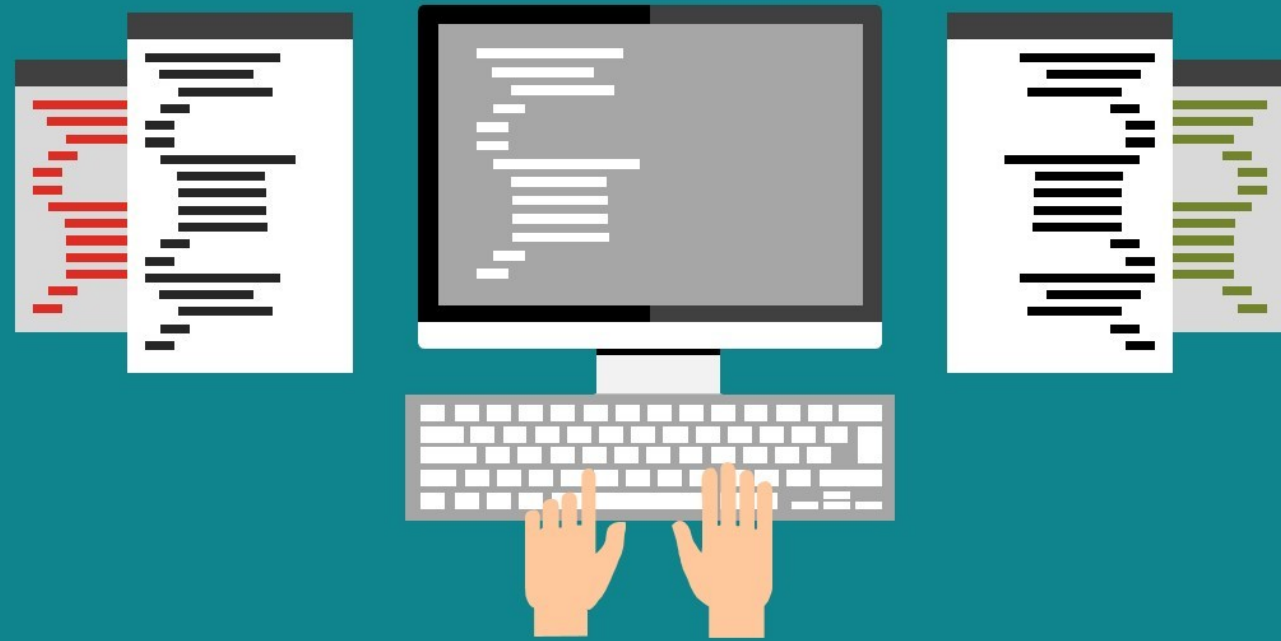


B: variables



Programming with Python

- Simple and *minimal-chic* programming language
- Easy to learn and use: reading code is almost like reading English
- Simplicity as a result of design:
 - focus on the problem and not on the language/the data representation in memory
 - a way to represent an easy-to-read program
- Python is free, open source well-supported and well-maintained:
 - VS Code, Jupyter, PIP, PyPi, Anaconda, Docker...
- Comes from "[Monty Python](#)"

Programming in Python

- Sequence of one or more instructions
- A fixed alphabet, strict syntactical rules and notations
- high-level computer language
- The Python interpreter maps Py. commands, one after the other, into low-level commands
- Computer hardware understands and executes the low-level commands
 - Even adding two numbers requires a certain visibility of RAM and CPU

```
load the number from memory location 2001 into the  
CPU
```

```
load the number from memory location 2002 into the  
CPU
```

```
add the two numbers in the CPU
```

```
Store the result into location 2003
```

Programming

- Python is easy to understand
- interpreters **translate** high-level Py. to machine language
- Two ways to do it, using:
 - Compiler or
 - Interpreter

```
grand_total = price + vat
```

```
print("Welcome to Python")
```

