

Lecture 5:

# NUMBERS

## (AND A LITTLE MORE ABOUT VARIABLES)

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CSC111: Introduction to CS through Programming

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# Announcements

- We have a grader!



Pritish  
MS student at UMass  
(has interned at Cisco and IBM)

# Debrief of Lab 1

- 85 / 94 people submitted
  - NBD this time, but please submit to the right place on Moodle!
- Overall, very impressive!
- Common hacks / mistakes:
  - Manually typing pipes (" | ") inside the strings themselves
  - Confusion about syntax, esp.

```
for name in ["Aleah", "Belle", "Chen"]:
```

(not surprising! this language is totally new...  
we'll talk more about loops in 2 weeks)

- **Important note:** whenever possible, turn in a program that doesn't have syntax errors (i.e. that **runs**)

# Overview of the week

- More about variables
- Numeric values and basic operations
- Converting between floats and int
- Lab: Cash Machine
- Conditional (“if”) statements

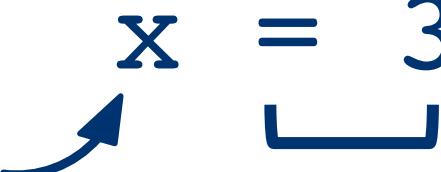
# (RECAP) Core concept 1: variables

- In CS, a **variable** is a place to store a piece of data
- In Python, variables are:
  - declared by giving them a name
  - assigned using the equals sign
- Example:

declaring  
a variable `x`

`x = 3`

assigning  
the value 3 to `x`

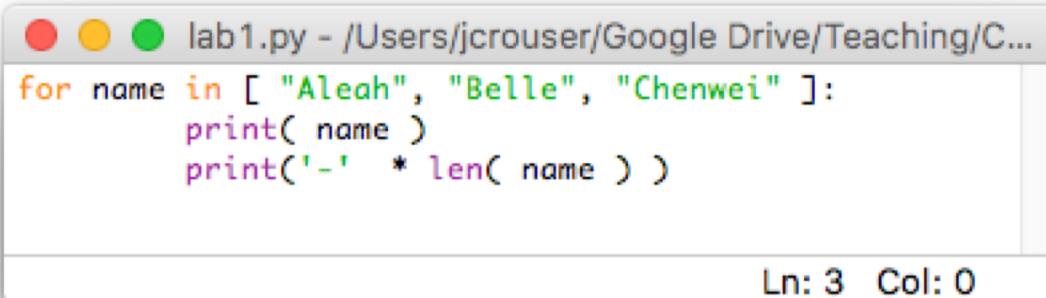


# Keywords

- Some words in Python\* are reserved as **keywords**, and cannot be used as a variable name:

and as assert break class continue def del elif else  
except exec finally **for** from global if import **in** is lambda  
not or pass raise return try while with yield

- We saw a few in lab last week:



The image shows a screenshot of a code editor window. The title bar reads "lab1.py - /Users/jcrouser/Google Drive/Teaching/C...". The main pane contains the following Python code:

```
for name in [ "Aleah", "Belle", "Chenwei" ]:  
    print( name )  
    print( '-' * len( name ) )
```

In the bottom right corner of the editor window, there is a status bar displaying "Ln: 3 Col: 0".

\* other languages have their own set of reserved words

# More about naming variables

- **Rule 1:** variable name must be at least 1 character long
- **Rule 2:** 1<sup>st</sup> character must be alphabetic  
(uppercase letter, lowercase letter, or underscore)
- **Rule 3:** variable names can contain letters, numbers, and underscores (but not spaces or other punctuation)

# Naming conventions

- These aren't *rules* (i.e. Python won't throw an error), but they make life a lot easier if you follow them

