HKUST Future-Ready Scholars Introduction to Game Programming using Python

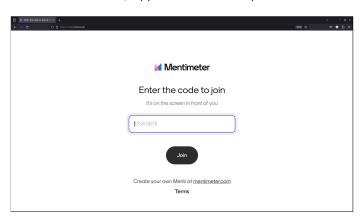
Part 1

20 April 2024



Introduction

Open a tab on your browser, then go to https://www.menti.com/



Number Guessing Game

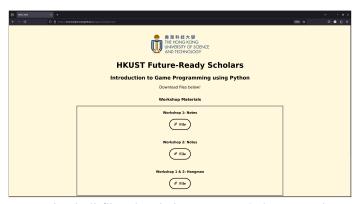
Let's play the number guessing game.

Google Colab

Set-up your Gmail account.

Then head to https://colab.research.google.com/

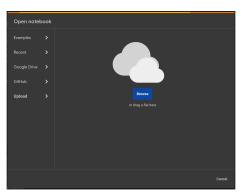
All materials today are at: https://bit.ly/ustidpo



Download all files that belong to Workshop 1 today.

Jupyter Notebook

Now upload your Jupyter Notebook file with **Files** → **Open Notebook**.



Upload the file Hangman.ipynb.

Using Jupyter Notebook

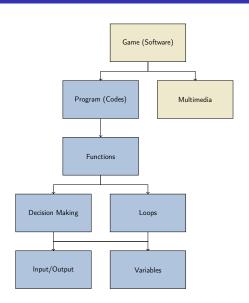
You can type your code in these blocks. We call these blocks code cells.



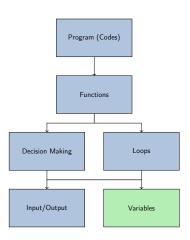
You can run a code cell with the button on the left.

```
print("Hello World!") # Prints "Hello World!"
```

World of Game Coding



Contents



Variables

Imagine you borrow a box from the computer.



Variables

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.

In these workshops we will only deal with integer numbers and strings. Integers: numbers WITHOUT decimal points.

String: Words/Letters surrounded by (single OR double) quotation marks.

```
box_a = 5  # Integer
box_b = -100  # Integer
box_c = "Some text" # String
box_d = 'Some more' # String
```

What are integers?

What are integers? Integers are just like what you've learnt in Maths, numbers without decimal points. Are the following valid?

a = 5

```
a = 5 # Valid
```

What are integers?

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

What are integers?

```
a = 5 # Valid

b = 12 # Valid
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000  # Valid
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000  # Valid
d = -1984
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000  # Valid
d = -1984  # Valid
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000  # Valid
d = -1984  # Valid
e = 32.5
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000 # Valid
d = -1984  # Valid
e = 32.5  # This is NOT an integer
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000 # Valid
d = -1984  # Valid
e = 32.5  # This is NOT an integer
f = 5.0
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000 # Valid
d = -1984  # Valid
e = 32.5  # This is NOT an integer
f = 5.0  # This is NOT an integer
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000 # Valid
d = -1984  # Valid
e = 32.5  # This is NOT an integer
f = 5.0  # This is NOT an integer
g = '5'
```

What are integers?

```
a = 5  # Valid
b = 12  # Valid
c = 1000000  # Valid
d = -1984  # Valid
e = 32.5  # This is NOT an integer
f = 5.0  # This is NOT an integer
g = '5'  # This would become a string instead
```

$$a = 1 + 2$$

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

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

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

b = 80 - 52 # b stores the integer 28
```

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

b = 80 - 52 # b stores the integer 28

c = 69 * -2
```

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

```
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
```

```
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 number 1.5
```

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 number 1.5
e = 18 / 2
```

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 number 1.5
e = 18 / 2 # e stores the number 9.0
```

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 number 1.5
e = 18 / 2 # e stores the number 9.0
```

Division in Python

Whether a number can be precisely divided or not, division does NOT return an integer. The way to turn it into an integer is in the additional content section.

Some more examples on operations, with variables:

a = 100

b = 12

Some more examples on operations, with variables:

```
a = 100
```

b = 12

c = a + b

```
a = 100
b = 12
c = a + b  # c stores the integer 112
```

```
a = 100
b = 12
c = a + b  # c stores the integer 112
d = b - a
```

```
a = 100
b = 12
c = a + b  # c stores the integer 112
d = b - a  # d stores the integer -88
```

```
a = 100
b = 12
c = a + b  # c stores the integer 112
d = b - a  # d stores the integer -88
e = a * -b
```

```
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
```

```
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
```

```
a = "word"
```

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

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

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

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

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

```
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"
```

```
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
```

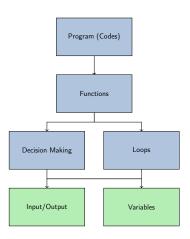
What are strings?

```
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.

Contents



The print() function

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

The print() function

print() is a function that lets you print something, also known as text output. What this means is whenever you want to put something on screen it has to be printed out.

