

# Variable Assignment!

Some important rules to follow while naming variables:

- 1) Names cannot start with a number.
- 2) There can be no spaces in the name, use \_ instead.
- 3) Can't use any of these symbols: " , < > / ? | \ ( ) ! @ # \$ % ^ & \* ~ - +
- 4) Avoid using words that have special meaning in Python like "list" and "str".

# Dynamic Typing

Python uses *dynamic typing*, meaning you can reassign variables to different data types. This makes Python very flexible in assigning data types; it differs from other languages that are *statically typed*.

```
In [1]: my_dogs = 2
```

```
In [2]: my_dogs
```

```
Out[2]: 2
```

```
In [3]: my_dogs = ['Sammy', 'Frankie']
```

```
In [4]: my_dogs
```

# Pros and Cons of Dynamic Typing...

## Pros of Dynamic Typing

- Very easy to work with

- Faster development time

## Cons of Dynamic Typing

- May result in unexpected bugs!

- You need to be aware of `type()`

# Assigning Variables

Variable assignment follows `name = object`, where a single equal's sign `=` is an **assignment operator**.

```
In [5]: a = 5
```

```
In [6]: a
```

```
Out[6]: 5
```

Here we assigned the integer object `5` to the variable name `a`.  
Let's assign `a` to something else:

```
In [7]: a = 10
```

```
In [8]: a
```

```
Out[8]: 10
```

You can now use `a` in place of the number `10`:

```
In [9]: a + a
```

```
Out[9]: 20
```

# Reassigning Variables

Python lets you reassign variables with a reference to the same object.

```
In [10]: a = a + 10
```

```
In [11]: a
```

```
Out[11]: 20
```

There's actually a shortcut for this. Python lets you add, subtract, multiply and divide numbers with reassignment using `+=`, `-=`, `*=`, and `/=`.

```
In [12]: a += 10
```

```
In [13]: a
```

```
Out[13]: 30
```

```
In [14]: a *= 2
```

```
In [15]: a
```

```
Out[15]: 60
```

# Determining variable type with `type()`

You can check what type of object is assigned to a variable using Python's built-in `type()` function.

Common data types include:

- 1) **int** (for integer)
- 2) **float**

**3) str** (for string)

**4) list**

**5) tuple**

**6) dict** (for dictionary)

**7) set**

**8) bool** (for Boolean True/False)

```
In [16]: type(a)
```

```
Out[16]: int
```

```
In [17]: a = (1,2)
```

```
In [18]: type(a)
```

```
Out[18]: tuple
```

## Example showing how variables make calculations more readable and easier to follow...

```
In [19]: my_income = 100  
         tax_rate = 0.1  
         my_taxes = my_income * tax_rate
```

```
In [20]: my_taxes
```

```
Out[20]: 10.0
```