# **Numbers and more in Python!**

In this lecture, we will learn about numbers in Python and how to use them.

We'll learn about the following topics:

- 1.) Types of Numbers in Python
- 2.) Basic Arithmetic
- 3.) Differences between classic division and floor division
- 4.) Object Assignment in Python

## Types of numbers

Python has various "types" of numbers (numeric literals). We'll mainly focus on integers and floating point numbers.

Integers are just whole numbers, positive or negative. For example: 2 and -2 are examples of integers.

Floating point numbers in Python are notable because they have a decimal point in them, or use an exponential (e) to define the number. For example 2.0 and -2.1 are examples of floating point numbers. 4E2 (4 times 10 to the power of 2) is also an example of a floating point number in Python.

Throughout this course we will be mainly working with integers or simple float number types.

Here is a table of the two main types we will spend most of our time working with some examples:

Number "Type"	Examples
Integers	1,2,-5,1000
Floating-point numbers	1.20.5.2e2.3F2

Now let's start with some basic arithmetic.

### **Basic Arithmetic**

```
In [5]: # Floor Division
7//4
Out[5]: 1
```

#### Whoa! What just happened? Last time I checked, 7 divided by 4 equals 1.75 not 1!

The reason we get this result is because we are using "floor" division. The // operator (two forward slashes) truncates the decimal without rounding, and returns an integer result.

So what if we just want the remainder after division?

```
In [6]: # Modulo
7%4
Out[6]: 3
```

4 goes into 7 once, with a remainder of 3. The % operator returns the remainder after division.

#### **Arithmetic continued**

## **Variable Assignments**

Now that we've seen how to use numbers in Python as a calculator let's see how we can assign names and create variables.

We use a single equals sign to assign labels to variables. Let's see a few examples of how we can do this.

```
In [11]: # Let's create an object called "a" and assign it the number 5
a = 5
```

Now if I call a in my Python script, Python will treat it as the number 5.

```
In [12]: # Adding the objects
a+a
Out[12]: 10
```

What happens on reassignment? Will Python let us write it over?

```
In [13]: # Reassignment
a = 10

In [14]: # Check
a
Out[14]: 10
```

Yes! Python allows you to write over assigned variable names. We can also use the variables themselves when doing the reassignment. Here is an example of what I mean:

```
In [15]: # Check
a
Out[15]: 10
In [16]: # Use A to redefine A
a = a + a
In [17]: # Check
a
Out[17]: 20
```

The names you use when creating these labels need to follow a few rules:

```
1. Names can not start with a number.
```

- 2. There can be no spaces in the name, use \_ instead.
- 3. Can't use any of these symbols :'",<>/?|\()!@#\$%^&\*~-+
- 4. It's considered best practice (PEP8) that names are lowercase.
- 5. Avoid using the characters 'l' (lowercase letter el), '0' (uppercase letter oh), or 'I' (uppercase letter eye) as single character variable names.
- 6. Avoid using words that have special meaning in Python like "list" and "str"

Using variable names can be a very useful way to keep track of different variables in Python. For example:

```
In [18]: # Use object names to keep better track of what's going on in your code!
    my_income = 100
    tax_rate = 0.1
    my_taxes = my_income*tax_rate

In [19]: # Show my taxes!
    my_taxes
Out[19]: 10.0
```

So what have we learned? We learned some of the basics of numbers in Python. We also learned how to do arithmetic and use Python as a basic calculator. We then wrapped it up with learning about Variable Assignment in Python.

Up next we'll learn about Strings!