



EXPLORER

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```
User Settings percipio14_slice_type.py percipio04_int_types.py x ...
1 # percipio04_data_sequence_types.py
2 # Percipio video: Data & Sequence Types; The int Type in Python
3 x = 5
4 y = 10
5 y = 0xA # 0x prefix indicates a hexadecimal value
6 y = 0o12 # 0o indicates a octal (Python 2 uses 012)
7 y = 0b1010 # 0b indicates a binary
8 print('x = ', x, ', ', 'y= ', y)
9 # Typical comparisons can be made
10 print('x == y = ', x == y) # checks for equality
11 print('x != y = ', x != y) # checks for inequality
12 print('x >= y = ', x >= y) #
13 print('x > y = ', x > y) #
14 print('x <= y = ', x <= y) #
15 print('x < y = ', x < y) #
16 # The usual operators can be used:
17 print('x + y = ', x + y) #
18 print('x - y = ', x - y) # s
19 print('x * y = ', x * y) #
20 print('x / y = ', x / y) #
21 # In Python 2, x / y uses floor division like:
22 print('x // y = ', x // y) # force floor division, results in integer divisor
23 print('x % y = ', x % y) # modulus or remainder after division
24 print('x ** y = ', x ** y) # raised to power of
25 # There are several useful built in functions:
26 print('divmod(x, y) = ', divmod(x, y)) # returns a tuple, with divisor and remainder
27 print('pow(x, y) = ', pow(x, y)) # raises x to y value
28 print('abs(-x) = ', abs(-x)) # absolute value which always results in a positive or
    magnitude value
29 print('int(5.2) = ', int(5.2)) # converts a number into an integer
30 print('int("0xff", 16) = ', int("0xff", 16)) # int function works on bases too
31 print('float(x) = ', float(x)) # converts into a floating (decimal) number
32 # Inline notation can also be used:
```



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▸ 01_Start

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percipio14_slice_type.py

percipio14a_list_copy_boolean_checks.py

▸ 03_Collections-Mapping-Looping

▸ 04_Modules_Functions

{ } User Settings

percipio14_slice_type.py

percipio04_int_types.py x



```
32 # Inline notation can also be used:
33 print('x = x + y = ', end = ' ')
34 x += y # equivilent to writing x=x+y
35 print(x)
36 print('x = x - y = ', end = ' ')
37 x -= y # equivilent to writing x=x-y
38 print(x)
39 print('x = x * y = ', end = ' ')
40 x *= y # equivilent to writing x=x*y
41 print(x)
42 print('x = x / y = ', end = ' ')
43 x /= y # equivilent to writing x=x/y
44 print(x)
45 # Multiple assignments can be done
46 x, y = 4, 2
47 print('x = ', x, ', ', 'y = ', y)
48 # Bitwise operators can be used
49 print('Or: x | y = ', x | y) # or
50 print('Xor: x ^ y = ', x ^ y) # exclusive or
51 print('And: x & y = ', x & y) #
52 print('Left shift: x << y = ', x << y) # left shift of bits
53 print('Right shift: x >> y = ', x >> y) # right shift of bits
54 print('Inversion: ~x = ', ~x) #
```