

Module 11: Percentages - Complete Notes

What You'll Learn

In this module, you'll master **percentages** — "per hundred" calculations essential for pass rates, coverage metrics, and performance comparisons.

Concept Explained (Like a YouTube Video)

The Basics

Percent means "per 100." It normalizes ratios to a base of 100 for easy comparison.

75% means 75 out of 100, or $75/100 = 0.75$

Conversions:

Fraction $\rightarrow \%$: $3/4 = 0.75 = 75\%$

Decimal $\rightarrow \%$: $0.85 \times 100 = 85\%$

$\% \rightarrow \text{Decimal}$: $65\% \div 100 = 0.65$

Key Formulas

Percentage of a number:

$\text{Result} = \text{Value} \times (\text{Percent} / 100)$

$20\% \text{ of } 150 = 150 \times 0.20 = 30$

Percent change:

$\text{Change \%} = ((\text{New} - \text{Old}) / \text{Old}) \times 100$

$100 \rightarrow 120: ((120-100)/100) \times 100 = 20\% \text{ increase}$

Find original from percentage:

$\text{Original} = \text{Result} / (1 + \text{Percent}/100)$

$\text{Final \$120 after 20\% increase: } 120 / 1.20 = \100 original

Programming Connection

Code Examples

```
# Example 1: Basic Percentage Calculations

def percentage_of(percent, value):
    """Calculate percent of a value"""
    return value * (percent / 100)

print(percentage_of(20, 150))    # 30.0 (20% of 150)
print(percentage_of(8.5, 200))   # 17.0 (8.5% tax on 200)
print(percentage_of(15, 80))     # 12.0 (15% tip on 80)
```

```
# Example 2: Percentage Change

def percentage_change(old, new):
    """Calculate percentage change from old to new"""
    if old == 0:
        return float('inf') if new > 0 else 0
    return ((new - old) / old) * 100

print(percentage_change(100, 120)) # 20.0% increase
print(percentage_change(100, 80)) # -20.0% decrease
print(percentage_change(50, 75)) # 50.0% increase
```

```
# Example 3: Apply Percentage Change

def apply_change(value, percent):
    """Apply percentage increase (positive) or decrease (negative)"""
    return value * (1 + percent / 100)

print(apply_change(100, 20)) # 120.0 (add 20%)
print(apply_change(100, -20)) # 80.0 (subtract 20%)
print(apply_change(80, 25)) # 100.0 (add 25%)
```

```
# Example 4: Calculate Discount

def calculate_discount(original_price, discount_percent):
    """Calculate price after discount"""
    discount = original_price * (discount_percent / 100)
    final_price = original_price - discount

    return {
        "original": original_price,
        "discount_percent": discount_percent,
        "discount_amount": discount,
        "final_price": final_price,
        "savings": f"You save ${discount:.2f}"
    }

result = calculate_discount(80, 25)
print(result)
# {'original': 80, 'discount_percent': 25, 'discount_amount': 20.0,
# 'final_price': 60.0, 'savings': 'You save $20.00'}
```

```
# Example 5: The Percentage Trap!

# IMPORTANT: +50% then -50% does NOT equal original!
value = 100
value = apply_change(value, 50) # 150 (up 50%)
value = apply_change(value, -50) # 75 (down 50%)
```

```
print(value) # 75, NOT 100!  
  
# Why? 50% of 150 is 75, not 50!
```

✍ SDET/Testing Application

```
# SDET Scenario: Calculate Test Pass Rate  
  
def calculate_pass_rate(passed, failed, skipped=0):  
    """Calculate test pass rate"""  
    total = passed + failed + skipped  
    if total == 0:  
        return {"error": "No tests run"}  
  
    pass_rate = (passed / total) * 100  
    fail_rate = (failed / total) * 100  
    skip_rate = (skipped / total) * 100  
  
    return {  
        "total": total,  
        "passed": passed,  
        "failed": failed,  
        "skipped": skipped,  
        "pass_rate": f"{pass_rate:.2f}%",  
        "fail_rate": f"{fail_rate:.2f}%",  
        "skip_rate": f"{skip_rate:.2f}%",  
        "status": "✅ PASS" if pass_rate >= 95 else "❌ FAIL"  
    }  
  
result = calculate_pass_rate(95, 3, 2)  
print(f"Pass rate: {result['pass_rate']}")  
print(f"Status: {result['status']}
```

```
# SDET Scenario: Performance Regression Check  
  
def check_regression(baseline_ms, current_ms, threshold_percent=10):  
    """Check if performance regressed beyond threshold"""  
    change = percentage_change(baseline_ms, current_ms)  
  
    return {  
        "baseline": f"{baseline_ms}ms",  
        "current": f"{current_ms}ms",  
        "change": f"{change:+.2f}%",  
        "threshold": f"{threshold_percent}%",  
        "regressed": change > threshold_percent,  
        "status": "🔴 REGRESSION" if change > threshold_percent else "🟢 OK"  
    }  
  
result = check_regression(100, 115)
```

```
print(f"Change: {result['change']}")  
print(f"Status: {result['status']}")  
# Change: +15.00%, Status: 🚫 REGRESSION
```

🎓 Practice Problems

Problem 1: Easy 🟢

Challenge: 85 out of 100 tests passed. What's the pass rate?

Problem 2: Medium 🟡

Scenario: Price was \$80, now \$100.

Challenge: What's the percentage increase?

Problem 3: Application 🚫

Scenario: Your API response time baseline was 200ms. Current is 230ms. Threshold is 10%.

Challenge: Is this a regression?

⚠ Common Mistakes

✗ **Mistake 1:** +50% then -50% equals original

✓ **Fix:** NO! 100 → 150 → 75

✗ **Mistake 2:** Confusing percentage OF vs percentage CHANGE

✓ **Fix:**

- OF: 20% of 100 = 20
- CHANGE: 100→120 = 20% increase

🔑 Key Takeaways

✓ **Percent = Per 100** — Always compare to 100

✓ **To decimal:** Divide by 100

✓ **Change formula:** $((\text{new} - \text{old}) / \text{old}) \times 100$

✓ **+X% then -X% ≠ original** — Be careful!

💾 Save as: *Module_11_Percentages.md*