Simple Python commands

- Comments!
 - Use of hashtag **#**
- Print command **print**
 - Prints on screen!
 - Numbers and operations

```
# Command to print number 10!
```

```
print(10)
```

```
# More commands...
```

```
print(10+20)
```

```
print(10+2*20)
```

```
print((2*4)+6)
```

```
print(2**2)
```

Simple Python commands

- **print()**

- Prints on screen!
- Text is *containerized* by means of single (') or double (") quotes

```
# prints on the screen:
```

```
print('Have a nice Autumn term!')
```

Simple Python commands

- **print()**
 - Prints on screen!
 - Text is *containerized* by means of single (') or double (") quotes

```
# Let's print two names
```

```
print("Stelios")
```

```
print("Sotiriadis")
```

```
# Or
```

```
print("Stelios", "Sotiriadis")
```

```
# Or
```

```
print('Stelios', 'Sotiriadis')
```

```
# Or
```

```
print('Stelios ' + 'Sotiriadis')
```

Variables

- Programs manipulate data that sits in the computer memory.
- **Variables** are generic names for the container of some value
- Computer variables are akin to both parameters and variables of mathematics
- A funny '=' symbol to assign value to a variable

```
name = `Nik`
```

```
age = 10
```

```
print(name)
```

```
x = age + 10
```

```
print(x)
```

```
print(10/x) # beware division by 0!
```

```
print(2*x + y) # What does it print?
```

```
NameError                                Traceback (most recent call last)
<ipython-input-1-3e1c5a381366> in <module>()
      1 x=10
----> 2 print(2*x+y)

NameError: name 'y' is not defined
```


Variables can change their content

- Assignment statement

- `fahrenheit = 9/5 * celsius + 32`

```
# This is an assignment expression!
```

```
myvar = 10
```

```
print(myvar)
```

```
myvar = 20 # Assign a new value
```

```
print(myvar)
```

```
myvar = myvar+1
```

```
print(myvar) # Prints 21
```

Variables can change!

```
# This is an assignment expression!
```

```
myvar = 10
```

```
print(myvar)
```

```
myvar = 20 # Assign a new value
```

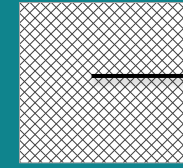
```
print(myvar)
```

```
myvar = myvar+1
```

```
print(myvar) # Prints 21
```

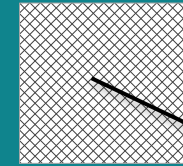
How memory looks like!

myvar



10

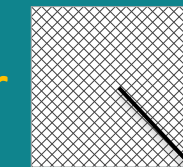
myvar



10

20

myvar



10

20

21

Programming is about **input/output**

- Input from the keyboard:
 - 'enter'/'return' to end the input.

input()

- Assign the input to a variable

<variable> = input(<prompt>)

```
# This is an input example
name = input("Please enter a name: ")
print(name)

# This is another input example
my_fav_num = input("What is your favourite number? ")
print("Your favourite number is ", my_fav_num)
```

Programming is about **input/output**

- Input from the keyboard:
 - 'enter'/'return' to end the input.

`input()`

- Assign the input to a variable

`<variable> = input(<prompt>)`

```
# This is another input example  
fName = input("Give first name: ")  
lName = input("Give surname: ")  
print(fName, lName)
```

Quiz 2: Fill the gaps



a) _____ # Write a statement to print your name

b) _____ # Write a statement to print
number 10

c) _____ # Write a statement to print the
sum of 1 and 2

Quiz 2 Solution

a) `print("Stelios")` # Write a statement to print your name

b) `print(10)` # Write a statement to print number 10

c) `print(1+2)` Write a statement to print the sum of 1 and 2

Quiz 3: Fill the gaps

Provide the command to prompt the user to enter a name

```
my_input = d) _____("Enter your name: ")
```

Provide the command to print the variable my_input

```
e) _____(my_input)
```



Quiz 3 Solution

```
# Provide the command to prompt user to enter a name
```

```
my_input = d) __input__("Enter your name: ")
```

```
# Provide the command to print the variable my_input
```

```
e) __print__(my_input)
```