

Coding in Python

Python Basics - Part 1

IDPO 2910 Group 5

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THE HONG KONG
UNIVERSITY OF SCIENCE
AND TECHNOLOGY

What is Python?

Did you know? Python was made by someone who was bored.
It's a language designed to be almost as understandable as English.
You will be using Python 3. Why?



This is the logo of Python.

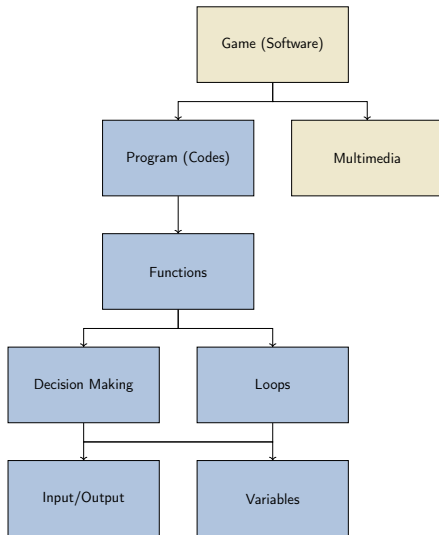
What is Python?

Did you know? Python was made by someone who was bored.
It's a language designed to be almost as understandable as English.
You will be using Python 3. Why? Because Python 1 and 2 are dead.

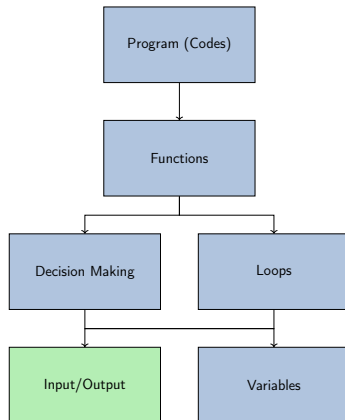


This is the logo of Python.

World of Game Coding



Contents



The first thing in Python - print() function

```
print("This is the print function.")
```

The first thing in Python - print() function

print() is a function that lets you print something, also known as text output.

```
print("Word") # This prints the word "Word".
```

Output:

```
>>> print("Word")
```

Word

```
>>> print("Haha hehe")
```

Haha hehe

input() function

We know how to output strings, what about input?

```
input("This is the input function.")
```


input() function

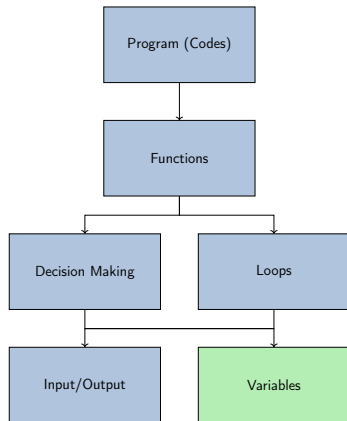
`input()` is a function that outputs a prompt and lets the user enter something.

```
>>> input("Enter a number: ")  
Enter a number: 5
```

Simply inputting doesn't do anything, but we can print it.

```
>>> print(input("Enter a number: "))  
Enter a number: 100  
100
```

Contents



Imagine you borrow a box from the computer.



Imagine you borrow a box from the computer.



Give it a name and a value, you can now recall this value with the name!

Variables

The code usually goes:

```
variable_name = data
```

This means whatever data is, it is now stored in a variable with name `variable_name`.

Some basic variable types:

```
a = 5
```

Variables

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a = 5          # This is an integer (int) stored in a
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The code usually goes:

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This means whatever data is, it is now stored in a variable with name variable_name.

Some basic variable types:

```
a = 5          # This is an integer (int) stored in a  
b = True
```

Variables

The code usually goes:

```
variable_name = data
```

This means whatever data is, it is now stored in a variable with name variable_name.

Some basic variable types:

```
a = 5          # This is an integer (int) stored in a
b = True       # This is a boolean (bool) stored in b
```


Variables

The code usually goes:

```
variable_name = data
```

This means whatever data is, it is now stored in a variable with name variable_name.

Some basic variable types:

```
a = 5          # This is an integer (int) stored in a
b = True       # This is a boolean (bool) stored in b
c = 3.2
```

Variables

The code usually goes:

```
variable_name = data
```

This means whatever data is, it is now stored in a variable with name `variable_name`.

Some basic variable types:

```
a = 5          # This is an integer (int) stored in a
b = True       # This is a boolean (bool) stored in b
c = 3.2        # This is a float (float) stored in c
```

Variables

The code usually goes:

```
variable_name = data
```

This means whatever data is, it is now stored in a variable with name variable_name.

Some basic variable types:

```
a = 5          # This is an integer (int) stored in a
b = True       # This is a boolean (bool) stored in b
c = 3.2        # This is a float (float) stored in c
d = "abc"
```

Variables

The code usually goes:

```
variable_name = data
```

This means whatever data is, it is now stored in a variable with name variable_name.

