

Programming

Lesson3 - Input/Output

طباعة واستقبال معلومات

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Reminder - Lesson2

- ▶ variables
- ▶ Variables types:
 - ▶ int (integer): 3, 123, -645, ...
 - ▶ float: 5.7, -9.2, ...
 - ▶ str (string): "Welcome", 'programming', ...
- ▶ Important Note:
 - ▶ Variable can be anything as long as it only contains alpha-numeric characters and underscore (A-z, 0-9, and _)
 - ▶ Variable name must start with letter or underscore (_)

Print

- ▶ Prints 'message' to the screen
- ▶ Message can be any object/type

- ▶ Will be converted to string

```
print('Hello!')
```

```
print(1239)
```

- ▶ As many object as you want

```
print('Hello!', "Welcome", 222111, 239.7)
```

```
print(1, 2, -2, 3.1293, -45.5343, 'Programming')
```

Input

- ▶ Read user inputs from keyboard
- ▶ Input is read as string
 - ▶ Reminder: “2132” is a string/ 2132 is a number (without ‘)
- ▶ Pressing enter finishes entering the input

`value = input(<message>)`

- ▶ ‘message’ is printed to screen and control moves to user
- ▶ Value contains user input

➔ `input('Please, enter your age: ')`

Conversion

- ▶ Input is read as a string → what if we are expecting int ?
- ▶ Types in python:
 - ▶ String → str
 - ▶ Integer → int
 - ▶ Float/Double → float
- ▶ To convert: `<type>(<value>)` → converts value to type
 - ▶ To convert to string → `str(5)` → '5'
 - ▶ To convert to int → `int('10')` → 10
 - ▶ To convert to float → `float('20.3')` → 20.3

“

Thank you 😊!

”

Stay tuned for more!