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`name = "Jordan"`

is better than

`blah = "Jordan"`

# Naming conventions

- These aren't *rules* (i.e. Python won't throw an error), but they make life a lot easier
- **Convention 1:** the name of the variable should tell you something about what the variable contains, e.g.
- **Convention 2:** if you want to use multiple words as a variable name, separate them using underscores, e.g.

```
first_name = "Jordan"  
last_name = "Crouser"
```

# Naming conventions

- These aren't *rules* (i.e. Python won't throw an error), but they make life a lot easier
- **Convention 1:** the name of the variable should tell you something about what the variable contains, e.g.
- **Convention 2:** if you want to use multiple words as a variable name, separate them using underscores, e.g.
- **Convention 3:** if the value isn't going to change (i.e. the variable is a constant), use ALL CAPS, e.g.

PI = 3.14159

D E M O

T Y M E

# (RECAP) Core concept 2: numeric values

- Two kinds of **numbers** in CS:
  - integers (“whole numbers”)
  - floats (“decimals” or “floating point numbers”)
- In Python, the kind of number is implied by whether or not the number contains a **decimal point**
- Example:

**x = 3**

**x = 3 . 0**

# Discussion

Why do we care about  
whether or not a number has a **decimal point?**



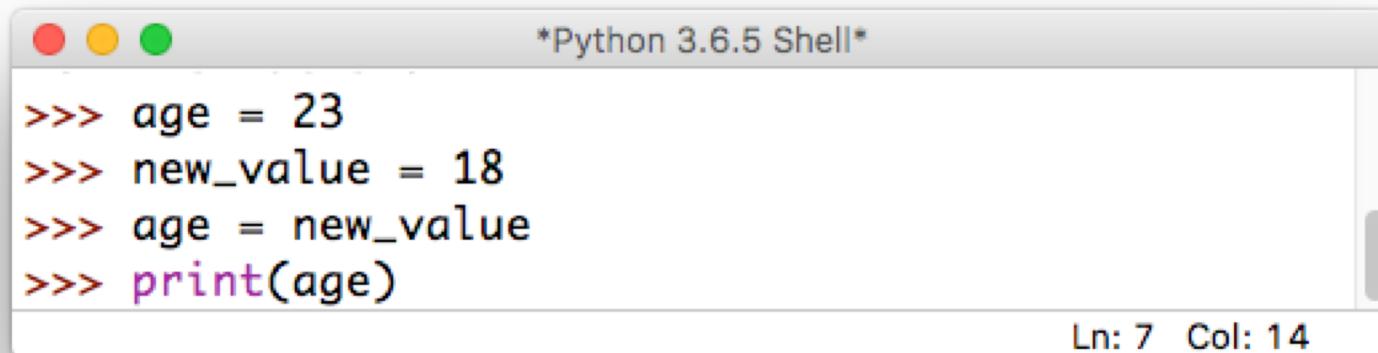
# (RECAP) Math

- Basic operators:
  - addition: `+`
  - subtraction: `-`
  - multiplication: `*`
  - division: `/`
  - exponentiation: `**` (power)
  - modular arithmetic: `%` (modulo)
- **Negative** values are allowed!

$$x = -3$$

# Overwriting variables

- What happens if we do the following?



```
*Python 3.6.5 Shell*
```

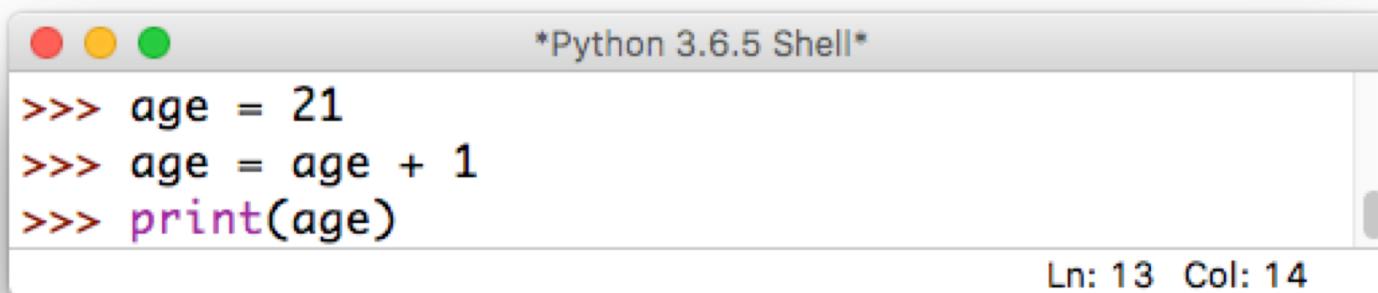
```
>>> age = 23
>>> new_value = 18
>>> age = new_value
>>> print(age)
```