Some basic variable types:

```
a = 5          # This is an integer (int) stored in a
b = True       # This is a boolean (bool) stored in b
c = 3.2        # This is a float (float) stored in c
d = "abc"      # This is a string (str) stored in d
```

Variables

The code usually goes:

```
variable_name = data
```

This means whatever data is, it is now stored in a variable with name variable_name.

Some basic variable types:

```
a = 5           # This is an integer (int) stored in a
b = True        # This is a boolean (bool) stored in b
c = 3.2         # This is a float (float) stored in c
d = "abc"       # This is a string (str) stored in d
e = 'abc'
```

Variables

The code usually goes:

```
variable_name = data
```

This means whatever data is, it is now stored in a variable with name variable_name.

Some basic variable types:

```
a = 5          # This is an integer (int) stored in a
b = True       # This is a boolean (bool) stored in b
c = 3.2        # This is a float (float) stored in c
d = "abc"      # This is a string (str) stored in d
e = 'abc'      # This is also a string stored in e
```

What are integers?

Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

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```
a = 5
```

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```
a = 5          # Valid
```

Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5          # Valid  
b = 12
```

Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5          # Valid
```

```
b = 12         # Valid
```

Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5          # Valid  
b = 12         # Valid  
c = 69420
```

Variables - Integers

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Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5          # Valid  
b = 12         # Valid  
c = 69420      # Valid
```

Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5          # Valid
b = 12         # Valid
c = 69420      # Valid
d = -1984
```

Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5          # Valid
b = 12         # Valid
c = 69420      # Valid
d = -1984      # Valid
```


Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5          # Valid
b = 12         # Valid
c = 69420      # Valid
d = -1984      # Valid
e = 32.5
```

Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5          # Valid
b = 12         # Valid
c = 69420      # Valid
d = -1984      # Valid
e = 32.5       # This would become a float instead
```

Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5          # Valid
b = 12         # Valid
c = 69420      # Valid
d = -1984      # Valid
e = 32.5       # This would become a float instead
f = '5'
```

Variables - Integers

What are integers?

Integers are just like what you've learnt in Maths, numbers without decimal points.

```
a = 5           # Valid
b = 12          # Valid
c = 69420       # Valid
d = -1984       # Valid
e = 32.5        # This would become a float instead
f = '5'         # This would become a string instead
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3
```

```
b = 80 - 52
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3  
b = 80 - 52  # b stores the integer 28
```


Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3  
b = 80 - 52  # b stores the integer 28  
c = 69 * -2
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3
b = 80 - 52  # b stores the integer 28
c = 69 * -2  # c stores the integer -138
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3
b = 80 - 52  # b stores the integer 28
c = 69 * -2  # c stores the integer -138
d = 6 / 4
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3
b = 80 - 52  # b stores the integer 28
c = 69 * -2  # c stores the integer -138
d = 6 / 4    # d stores the float 1.5
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3
b = 80 - 52  # b stores the integer 28
c = 69 * -2  # c stores the integer -138
d = 6 / 4    # d stores the float 1.5
e = 18 / 2
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3
b = 80 - 52  # b stores the integer 28
c = 69 * -2  # c stores the integer -138
d = 6 / 4    # d stores the float 1.5
e = 18 / 2   # e stores the float 9.0
```

Variables - Integer Arithmetic Operations

You can do normal operations on integers:

```
a = 1 + 2    # a stores the integer 3
b = 80 - 52  # b stores the integer 28
c = 69 * -2  # c stores the integer -138
d = 6 / 4    # d stores the float 1.5
e = 18 / 2   # e stores the float 9.0
```

Division in Python

Whether a number can be precisely divided or not, division returns a float.

Variables - Integer Arithmetic Operations

Operations with variables:

```
a = 100
```

```
b = 12
```


Variables - Integer Arithmetic Operations

Operations with variables:

```
a = 100
```

```
b = 12
```

```
c = a + b
```

Variables - Integer Arithmetic Operations

Operations with variables:

```
a = 100
```

```
b = 12
```

```
c = a + b    # c stores the integer 112
```

Variables - Integer Arithmetic Operations

Operations with variables:

```
a = 100
```

```
b = 12
```

```
c = a + b    # c stores the integer 112
```

```
d = b - a
```

Variables - Integer Arithmetic Operations

Operations with variables:

```
a = 100
```

```
b = 12
```

```
c = a + b    # c stores the integer 112
```

```
d = b - a    # d stores the integer -88
```

Variables - Integer Arithmetic Operations

Operations with variables:

```
a = 100
```

```
b = 12
```

```
c = a + b    # c stores the integer 112
```

```
d = b - a    # d stores the integer -88
```

```
e = a * -b
```

Variables - Integer Arithmetic Operations

Operations with variables:

```
a = 100
```

```
b = 12
```

```
c = a + b    # c stores the integer 112
```

```
d = b - a    # d stores the integer -88
```

```
e = a * -b    # e stores the integer -1200
```

Variables - Integer Arithmetic Operations

Operations with variables:

```
a = 100
```

```
b = 12
```

```
c = a + b    # c stores the integer 112
```

```
d = b - a    # d stores the integer -88
```

```
e = a * -b    # e stores the integer -1200
```

```
f = a / b
```

Variables - Integer Arithmetic Operations

Operations with variables:

```
a = 100
```

```
b = 12
```

```
c = a + b    # c stores the integer 112
```

```
d = b - a    # d stores the integer -88
```

```
e = a * -b    # e stores the integer -1200
```

```
f = a / b     # f stores the float 8.333333333333334
```


Variables - Integer Arithmetic Operations

Then how do we get an integer output?

