

▼ What is a Variable?

A **variable** is a named location used to store data in memory. In Python:

- No need to declare the type explicitly
- Variables are created when you assign a value

Start coding or [generate](#) with AI.

```
# Variable assignment
x = 10 # Number assignment
name = "Python" # String Assignment
pi = 3.14 # Decimal Number assignment

print(x) # 10
print(name) # Python
print(pi) # 3.14
```

```
↔ 10
   Python
   3.14
```

◆ Rules for Naming Variables

- Must start with a letter or underscore (_)
- Cannot start with a number
- Can contain letters, numbers, and underscores
- Case-sensitive: name and Name are different

- ✔ Valid: name, _temp, value1
- ✖ Invalid: 1value, user-name, class (reserved word)

▼ Built-in Data Types (Basic)

Type	Example	Description
int	10	Integer numbers
float	3.14	Floating point numbers
str	"hello"	Text (string of characters)
bool	True, False	Boolean values

```
# Examples of basic data types
a = 10 # int
b = 3.5 # float
c = "Python" # str
d = True # bool
```

```
# Print type of each
print(type(a))
print(type(b))
print(type(c))
print(type(d))
```

```
↔ <class 'int'>
   <class 'float'>
   <class 'str'>
   <class 'bool'>
```

▼ ◆ String Example

```
language = "Python Programming"
print("First letter:", language[0])
print("Length:", len(language))
```

```
↔ First letter: P
   Length: 18
```

▼ ♦ Boolean Example

```
x = 5
y = 10
result = x < y
print("Is x less than y?", result)
print("Type of result:", type(result))
```

```
➦ Is x less than y? True
  Type of result: <class 'bool'>
```

▼ ✅ What is Type Conversion?

Type conversion is the process of converting the **data type** of a value into another.

♦ Two types:

- **Implicit Conversion:** Done automatically by Python
- **Explicit Conversion:** Done manually by programmer using functions

```
# Implicit: Python promotes int to float automatically
a = 5          # int
b = 2.5        # float
result = a + b
```

```
print("Result:", result)
print("Type of result:", type(result)) # float
```

```
➦ Result: 7.5
  Type of result: <class 'float'>
```

```
# Convert str to int
num_str = "100"
num_int = int(num_str)

print("String:", num_str, "| Type:", type(num_str))
print("Converted:", num_int, "| Type:", type(num_int))
```

```
➦ String: 100 | Type: <class 'str'>
  Converted: 100 | Type: <class 'int'>
```

```
# Convert float to int (truncates decimal part)
f = 5.99
i = int(f)

print("Float:", f)
print("Converted to int:", i)
```

```
➦ Float: 5.99
  Converted to int: 5
```

```
# Convert int to string
age = 25
text = "Age is " + str(age)
print(text)
```

```
➦ Age is 25
```

♦ Invalid Conversion (Example)

```
# Will raise an error if the string is not numeric
invalid_str = "abc"
# int(invalid_str) # Uncommenting this will raise ValueError
print(invalid_str)
```

Summary

Concept	Description	Function Used
int()	Convert to integer	int("10")
float()	Convert to float	float("3.14")
str()	Convert to string	str(25)
bool()	Convert to boolean	bool(0) → False
type()	Returns type of variable	type(x)