Ln: 7 Col: 14



# Incrementing variables

- What about this?



A screenshot of a Python 3.6.5 Shell window. The title bar says "\*Python 3.6.5 Shell\*". The code area contains three lines of Python code:

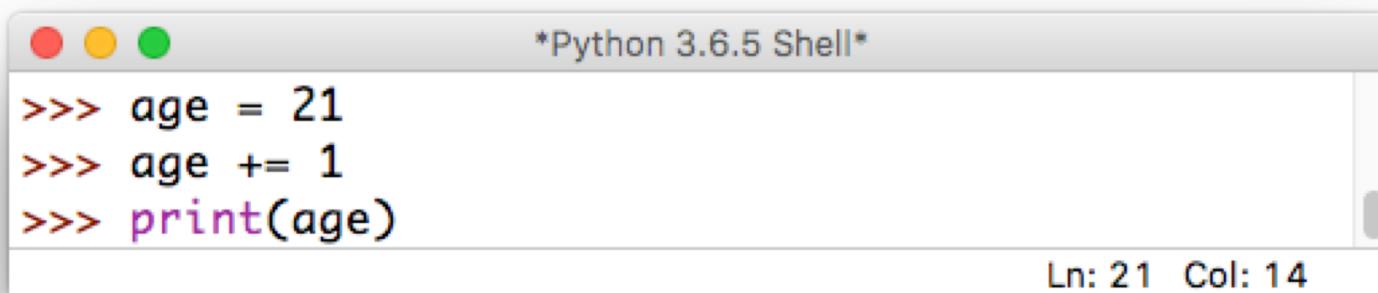
```
>>> age = 21
>>> age = age + 1
>>> print(age)
```

The status bar at the bottom right shows "Ln: 13 Col: 14".



# Incrementing variables

- There's a shorthand version for this:



The image shows a screenshot of a Python 3.6.5 Shell window. The title bar reads "\*Python 3.6.5 Shell\*". The code input area contains three lines of Python code:  
```python  
>>> age = 21  
>>> age += 1  
>>> print(age)  
```  
The status bar at the bottom right indicates "Ln: 21 Col: 14".



# Quick exercise

```
a = 10  
b = 20  
c = 30  
a = b      # a =  
b = a      # b =  
c = c * 2  # c =  
d = d - 10 # d =  
  
# NameError:  
# name 'd' is not defined
```

these are called  
**comments:**  
they are not executed  
by the interpreter,  
but are useful  
for making  
code readable

# Some more useful shorthand

- Simultaneous assignment:

```
a = 10  
b = 20  
c = 30  
a = b  
b = a  
c = c * 2
```

# Some more useful shorthand

- Simultaneous assignment:

a, b, c = 10, 20, 30

```
a = b  
b = a  
c = c * 2
```

# Some more useful shorthand

- Simultaneous assignment:

```
a, b, c = 10, 20, 30
```

- Swapping variables:

```
a = b
```

```
b = a
```

```
c = c * 2
```

# Some more useful shorthand

- Simultaneous assignment:

```
a, b, c = 10, 20, 30
```

- Swapping variables:

```
a, b = b, a  
c = c * 2
```

# Quick exercise: unit conversion

- Find a partner, and write a program that asks the user to **input()** a number representing a file size in **Kb**
- Store the user input in an appropriate **variable**
- Calculate the equivalent size in **bits, bytes, Mb, and Gb**:
  - **1 byte = 8 bits**
  - **1 Kb = 1024 bytes**
  - **1 Mb = 1024 Kb**
  - **1 Gb = 1024 Mb**
- **print()** the **converted sizes** to the screen (ascending)
- Want a **challenge**? See if you can print the **units** beside each of the values (try the **str()** method)