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```
a = 100
```

```
b = 12
```

Variables - Integer Arithmetic Operations

Then how do we get an integer output?

```
a = 100
```

```
b = 12
```

```
c = a // b
```

Variables - Integer Arithmetic Operations

Then how do we get an integer output?

```
a = 100
```

```
b = 12
```

```
c = a // b # c stores the integer 8
```

Variables - Integer Arithmetic Operations

Then how do we get an integer output?

```
a = 100
```

```
b = 12
```

```
c = a // b  # c stores the integer 8  
            # // operator takes the closest and smaller  
            # integer from the division operation
```

Variables - Integer Arithmetic Operations

Then how do we get an integer output?

```
a = 100
```

```
b = 12
```

```
c = a // b  # c stores the integer 8  
            # // operator takes the closest and smaller  
            # integer from the division operation
```

```
d = a % b
```

Variables - Integer Arithmetic Operations

Then how do we get an integer output?

```
a = 100
```

```
b = 12
```

```
c = a // b    # c stores the integer 8  
              # // operator takes the closest and smaller  
              # integer from the division operation
```

```
d = a % b     # d stores the integer 4
```

Variables - Integer Arithmetic Operations

Then how do we get an integer output?

```
a = 100
```

```
b = 12
```

```
c = a // b  # c stores the integer 8  
            # // operator takes the closest and smaller  
            # integer from the division operation  
d = a % b    # d stores the integer 4  
            # % operator takes the remainder of a  
            # division operation
```


Variables - Integer Arithmetic Operations

Also, the power (exponent) operation:

```
a = 2
```

```
b = 5
```

Variables - Integer Arithmetic Operations

Also, the power (exponent) operation:

```
a = 2
```

```
b = 5
```

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

Variables - Integer Arithmetic Operations

Also, the power (exponent) operation:

```
a = 2
```

```
b = 5
```

```
c = a ** b  # c stores the integer 32  
            # ** operator means power
```

What are floats?

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Variables - Floats

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Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2
```

Variables - Floats

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Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
```

```
b = 3.0
```


Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
```

```
b = 3.0      # b stores the float 3.0
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
b = 3.0      # b stores the float 3.0
c = a + b
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
b = 3.0      # b stores the float 3.0
c = a + b    # c stores the float 3.2
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
b = 3.0      # b stores the float 3.0
c = a + b    # c stores the float 3.2
d = b / a
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
b = 3.0      # b stores the float 3.0
c = a + b    # c stores the float 3.2
d = b / a    # d stores the float 15.0
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
b = 3.0      # b stores the float 3.0
c = a + b    # c stores the float 3.2
d = b / a    # d stores the float 15.0
e = a ** b
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
b = 3.0      # b stores the float 3.0
c = a + b    # c stores the float 3.2
d = b / a    # d stores the float 15.0
e = a ** b   # e stores the float 0.0080000000000000002
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

Arithmetic operators we learnt can be applied as well.

```
a = 0.2      # a stores the float 0.2
b = 3.0      # b stores the float 3.0
c = a + b    # c stores the float 3.2
d = b / a    # d stores the float 15.0
e = a ** b   # e stores the float 0.0080000000000000002
```

Inaccuracies

Inaccuracies happen with decimals in Python. Be careful when dealing with floats.

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

We learnt about arithmetic operators: `+`, `-`, `*`, `/`, `//`, `%`, `**`

All of them, except `//` and `%` can be applied to floats.

```
a = 0.2      # a stores the float 0.2
```

```
b = 3        # b stores the integer 3
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

We learnt about arithmetic operators: +, -, *, /, //, %, **

All of them, except // and % can be applied to floats.

```
a = 0.2      # a stores the float 0.2
b = 3        # b stores the integer 3
c = a + b    # c stores the float 3.2
d = b / a    # d stores the float 15.0
e = a ** b   # e stores the float 0.0080000000000000002
```

Variables - Floats

What are floats?

Floats are numbers with decimal point(s).

We learnt about arithmetic operators: +, -, *, /, //, %, **

All of them, except // and % can be applied to floats.

```
a = 0.2      # a stores the float 0.2
b = 3        # b stores the integer 3
c = a + b    # c stores the float 3.2
d = b / a    # d stores the float 15.0
e = a ** b   # e stores the float 0.0080000000000000002
```

Arithmetic operations between int and float

Arithmetic operations between integers and floats converts the integer into a float first before operating.

