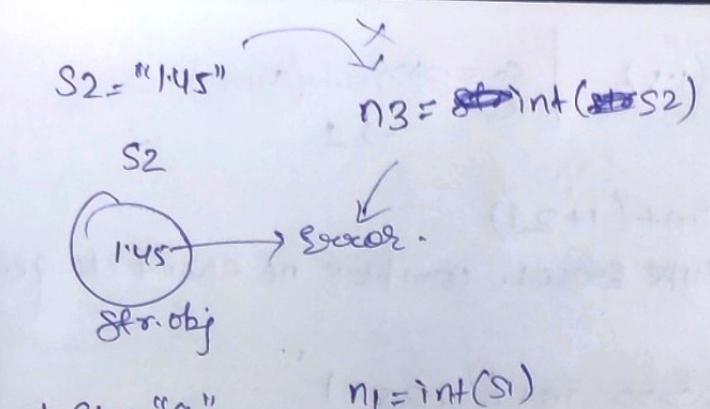
$$n_1 = \text{int}(s_1)$$



$$f) s_2 = "nit"$$

$$n_2 = \text{int}(s_2)$$





Ex: # W.A.P to print sum of integers.
 # input two integers from keyboard.

$n_1 = \text{input}("Enter first value")$

$n_2 = \text{input}(" ", 2^{\text{nd}} \text{ value})$

$n_3 = \text{int}(n_1) + \text{int}(n_2)$

point(f' sum of {n1} and {n2} is {n3}')

O/P:-
 Enter first value 100
 enter 2nd " 200
 sum of 100 and 200 is 300.

Ex:- $\ggg \text{int}(10)$ | Eg 2: $\ggg \text{int}(1.5)$ | Eg 3: $\ggg \text{int}(\text{true})$
 $\rightarrow 10$ | $\rightarrow 1$ | $\rightarrow 1$

Eg 4: $\ggg \text{int}(\text{false})$ | Eg 5: $\ggg \text{int}(1+2j)$
 $\rightarrow 0$ | $\rightarrow \text{Type error, complex no can't change.}$

Eg 6: $\ggg \text{int}("65")$ | Eg 7: $\ggg \text{int}("1.25")$
 $\rightarrow 65.$ | $\rightarrow \text{Value error} \rightarrow \text{invalid literal}$
for $\text{int}()$ with base 10: '1.25'.

Eg 8: $\ggg \text{int}("a")$
 $\rightarrow \text{Value error} \rightarrow \text{invalid literal for int() with base 10: 'a'}$.

Eg 9: $\ggg \text{int}("a", \text{base}=16)$
 $10 \leftarrow \text{Hexa. value. of } 10 \text{ is 'a'}$

Eg 10: $\text{int}("ff", \text{base}=16)$
 $\rightarrow 255$

Eg 11: $\text{int}("ffff", \text{base}=16)$
 $\rightarrow 65535.$

Eg 12: $\ggg \text{int}("1010", \text{base}=2)$
 $\rightarrow 10.$

Eg 13: $\ggg \text{int}("1010")$
 $\rightarrow 1010.$

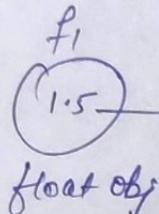
2.) float() function:-

This fn is used to create float obj or to perform the following conversions.

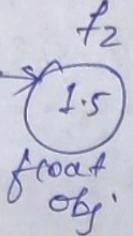
- 1) float to float
- 2) int to float
- 3) string to float.
- 4) bool to float.

Synt:- float (value)

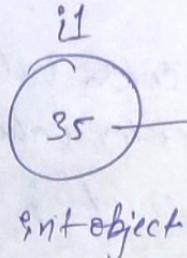
(a) $f_1 = 1.5$



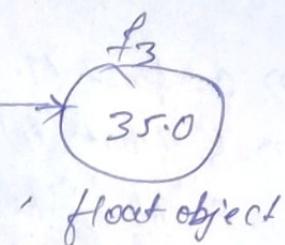
$f_2 = \text{float}(f_1)$



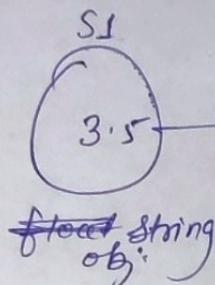
(b) $i1 = 35$



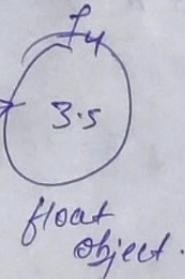
$f_3 = \text{float}(i1)$



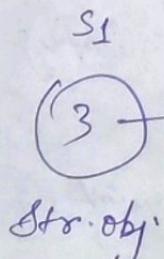
(c) $s1 = "3.5"$



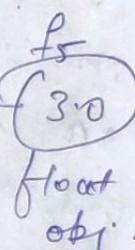
$f_4 = \text{float}(s1)$



(d) $s1 = "3"$



$f_5 = \text{float}(s1)$



Example:- $\ggg \text{float}$
 $\rightarrow 1.5$.

Ex7:- $\ggg \text{float}("15")$
 $\rightarrow 15.0$

Ex2:- $\ggg \text{float}(1)$
 $\rightarrow 1.0$.

Ex8:- $\ggg \text{float}("abc")$
 \Rightarrow value error: could not convert
string to float : 'abc'.

Ex3 $\ggg \text{float}(\text{True})$
 $\rightarrow 1.0$

Ex4 $\ggg \text{float}(\text{False})$
 $\rightarrow 0.0$

Ex5 $\ggg \text{float}("1.5")$
 $\rightarrow 1.5$

Ex6: $\text{float}("15e-1")$
 $\rightarrow 1.5$

Example:- # N.A.P to swap / Interchange two float values
input from stdio.

```
>>> a = float(input("enter value of a"))
>>> b = float(input("enter value of b"))
>>> print(f'before swapping a={a} and b={b}')
>>> c = a
>>> a = b
>>> b = c
>>> print(f'after swapping a={a} and b={b}')
>>> a, b = b, a
>>> print(f'after swapping a={a} and b={b}')
```

O/P:- enter value of a = 1.5

enter .. a b = 2.5

before swapping a= 1.5 and b= 2.5

after .. a = 2.5 and b= 1.5

after .. a = 1.5 and b= 2.5

after .. a = 2.5 and b= 1.5

