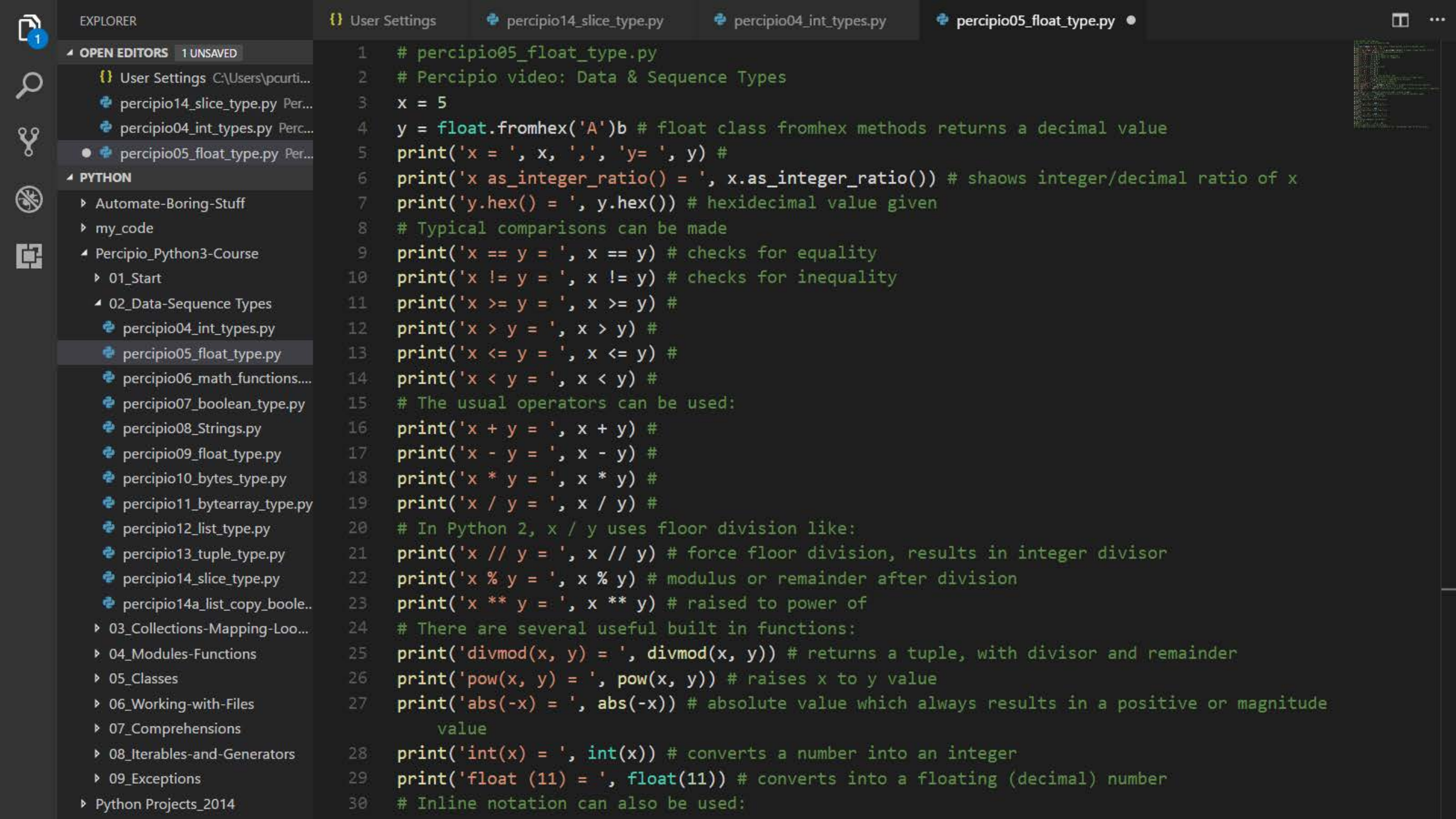
EXPLORER
User Settings
percipio14_slice_type.py
percipio04_int_types.py
percipio05_float_type.py
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percipio14_slice_type.py Per...
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PYTHON
Automate-Boring-Stuff
my_code
Percipio_Python3-Course
01_Start
02_Data-Sequence Types
percipio04_int_types.py
percipio05_float_type.py
percipio06_math_functions....