Variables - Boolean values

What are boolean values?

Variables - Boolean values

What are boolean values?

There are only 2 boolean values in existence: `True` and `False`.

Variables - Boolean values

What are boolean values?

There are only 2 boolean values in existence: True and False.

```
a = True
```

```
b = False
```

Variables - Boolean values

What are boolean values?

There are only 2 boolean values in existence: True and False.

```
a = True
```

```
b = False
```

That's it.

What are strings?

Variables - Strings

What are strings?

```
a = "word"
```

Variables - Strings

What are strings?

```
a = "word"  # a stores the string "word"
```

Variables - Strings

What are strings?

```
a = "word"  # a stores the string "word"  
b = 'word2'
```

Variables - Strings

What are strings?

```
a = "word" # a stores the string "word"  
b = 'word2' # b stores the string "word2"
```

Variables - Strings

What are strings?

```
a = "word" # a stores the string "word"  
b = 'word2' # b stores the string "word2"  
c = '5.20'
```

Variables - Strings

What are strings?

```
a = "word" # a stores the string "word"  
b = 'word2' # b stores the string "word2"  
c = '5.20' # c stores the string "5.20"
```

Variables - Strings

What are strings?

```
a = "word"    # a stores the string "word"  
b = 'word2'   # b stores the string "word2"  
c = '5.20'    # c stores the string "5.20"  
d = 'abc'
```

Variables - Strings

What are strings?

```
a = "word"    # a stores the string "word"
b = 'word2'   # b stores the string "word2"
c = '5.20'    # c stores the string "5.20"
d = 'abc"     # error
```


Variables - Strings

What are strings?

```
a = "word"    # a stores the string "word"
b = 'word2'   # b stores the string "word2"
c = '5.20'    # c stores the string "5.20"
d = 'abc"     # error
```

Quotes

In Python you must use corresponding quotation marks for strings.

Variables - Strings

How do I put the symbols ' and " into a string?

Variables - Strings

How do I put the symbols ' and " into a string?
For ":

Variables - Strings

How do I put the symbols ' and " into a string?

For ":

```
a = "word\" # a stores the string "word"
```

Variables - Strings

How do I put the symbols ' and " into a string?

For ":

```
a = "word\" # a stores the string "word"  
b = 'word'  # b stores the same string as a
```

Variables - Strings

How do I put the symbols ' and " into a string?

For ":

```
a = "word\" # a stores the string "word"  
b = 'word"' # b stores the same string as a
```

Same goes for single quotes ':

```
a = 'word\'' # a stores the string "word"  
b = "word'" # b stores the same string as a
```

Variables - Strings

There are additional symbols in strings.

```
a = "word\n" # \n represents the newline character  
b = "word\t" # \t represents the tab character
```

Variables - Strings

```
a = "haha"  
b = "hehe"  
c = a + b
```


Variables - Strings

```
a = "haha"  
b = "hehe"  
c = a + b      # c stores the string "hahahehe"
```

Variables - Strings

```
a = "haha"  
b = "hehe"  
c = a + b    # c stores the string "hahahehe"
```

Concatenation of strings

You can concatenate (add) strings together with the addition symbol.

Type conversion

You can convert between types with their type names in Python.

Data Type	Command
Integer	<code>int()</code>
Float	<code>float()</code>
String	<code>str()</code>
Boolean	<code>bool()</code>

Focus

We will focus on `int()` today as it will be needed in your game.

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int  
print(int(a))
```

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int  
print(int(a))  # 10
```

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int
print(int(a))   # 10
                # Nothing occurs
```

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int
print(int(a))   # 10
                # Nothing occurs
```

```
b = 3.7         # float
print(int(b))
```

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int
print(int(a))   # 10
                # Nothing occurs
```

```
b = 3.7         # float
print(int(b))   # 3
```


Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int
print(int(a))   # 10
                # Nothing occurs
```

```
b = 3.7         # float
print(int(b))   # 3
                # Discards values to the right of
                # the decimal point
```

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int
print(int(a))   # 10
                # Nothing occurs
```

```
b = 3.7         # float
print(int(b))   # 3
                # Discards values to the right of
                # the decimal point
```

```
c = True        # boolean
print(int(c))
```

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int
print(int(a))   # 10
                # Nothing occurs
```

```
b = 3.7         # float
print(int(b))   # 3
                # Discards values to the right of
                # the decimal point
```

```
c = True       # boolean
print(int(c))   # 1
```

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int
print(int(a))   # 10
                # Nothing occurs

b = 3.7          # float
print(int(b))   # 3
                # Discards values to the right of
                # the decimal point

c = True         # boolean
print(int(c))   # 1

d = False        # boolean
print(int(d))
```

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int
print(int(a))   # 10
                # Nothing occurs
```

```
b = 3.7         # float
print(int(b))   # 3
                # Discards values to the right of
                # the decimal point
```

```
c = True        # boolean
print(int(c))   # 1
```

```
d = False       # boolean
print(int(d))   # 0
```