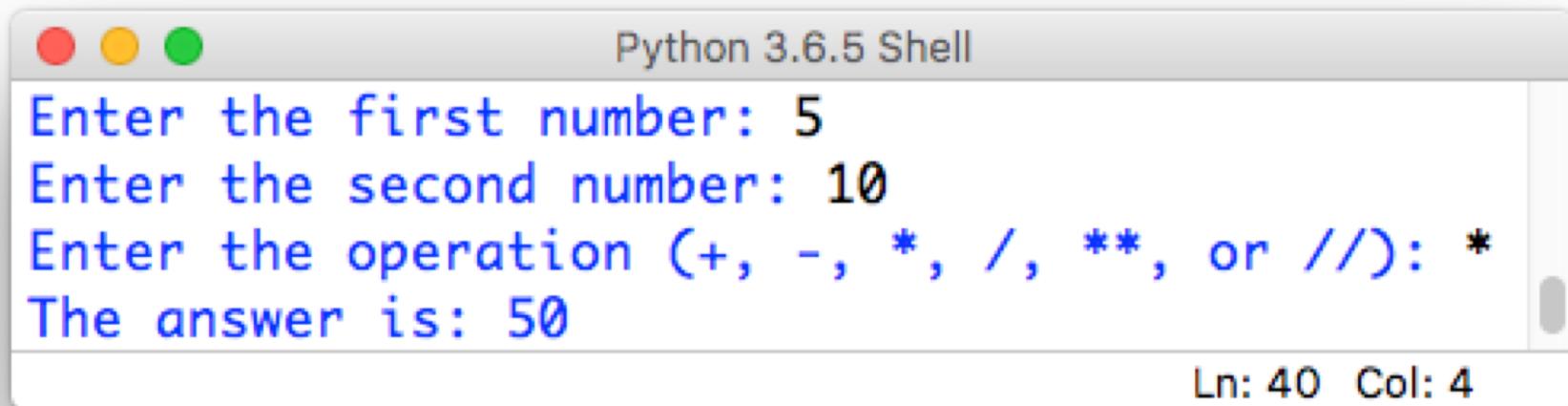
# Discussion

What did you come up with?



# Assignment #2: clunky calculator

- In this assignment, you will write a short python program that simulates **basic calculator functionality**.
- The user interface of your calculator should ask the user to input **two numbers**, and then a **string** indicating which mathematical operation to perform. For example:



The screenshot shows a window titled "Python 3.6.5 Shell". The window has three colored window control buttons (red, yellow, green) at the top left. The main area contains the following text, which is blue and appears to be user input:

```
Enter the first number: 5
Enter the second number: 10
Enter the operation (+, -, *, /, **, or //): *
The answer is: 50
```

At the bottom right of the window, it says "Ln: 40 Col: 4".

# Assignment #2: clunky calculator

- Your calculator should support **add**, **subtract**, **multiply**, **divide** and **power** (exponentiation) operations.
  - Optional: support **integer division** with a remainder.
  - Your calculator should be able to handle both **integers** and **floats**.
- It's important that your **input goes in the prescribed order**, and your **output is formatted like the example**
  - there are ~100 of you, and just me and Pritish to grade
- **Note:** your ability to do this assignment will build as we learn things in lecture and lab this week. Remember: S<sup>4</sup>!
- Submit your **calculator.py** on Moodle by **11:55pm on Sunday**