# **Chapter 2: Variables and Data Types**

Letting Python remember and understand different kinds of information.

### Introduction

In Chapter 1, Python talked to us using print().

Now it's time to teach Python how to **remember things**.

How does it do that? With variables.

And how does it understand what kind of thing it's remembering? With data types.

Think of a variable as a box with a label.

The data type tells you what's inside the box.

#### What Are Variables?

A variable is a name for a value stored in memory.

It lets you **save information** to use later.

```
1  name = "Ravi"
2  age = 14
3  print(name)
5  print(age)
```

#### **Output:**

```
1 | Ravi
2 | 14
```

- $\rightarrow$  Use the = sign to assign a value to a variable.
- → Variables can change their value any time.

## **Dynamic Typing in Python**

Python is **dynamically typed** — it figures out the type **automatically**.

You don't need to say int, str, or anything else when assigning a value.

```
1  x = 10  # x is an integer
2  print(type(x))
3
4  x = "hello"  # now x is a string
5  print(type(x))
```

#### **Output:**

```
1 | <class 'int'>
2 | <class 'str'>
```

→ A variable can **change type** as your program runs.

## **Basic Data Types**

Here are the most common types in Python:

Туре	Name	Example
str	String	"Hello"
int	Integer	25
(float)	Floating-point	3.14
[boo1]	Boolean	True, False

#### Notes:

- Strings go inside quotes
- Booleans are written with capital T/F
- Don't use quotes around True or False (that would make them strings)

# Type Checking with type()

Want to check the type of a variable? Use the type() function:

```
name = "Python"
score = 99
pi = 3.141
is_happy = True

print(type(name))
print(type(score))
print(type(pi))
print(type(is_happy))
```

### **Output:**

→ type() shows exactly what Python sees.

## **Type Casting (Changing Types)**

Sometimes you get a value in one type and need to convert it to another.

This is called **type casting**.

#### **Examples:**

```
1 int("5")  # → 5 as an integer
2 float("3.14") # → 3.14 as a float
3 str(42) # → "42" as a string
4 bool(0) # → False
5 bool("text") # → True
```

#### Booleans:

- 0, "", None  $\rightarrow$  False
- Everything else → True

### **Casting Errors**

If you try to convert something that doesn't match, you'll get an error:

```
1 int("hello") # 🗶 ValueError
```

→ Always check the value before converting!

## Mini Quiz or Challenge

1. What is the output of:

```
1 | print(type("123"))
```

- 2. Convert 99.5 to an integer and print it.
- 3. Convert True to a string and print it.
- 4. What happens if you try [int("Python")?

### Tips, Mistakes, and Mini Rules

- √ Use clear, meaningful variable names
- √ input() always gives a **string** (will be explained later)
- √ Use type() to check what Python thinks a value is
- √ Use type casting (int(), float(), str(), bool()) when needed

### **Summary Recap**

- Variables store information
- Python automatically figures out data types
- Common types: str, int, float, bool
- Use type() to check type
- Use int(), float(), str(), bool() to convert values
- Variables can change type (dynamic typing)

```
1 | age = "15"  # string
2 | age = int(age)  # now it's a number
```

### **Mini-Project Exercise**

**®** Build a tiny program that asks for your name and age, then shows how old you'll be next year.

```
name = input("What is your name? ")
age = int(input("How old are you? "))
print("Hi", name + "! Next year, you'll be", age + 1)
```

### **Practice Exercises**

### Basic Problems

- 1. Create a variable school and assign your school name
- 2. Store your birth year in a variable and print your current age
- 3. Convert the string "9.5" to a float and print it
- 4. Create a variable is\_ready and set it to True
- 5. Use type() to show the type of any 3 variables

## Intermediate Problems

- A1. Ask the user their height in feet. Convert to inches (1 foot = 12 inches)
- **A2.** Ask the user their birth year and calculate age (assume current year is 2025)
- A3. Take one variable each of: integer, float, string, and boolean from the user and print their types