Conversion with `int()`

`int()` tries to convert a variable into an integer.

```
a = 10          # int
print(int(a))   # 10
                # Nothing occurs

b = 3.7          # float
print(int(b))   # 3
                # Discards values to the right of
                # the decimal point

c = True         # boolean
print(int(c))   # 1

d = False        # boolean
print(int(d))   # 0
                # For boolean: 0 if False, True otherwise
```

Conversion with `int()`

```
i = "123abc" # string  
print(int(i))
```

Conversion with `int()`

```
i = "123abc" # string  
print(int(i)) # Error
```


Conversion with int()

```
i = "123abc" # string  
print(int(i)) # Error
```

```
j = "123" # string with ONLY numbers  
print(int(j))
```

Conversion with int()

```
i = "123abc" # string  
print(int(i)) # Error
```

```
j = "123" # string with ONLY numbers  
print(int(j)) # 123
```

Conversion with int()

```
i = "123abc" # string  
print(int(i)) # Error
```

```
j = "123" # string with ONLY numbers  
print(int(j)) # 123  
# Only integers in strings would be  
# successfully converted
```

Conversion with int()

```
i = "123abc" # string  
print(int(i)) # Error
```

```
j = "123" # string with ONLY numbers  
print(int(j)) # 123  
# Only integers in strings would be  
# successfully converted
```

```
k = "123.123" # string with ONLY numbers, but with  
# a number that represents a float  
print(int(k))
```

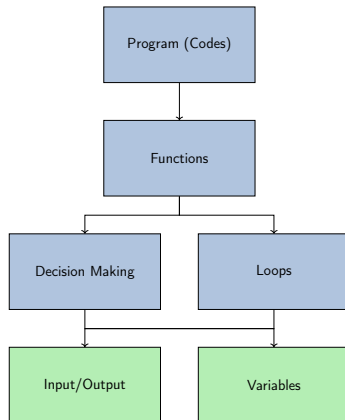
Conversion with int()

```
i = "123abc" # string  
print(int(i)) # Error
```

```
j = "123" # string with ONLY numbers  
print(int(j)) # 123  
# Only integers in strings would be  
# successfully converted
```

```
k = "123.123" # string with ONLY numbers, but with  
# a number that represents a float  
print(int(k)) # Error
```

Contents



Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5  
print(a)
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
```

```
print(a)          # 5
```


Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
```

```
print(a)          # 5
```

```
b = "haha"
```

```
print(b)          # haha
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + 2)
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + 2)      # 7
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + 2)      # 7
print(b + "a")
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + 2)      # 7
print(b + "a")    # hahaa
```

Variables in output - Revisiting the print() function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + 2)      # 7
print(b + "a")    # hahaa
print(a, b)
```

Variables in output - Revisiting the print() function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + 2)      # 7
print(b + "a")    # hahaa
print(a, b)       # 5 haha
```


Variables in output - Revisiting the print() function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + 2)      # 7
print(b + "a")    # hahaa
print(a, b)       # 5 haha
print(b, b)
```

Variables in output - Revisiting the print() function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + 2)      # 7
print(b + "a")    # hahaa
print(a, b)       # 5 haha
print(b, b)       # haha haha
```

Variables in output - Revisiting the print() function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + 2)      # 7
print(b + "a")    # hahaa
print(a, b)       # 5 haha
print(b, b)       # haha haha
```

The comma

Using , in print() would add a space in between the 2 items.

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
```

```
print(a)          # 5
```

```
b = "haha"
```

```
print(b)          # haha
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + "5")
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
```

```
print(a)          # 5
```

```
b = "haha"
```

```
print(b)          # haha
```

```
print(a + "5")    # error
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + "5")    # error
print(b + 2)
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
```

```
print(a)          # 5
```

```
b = "haha"
```

```
print(b)          # haha
```

```
print(a + "5")    # error
```

```
print(b + 2)      # error
```


Variables in output - Revisiting the print() function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + "5")    # error
print(b + 2)      # error
print(a + b)
```

Variables in output - Revisiting the print() function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + "5")    # error
print(b + 2)      # error
print(a + b)      # error
```

Variables in output - Revisiting the print() function

How do we print variables?

```
a = 5
print(a)          # 5
b = "haha"
print(b)          # haha
print(a + "5")    # error
print(b + 2)      # error
print(a + b)      # error
```

Addition

You cannot use addition to print things of incompatible types.

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
```

```
b = 32
```

```
c = 32.0
```

```
print(a * b)      # 160
```

```
print(a * c)      # 160.0
```

Variables in output - Revisiting the `print()` function

How do we print variables?

