

Programming

Lesson2 - Variables

الدرس الثاني - المتغيرات

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Reminder - Lesson1

- ▶ Programming
- ▶ Programming languages
- ▶ Environment setup
 - ▶ Python/Anaconda
 - ▶ PyCharm

Variables - intro

- ▶ Variable is a value that can change
- ▶ Used to store information
- ▶ Can be referenced to fetch stored information

Types

- ▶ Integer
 - ▶ 1, 10, 321, 54983, -2, -561
- ▶ Float / Double
 - ▶ 1.0, 40.5, 213.775, 3430.4732, -12.3, -129232.55667
- ▶ String
 - ▶ “Saeed Isa”, “a”, ‘bbbbbbbbbb’ ✓
 - ▶ ‘Programming”, i221ssaag ✗

Variable definition

- ▶ $x=1 \rightarrow x$ is integer and it's value is 1
- ▶ $x=2.5 \rightarrow x$ is float/double and it's value is 2.5
- ▶ $x=\text{"Welcome to programming"} \rightarrow x$ is string and the value is: "..."

Assignment operation

► $x = 10$

► $y = x + 1 \xrightarrow{\text{fetch}} y = 10 + 1 \xrightarrow{\text{fetch}} y = 11$



► $k = j = x \xrightarrow{\text{fetch}} 1) j = x \xrightarrow{\text{fetch}} 1) j = 10$

$\xrightarrow{\text{fetch}} 2) k = j \xrightarrow{\text{fetch}} 2) k = 10$

Lets try...😊

- ▶ Before we go:
 - ▶ Reminder: `print(<something>)` → will print <something> to screen
 - ▶ **NEW:** sentence starts with `#` considered as comment
- ▶ Open PyCharm
- ▶ Open Example project
 - ▶ Create new python file, `variables.py`

Important notes

	
int + int	int + string
double + int	double + string
string + string	string * string

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Thank you 😊!

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Stay tuned for more!