HKUST Future-Ready Scholars Introduction to Game Programming using Python

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a = 1234b = 8888 a = 120b = 12

c = 1.2d = 112 a = "abc"
b = 'abc'
c = "abcd"
d = "abcd'

```
a = '5'
b = 5
```

c = "5"

```
a = 5 + 3
b = 4 * 2
c = -2 + 6
```

d = 7 - (-1)



```
1  a = 50
2  b = 3
3  print(a + b)
```

4 print("53")
5 print("5", "3")

```
x = input("Enter a phrase: ")
print(x)
Input: Hello!
```

```
x = input("Enter a phrase: ")
print(x, "F")
Input: ABCDE
```

```
import random
a = 5
b = 15
num = random.randint(a, b + 3)
print(num)
```

```
import random
num = random.randint(2, 5)
print(num)
```

```
a = SOME_INTEGER # Any integer
if ANSWER:
    print("TRUE")
else:
    print("FALSE")
```

not (a <= 0 or a > 100) # (1) not a <= 0 and not a > 100 # (2) not (a <= 0 and a > 100) # (3) not a <= 0 and a > 100 # (4)