```
a = 5
```

```
b = 32
```

```
c = 32.0
```

```
print(a * b)      # 160
```

```
print(a * c)      # 160.0
```

Takeaway

`print()` function evaluates the expression inside the brackets first before actually printing.

More on print() function

In Python, the `print()` function automatically adds a new line after execution. We, however, can stop that.

The `end=` tag allows us to define the character added when `print()` is executed.

```
print(5, end="")  
print(4)  
print("a", end="abc")  
print("d", end=" ")  
print("e")
```

More on print() function

In Python, the `print()` function automatically adds a new line after execution. We, however, can stop that.

The `end=` tag allows us to define the character added when `print()` is executed.

```
print(5, end="")  
print(4)  
print("a", end="abc")  
print("d", end=" ")  
print("e")
```

What is the output?

More on print() function

In Python, the `print()` function automatically adds a new line after execution. We, however, can stop that.

The `end=` tag allows us to define the character added when `print()` is executed.

```
print(5, end="")  
print(4)  
print("a", end="abc")  
print("d", end=" ")  
print("e")  
# What is the output?  
# Output: 54  
#          aabcd e
```

End of line

Remember to include a new line `\n` in the last line of a printed string. Else it may mess up the future outputs from other lines of the code or the computer terminal.

More on `print()` function

We mentioned that whenever `,` is used in `print()`, the items would be separated by a space.

This can actually be changed using the `sep=` tag.

More on print() function

We mentioned that whenever `,` is used in `print()`, the items would be separated by a space.

This can actually be changed using the `sep=` tag.

```
>>> print("100", 100, end="\n3\n")
```

More on print() function

We mentioned that whenever , is used in print(), the items would be separated by a space.

This can actually be changed using the sep= tag.

```
>>> print("100", 100, end="\n3\n")
>>> 100 100
      3
```

More on print() function

We mentioned that whenever `,` is used in `print()`, the items would be separated by a space.

This can actually be changed using the `sep=` tag.

```
>>> print("100", 100, end="\n3\n")
```

```
>>> 100 100
```

```
3
```

```
>>> print("100", 100, sep="a", end="\n3\n")
```

More on print() function

We mentioned that whenever `,` is used in `print()`, the items would be separated by a space.

This can actually be changed using the `sep=` tag.

```
>>> print("100", 100, end="\n3\n")
```

```
>>> 100 100
```

```
3
```

```
>>> print("100", 100, sep="a", end="\n3\n")
```

```
>>> 100a100
```

```
3
```

More on print() function

Another example:

```
>>> a = 5  
>>> b = 10  
>>> print(a, b, a + b, end="20\n")
```

More on print() function

Another example:

```
>>> a = 5
>>> b = 10
>>> print(a, b, a + b, end="20\n")
>>> 5 10 1520
```

More on print() function

Another example:

```
>>> a = 5
>>> b = 10
>>> print(a, b, a + b, end="20\n")
>>> 5 10 1520
>>> print(a, b, a + b, sep="", end="20\n")
```


More on print() function

Another example:

```
>>> a = 5
>>> b = 10
>>> print(a, b, a + b, end="20\n")
>>> 5 10 1520
>>> print(a, b, a + b, sep="", end="20\n")
>>> 5101520
>>> print(a, b, a + b, end="20\n", sep="")
```

More on print() function

Another example:

```
>>> a = 5
>>> b = 10
>>> print(a, b, a + b, end="20\n")
>>> 5 10 1520
>>> print(a, b, a + b, sep="", end="20\n")
>>> 5101520
>>> print(a, b, a + b, end="20\n", sep="")
>>> 5101520
```

More on print() function

Another example:

```
>>> a = 5
>>> b = 10
>>> print(a, b, a + b, end="20\n")
>>> 5 10 1520
>>> print(a, b, a + b, sep="", end="20\n")
>>> 5101520
>>> print(a, b, a + b, end="20\n", sep="")
>>> 5101520
```

Command Parameters

As long as you mark `sep` and `end` clearly **and** after the things you want to print, the ordering doesn't matter!

Converting the type of an input

How do we convert the data type of variables?

```
>>> number = input("Enter your number: ")
```

```
Enter your number: 50
```

```
>>> print(number)
```

Converting the type of an input

How do we convert the data type of variables?

```
>>> number = input("Enter your number: ")
```

```
Enter your number: 50
```

```
>>> print(number)
```

```
50
```

Converting the type of an input

How do we convert the data type of variables?

```
>>> number = input("Enter your number: ")
```

```
Enter your number: 50
```

```
>>> print(number)
```

```
50
```

```
>>> print(number + 1000)
```

Converting the type of an input

How do we convert the data type of variables?

```
>>> number = input("Enter your number: ")
```

```
Enter your number: 50
```

```
>>> print(number)
```

```
50
```

```
>>> print(number + 1000) # Error occurs. Why?
```

Converting the type of an input

How do we convert the data type of variables?

```
>>> number = input("Enter your number: ")
```

```
Enter your number: 50
```

```
>>> print(number)
```

```
50
```

```
>>> print(number + 1000) # Error occurs. Why?
```

Explanation

number is a string type while 1000 is an integer.

Converting the type of an input

How do we convert the data type of variables?

