# Rython Data Types

### Built-in Data Types

In programming, data type is an important concept. Variables can store data of different types, and different types can do different things. Bython has the following data types built-in default, in these categories:

lext lype: str

Numeric Type: int, float, complex

Sequence Type: list, tuple, range

Mapping Type: dict Set Type: set, Prozenset

Boolean Type: bool

Binary Type: bytes, bytearray, memoryview

None Type: None Type

Getting the Data Type

You can get the data type of any object by using type () function:

Example: Print the data type of the variable x:

X = 5Print (type (X))

Ans. < class 'int'>

In Python, the data type is set when value to a variable:	you assign a
Example	D I T.
X= "Hello World"	Data Type str
X = 20	int
X= 20.5	Float
x = 1j	complex
X = ["apple", "banana", "mango"]	list
x = ["apple", "banana", "mango")	tuple
X = Pange(6)	range
X = {"name": "John", "age": 36}	dict
X = { "apple", "banana", "mango"}	seł
X = frozenset ({ "apple", "banana", "mango"})	frozenset
X= True	bool
X= b"Hello"	bytes
X = bytearray (5)	bytearray
X = memoryview (bytes (5))	memoryview
X = None	NoneType

Setting the Specific Data Type If you want to specify the data type, following constructor functions:	you can use the
Example.	Data Type
X = str ("Hello World")	stp
X = int(20)	int
x = float (20.5)	float
X = Complex (1j)	complex
X= list (("apple", "banana", 'mango"))	list
X = tuple (("apple", "banana", "mango"))	tuple
X = range (6)	range
X = dict (name = "John", age = 36)	dict
X = Set(("apple", "banana", "mango"))	set
X = frozenset (("apple", "banana", "mango"))	frozenset
X = bool(5)	bool
X= bytes(5)	bytes
X= byteanray(5)	byteannay
X = memory view (bytes (5))	memoryview

## Python Numbers

There are three numeric types in 13thon:

- o int
- · float
- · complex

Variables of numeric types are created when you assign a value to them:

### Example

```
X = 1 Print (type(x)) # int
```

$$Z = 1j$$
 Print (type(z)) # complex

### Int

Int, or integer, is a whole number, Positive or negative, without decimals, of unlimited length.

#### Example

#### Integers:

$$X = 1$$

$$Z = -3255522$$

## Float

Float, or "floating point number" is a number, positive or negative, containing one or more decimals.

### Example

#### Float:

$$X = 1.10$$

$$y = 1.0$$

$$Z = -35.59$$

Float can also be scientific numbers with an "e" to indicate the power of 10.

#### Example

#### Floats:

$$X = 35e3$$

$$Z = -87.7e100$$

### Complex

Complex numbers are written with a j" as the imaginary part:

$$X = 3 + 5j$$

$$y = 5j$$

$$Z = -5j$$

Type Conversion

You can convert from one type to another with the int(), float(), and complex() methods:

Example

Convert from one type to another:

x = 1 # int

y = 2.8 # float

Z= 1j # complex

# convart from int to float:

a = float (x)

# convart from float to int:

b = int (y)

# convert from int to complex:

c = complex(x)

Random Number

Bethon does not have a random () function to make a random number, but Bethon has a built-in module called random that can be used to make random numbers:

Example: Import the random module, and display arandom

number between 1 and 9:

import random

Print (random. randrange (1, 10))

Ans:- 9

# Rython Casting

Specify a Variable Type

There may be times when you want to specify a type on to a variable. This can be done with casting. Bython is an object-orientated language, and as such it uses classes to define data types, including its primitive types.

Casting in Rython is therefore done using constructor functions:

int() - constructs an integer number from an integer literal, a float literal (by removing all decimals), or a string literal (providing the string represents a whole number).

float() - constructs affoat number from an integer literal, a float literal or a string literal (providing the string respected a float arms it as )

the string represents a float or an integer).

Str () - constructs a string from a wide variety of data types, including strings, integer literals and float literals.

Example: Integers:

x = int (1) # x will be 1

y = int (2.8) # y will be 2

Z = int ("3") # Z will be 3

Example: Float: X = float (1) # x will be 1.0 y = float (2.8) # y will be 2.8 Z = float ("3") # z will be 3.0 W = float ("4.2") # w will be 4.2 Example: Strings: x = str ("s1") # x will be 's1' y = str(2) # y will be '2' Z= str(3.0) # Z will be '3.0'

# Rthon Strings

Strings

Strings in Rython are surrounded by either single quotation marks, or double quotation marks.

'hello' is the same as "hello".

You can display a string literal with the printer function:

Example:

Print ("Hello") # Hello Print ("Hello") # Hello

Assign String to a Variable

Assigning a string to a variable is done with the variable name followed by an equal sign and the string:

Example:

a = "Hello"

Print (a) # Hello

Multiline Strings

You can assign a multiline string to a variable by using three quotes:

Example:

You can use three double quotes:

a=""" If you root yourself
in love
and kindness,
your heart will always bloom.""

Print (a)

Ans: > If you root yourself
in love

Ans: > If you root yourself in love and kindness, your heart will always bloom.

Strings are Arrays

Like many other popular programming languages, strings in Rython are arrays of bytes representing unicode characters.

However, Rython does not have a character data type, a single character is simply a string with a length of 1.

Square brackets can be used to access elements of the string.

Example:
Get the character at position 1 (remember that the first character has the position 0):
a= "Hello, world!"
Print (a[1])
Ans:→ e
Looping Through a String
Since string are arrays, we can loop through the characters in a string, with a for loop.
Example:
Loop through the letters in the word "banana":
for x in "banana":
Print (x)
Ans:→ b
n
n o
the sest thangs in till one freet
String Length
To get the length of a string, use the len() function.

Example: The lent function returns the length of a string: a = "Hello, world" print (len (a)) Ans: → 13 Check String To check if a certain phrase or character is present in a string, we can use the keyword in. Example: Check if "free" is present in the following text: txt = "The best things in life are free!"

Print ("free" in txt) Ans: - True Use it in an if statement: Example: Print only if "free" is present: txt = "The best things in life are free!" if "free" in 1xt Print ("yes", 'free' is present.') Ans: - yes, 'free' is present.

# Check if NOT To check if a certain phrase or character is NOT present in a string, we can use the keyword not in. Example: Check if "expensive" is NOT present in the following text txt = "The best things in life are free!" Print ("expensive" not in txt) Ans: True Use it in an if statement: Example: Print only if "expensive" is NOT present: txt = "The best things in life are free!" if "expensive" not in txt: Print ("No, 'expensive' is NOT present.") Ans: No, 'expensive' is NOT present.