percipio07_boolean_type.py
percipio08_Strings.py
percipio09_float_type.py
percipio10_bytes_type.py
percipio11_bytearray_type.py
percipio12_list_type.py
percipio13_tuple_type.py
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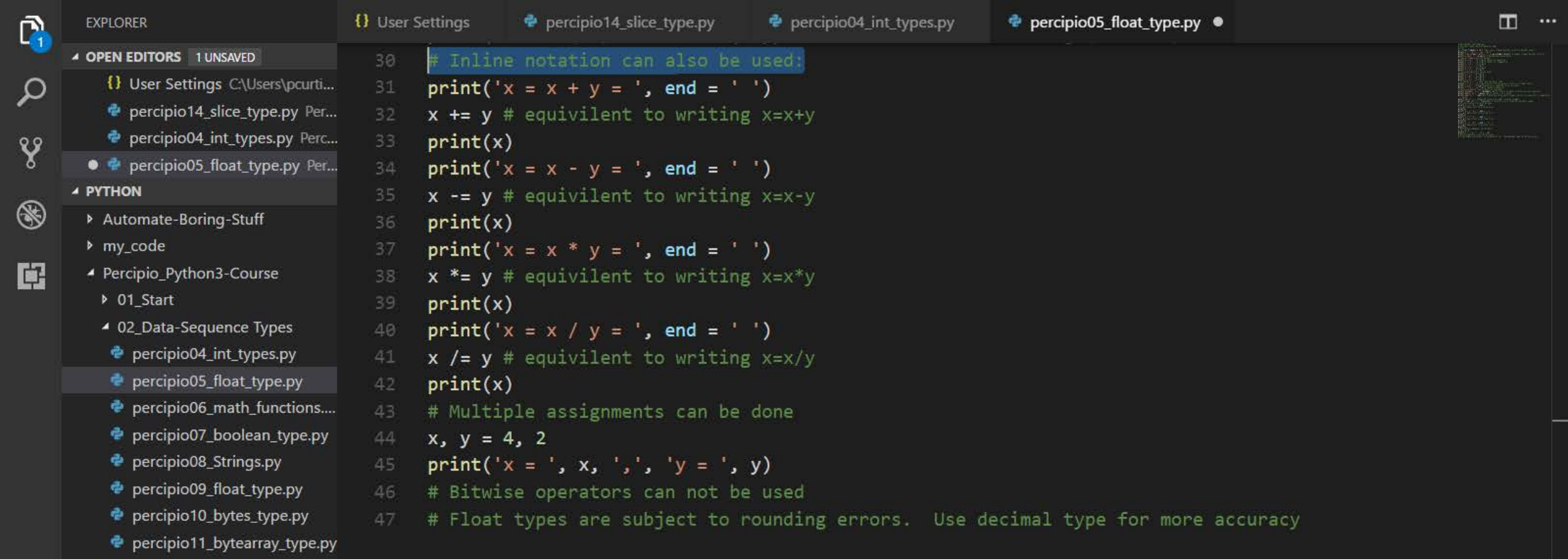
03_Collections-Mapping-Loo...
04_Modules-Functions
05_Classes
06_Working-with-Files
07_Comprehensions
08_Iterables-and-Generators
09_Exceptions
Python Projects_2014
# percipio05_float_type.py
# Percipio video: Data & Sequence Types
x = 5
y = float.fromhex('A')b # float class fromhex methods returns a decimal value
print('x = ', x, ',', 'y= ', y) #
print('x as_integer_ratio() = ', x.as_integer_ratio()) # shaows integer/decimal ratio of x
print('y.hex() = ', y.hex()) # hexidecimal value given
Typical comparisons can be made
print('x == y = ', x == y) # checks for equality
print('x != y = ', x != y) # checks for inequality
print('x >= y = ', x >= y) #
print('x > y = ', x > y) #
print('x <= y = ', x <= y) #
print('x < y = ', x < y) #
The usual operators can be used:
print('x + y = ', x + y) #
print('x - y = ', x - y) #
print('x * y = ', x * y) #
print('x / y = ', x / y) #
In Python 2, x / y uses floor division like:
print('x // y = ', x // y) # force floor division, results in integer divisor
print('x % y = ', x % y) # modulus or remainder after division
print('x ** y = ', x ** y) # raised to power of
There are several useful built in functions:
print('divmod(x, y) = ', divmod(x, y)) # returns a tuple, with divisor and remainder
print('pow(x, y) = ', pow(x, y)) # raises x to y value
print('abs(-x) = ', abs(-x)) # absolute value which always results in a positive or magnitude
value
print('int(x) = ', int(x)) # converts a number into an integer
print('float (11) = ', float(11)) # converts into a floating (decimal) number
Inline notation can also be used: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30 # Inline notation can also be used:
31 print('x = x + y = ', end = ' ')
32 x += y # equivilent to writing x=x+y
33 print(x)
34 print('x = x - y = ', end = ' ')
35 x -= y # equivilent to writing x=x-y
36 print(x)
37 print('x = x * y = ', end = ' ')
38 x *= y # equivilent to writing x=x*y
39 print(x)
40 print('x = x / y = ', end = ' ')
41 x /= y # equivilent to writing x=x/y
42 print(x)
43 # Multiple assignments can be done
44 x, y = 4, 2
45 print('x = ', x, ',', 'y = ', y)
46 # Bitwise operators can not be used
47 # Float types are subject to rounding errors. Use decimal type for more accuracy