```
>>> number = input("Enter your number: ")  
Enter your number: 50  
>>> print(number)
```

Converting the type of an input

How do we convert the data type of variables?

```
>>> number = input("Enter your number: ")
```

```
Enter your number: 50
```

```
>>> print(number)
```

```
50
```

Converting the type of an input

How do we convert the data type of variables?

```
>>> number = input("Enter your number: ")
```

```
Enter your number: 50
```

```
>>> print(number)
```

```
50
```

```
>>> print(int(number) + 1000)
```

Converting the type of an input

How do we convert the data type of variables?

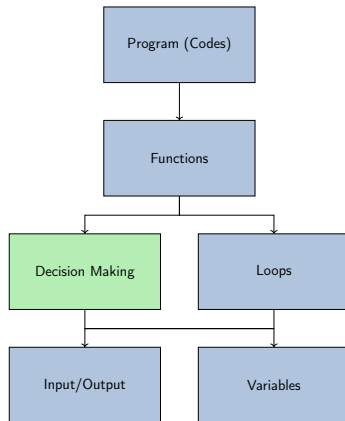
```
>>> number = input("Enter your number: ")
```

```
Enter your number: 50
```

```
>>> print(number)
```

```
50
```

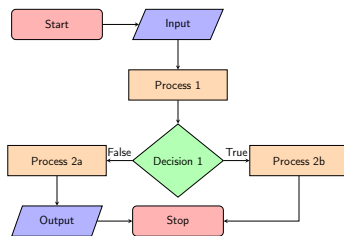
```
>>> print(int(number) + 1000) # 1050
```



What is decision making?

What is decision making?

We use condition(s) to decide whether some code should be run.



The if clause

```
a = 5 # a stores the integer 5
if a == 5:
    print("a stores 5.") # This line is activated

b = 10 # b stores the integer 10
if b == 5:
    print("b stores 5.") # This line is not activated
```

The if clause

If the condition is true, then the code under it is run.

The == operator

```
a = 5 # a stores the integer 5
if a == 5:
    print("a stores 5.") # This line is activated

b = 10 # b stores the integer 10
if b == 5:
    print("b stores 5.") # This line is not activated
```

The == operator

The operator == is used to compare 2 values. If the values on the both sides are the same, then it becomes **True**. It becomes **False** otherwise.

The if-else clause

```
a = 5 # a stores the integer 5
if a == 5:
    print("a stores 5.") # This line is activated
else:
    print("a does not store 5.")

b = 10 # b stores the integer 10
if b == 5:
    print("b stores 5.")
else:
    print("b does not store 5.") # This line is activated
```

The else statement

Code under the else statement is executed when the condition in if is not true.

The if-else clause

```
a = 5 # a stores the integer 5
if a == 5:
    print("a stores 5.") # This line is activated
else:
    print("a does not store 5.")

b = 10 # b stores the integer 10
if b == 5:
    print("b stores 5.")
else:
    print("b does not store 5.") # This line is activated
```

Indentation in Python

Indentation decides whether the code is under the if/else statements. It does not have to be 4 spaces, but they have to be **consistent**.

The if-elif-else clause

```
a = 5 # a stores the integer 5
if a == 5:
    print("a stores 5.") # This line is activated
elif a == 10:
    print("a stores 10.")
else:
    print("a does not store 5 or 10.")
```

The elif statement

The elif (stands for else-if) statement is a secondary if statement that is run if the previous if/elif condition(s) are not true.

The if-elif-else clause

```
a = 15 # a stores the integer 15
if a == 5:
    print("a stores 5.")
elif a == 10:
    print("a stores 10.")
elif a == 15:
    print("a stores 15") # This line is activated
else:
    print("a does not store 5, 10 or 15.")
```

Stacking the elif statement

The elif statement can be stacked on top of one another.

Comparison Operators

We've learnt that `==` means "equal to". What are some other operators?

Operator	Meaning
<code>==</code>	equal to
<code>></code>	larger than
<code>>=</code>	larger than or equal to
<code><</code>	smaller than
<code><=</code>	smaller than or equal to
<code>!=</code>	not equal to

Decision Making and Comparison Operators

```
a = 10 # a stores the integer 10
if a > 5:
    print("a is larger than 5")

if a >= 10:
    print("a is larger than or equal to 10")
```

In this example, both print() statements are activated.

Decision Making and Comparison Operators

```
a = 10 # a stores the integer 10
if a > 5:
    print("a is larger than 5")
elif a >= 10:
    print("a is larger than or equal to 10") # Not run
```


Decision Making and Comparison Operators

```
a = 10 # a stores the integer 10
if a > 5:
    print("a is larger than 5")
elif a >= 10:
    print("a is larger than or equal to 10") # Not run
```

In this example, only the first `print()` statements are activated.

if vs elif

If a condition is fulfilled, any `elif` clauses afterwards will not be considered.

Logic Operators - and

The and operator denotes whether the 2 conditions are fulfilled **at the same time**.

Example:

