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A variable is a container to store some value in a

var = "string data" -> < class 'str' >> string

var2 = 25 -> < class 'int'> -> Integer

var3 = 71.42 -> <class'float'> -> float

var4 = True -> <class 'bool'> -> boolean

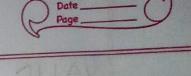
var5 = False -> <class 'bool'> -> boolean

var 6 = None -> < class 'None Type'> -> None

Python is smart enough to identify the datatype. You need not have to tell the datatype to python.

- Rules for creating a variable:
- -> A variable rame can contain alphabets, digits & underscore.
- > The name must start with alphabet or underscore
- → It can't start with a digit.
- → White space is not allowed in the name.

 → It should not be a reserved keyword.



sn1 = "48" sn2 = "32"print(sn1+sn2)

Expectation: 80 Reality: 4832

Typecasting is helpful in such time.

Typecasting:

This is a way to change the type of a variable.

new = int (snl) > "48" is now 48 which is (class 'int')
print (new * 2) -796

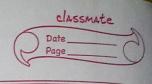
new 2 = str (32) -> 32 is now "32" print (new 2 * 2) -> 3232

* All datatypes can be converted into string

a=3 b=5 $print(a) \rightarrow 3$ $print(b) \rightarrow 5$

 $a, b = b, a \rightarrow a$ and b will be interchanged !!!

print $(a) \rightarrow 5$ print $(b) \rightarrow 3$



Sometimes we want to take input from the user, we can usl input () function

user = input () -> input will be taken from user.

This function takes input as string.

intUser = int(input ()) -> it will directly convert the string to integer

input-with-prompt = input ("Enter your name:")

This prompt will be displayed before giving input.

Q- white a program to point the product of three numbers entered by the user.

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