```
a = 10 # a stores the integer 10
if a > 5 and a < 9:
    print("a is between 5 and 9")
else:
    print("a is not between 5 and 9") # This line is run
```

Logic Operators - or

The or operator denotes whether **any** of the 2 conditions are fulfilled.

Example:

```
a = 10 # a stores the integer 10
if a < 5 or a > 9:
    print("a is not between 5 and 9") # This line is run
else:
    print("a is between 5 and 9")
```

Logic Operators - not

The not operator reverses the condition.

Example:

```
a = 10 # a stores the integer 10
if not a == 5: # Same as a != 5
    print("a is not 5") # This line is run
else:
    print("a is 5")
```

Multiple Logic Operators

```
a = 10 # a stores the integer 10
if not a % 2 != 0 or a == 1: # Same as a % 2 == 0 or a == 1
    print("a is even or equal to 1")
else:
    print("a is odd and not equal to 1")

b = 10 # b stores the integer 10
if b == 5 and not b % 2 != 0: # Impossible condition
    print("b is 5 and somehow even?")
else:
    print("else statement")
```

Multiple Logic Operator (out of control)

We can use multiple logic operators together, but what about the rules?

```
a = 10 # a stores the integer 10
if not a == 0 and a == 1 or a == 3 and a % 2 == 1:
    print("What is going on in the conditions?")
else:
    print("Else statement")
```

Multiple Logic Operator (out of control)

We add brackets () to make our conditions clear.

```
a = 10 # a stores the integer 10
if (not a == 0 and a == 1) or (a == 3 and a % 2 == 1):
    print("Now the conditions are clearer")
else:
    print("Else statement")
```

Multiple Logic Operator (out of control)

We add brackets () to make our conditions clear.

```
a = 10 # a stores the integer 10
if (not a == 0 and a == 1) or (a == 3 and a % 2 == 1):
    print("Now the conditions are clearer")
else:
    print("Else statement")
```

Reminder

If you ever use > 1 and/or operators, add brackets to keep track of what your conditions are.

Generating a random integer using random library

In Python, we can import libraries to help us with tasks. One of them is generating random numbers. The library/package `random` allows us to get a random number.

The `randint` function provided allows us to generate a random integer given a range.

```
import random
num = random.randint(1, 10) # generates a random number
                             # We passed 1 and 10 into randint,
                             # so the number can only be
                             # from 1 to 10
print(num) # prints the number
```

Generating a random integer using random library

Another example:

```
import random
min = 15
max = 30
print(random.randint(min, max)) # prints a random number
                                # from 15 to 30
```

Generating a random nuintegermber using random library

Another example with decision making:

```
import random
num = random.randint(1, 10)
if num < 5:
    print("The number is smaller than 5")
else:
    print("The number is larger than or equal to 5")
```

Summary

Variable types

There are 4 basic variable types: `int`, `bool`, `float` and `str`.

Arithmetic Operators

Some basic and commonly-used operators:

<code>+</code> :	add	<code>-</code> :	minus,
<code>*</code> :	multiply	<code>/</code> :	divide,
<code>//</code> :	quotient	<code>%</code> :	remainder,
<code>**</code> :	power		

Type Conversion

To convert between types, you can simply surround the target with brackets, and call the type.

`int -> int(); bool -> bool(); float -> float(); str -> str().`

Summary

The `print()` statement

```
print(*objects, sep=' ', end='\n', file=None, flush=False)
```

`*objects` - the things you want to print,

`sep` - the string that separates objects (when using commas),

`end` - the string to end the print statement with.

The other arguments can be ignored as they are rarely used.

The `input()` statement

```
input(prompt)
```

where `prompt` is quite literally what it means. It prints the output, then returns the value inputted as a string.

Summary

if, elif and else

if, elif and else clauses are used to decide whether some code should be executed. Whenever one is fulfilled, all others are ignored.

```
if condition1: # if condition1 is true
    # Do something, ignore all elif and else below

elif condition2: # if condition2 is true
    # Do something, ignore all elif and else below

elif condition3: # if condition3 is true
    # Do something, ignore all elif and else below

else: # if all the conditions above are false
    # Do something
```

Summary

The and logic operator

The and operator makes it so that both conditions have to be fulfilled in order for the code it is under to execute.

The or logic operator

The or operator makes it so that only 1 of the conditions have to be fulfilled in order for the code it is under to execute.

The not logic operator

The not operator reverses the condition it is attached to.

Multiple logic operators

One can chain multiple logic operators together, but to be safe add brackets () to make sure the condition works as intended.

Summary

```
random.randint()
```

```
random.randint(a, b)
```

`a` - the lower bound of your range

`b` - the upper bound of your range

This generates an integer `n` where $a \leq n \leq b$.

The end
Written in \LaTeX
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