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

Examples:

```
>>> print("Hello World")
Hello World
>>> print("Haha hehe")
Haha hehe
>>> print(5)
```

Printing multiple things

You can use a comma (,) to separate different things with a space.

```
>>> print("Alpha", "Beta", "Gamma")
Alpha Beta Gamma
>>> print("Haha", "hehe")
Haha hehe
>>> print(19, 91)
19 91
```

```
How do we print variables?

a = 5

print(a)
```

```
How do we print variables?

a = 5

print(a) # 5
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(b)
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(b)  # haha
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(b)  # haha
print(a + 2)
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(b)  # haha
print(a + 2)  # 7
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(b)  # haha
print(a + 2)  # 7
```

Calculation

We can calculate expressions inside the print() function.

```
How do we print variables?

a = 5

print(a)
```

```
How do we print variables?

a = 5

print(a) # 5
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(a, b)
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(a, b)  # 5 haha
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(a, b)  # 5 haha
print(b, b)
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(a, b)  # 5 haha
print(b, b)  # haha haha
```

```
How do we print variables?

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

The comma

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

input() function

```
We know how to output (print), 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
```

input() function

```
Another example:

>>> input("Enter something: ")
Enter something: I am in HKUST

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

>>> print(input("Enter a number: "))
Enter something: I am in HKUST

I am in HKUST
```

Generating a random integer using random library

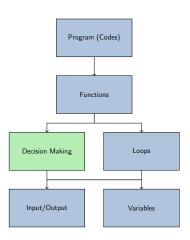
In Python, we can import libraries to help us with tasks. One of them is generating random numbers. The library/package random allows us to get a random number.

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

Generating a random integer using random library

Another example:

Contents



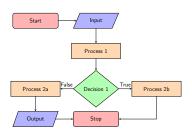
Decision Making

What is decision making?

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 we consider it as true, 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:
LILILI print ("a stores 5.") # This line is activated
else:
LILILI print ("a does not store 5.")
b = 10 # b stores the integer 10
if b == 5:
LILLIUprint("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
==	equal to
>	larger than
>=	larger than or equal to
<	smaller than
<=	smaller than or equal to
!=	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</pre>
```

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 == 0 or a == 1: # Same as a % 2 == 0 or a == 1
   print("a is 0 or 1")
else:
   print("a is not 0 or 1")
b = 10 # b stores the integer 10
if b == 5 and not b != 5: # Impossible condition
   print("b is 5 and somehow not 5?")
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 == 10:
    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 == 10):
    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 == 10):
    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.

Examples of valid integers

```
a = 5
```

b = 1000000

c = -1984

Examples of valid strings

```
a = "5"
```

b = "haha"

c = 'some words'

Arithmetic Operators

Some basic and commonly-used operators:

+: add -: minus,

*: multiply /: divide

The print() statement

print(*objects)

*objects - the things you want to print

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.

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 $a \le n \le b$.

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

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 is it 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.

The End Thank you!

Additional content

Here are some additional content that we didn't think we would have time to mention in the workshop.

Variable Types

There are other variable types other than integers and strings. Some basic variable types:

a = 5

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

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

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

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

```
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
```

```
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"
```

```
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
```

```
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'
```

```
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
```

$$a = 1 + 2$$

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

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

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

b = 80 - 52 # b stores the integer 28
```

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

b = 80 - 52 # b stores the integer 28

c = 69 * -2
```

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

b = 80 - 52 # b stores the integer 28

c = 69 * -2 # c stores the integer -138
```

```
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
```

```
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
```

```
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
```

```
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
```

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.

Operations with variables:

a = 100

b = 12

Operations with variables:

```
a = 100
```

b = 12

c = a + b

```
a = 100
b = 12
c = a + b # c stores the integer 112
```

```
a = 100
b = 12
c = a + b  # c stores the integer 112
d = b - a
```

```
a = 100
b = 12
c = a + b  # c stores the integer 112
d = b - a  # d stores the integer -88
```

```
a = 100
b = 12
c = a + b  # c stores the integer 112
d = b - a  # d stores the integer -88
e = a * -b
```

```
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
```

```
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
```

Then how do we get an integer output?

Then how do we get an integer output?

a = 100

b = 12

Then how do we get an integer output?

```
a = 100
b = 12
```

c = a // b

```
Then how do we get an integer output?
```

```
a = 100
b = 12
c = a // b # c stores the integer 8
```

```
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
```

```
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
```

```
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
```

```
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
```

Also, the power (exponent) operation:

a = 2

b = 5

Also, the power (exponent) operation:

```
a = 2
b = 5
```

```
Also, the power (exponent) operation:
```

```
a = 2
b = 5
c = a ** b # c stores the integer 32
# ** operator means power
```

What are floats?

What are floats? Floats are numbers with decimal points.

What are floats?

Floats are numbers with decimal points.

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

What are floats?

Floats are numbers with decimal points.

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

b = 3.0 # b stores the float 3.0

c = a + b
```

What are floats?

Floats are numbers with decimal points.

```
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
```

What are floats?

Floats are numbers with decimal points.

```
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
```

What are floats?

Floats are numbers with decimal points.

What are floats?

Floats are numbers with decimal points.

```
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
```

What are floats?

Floats are numbers with decimal points.

What are floats?

Floats are numbers with decimal points.

Arithmetic operators we learnt can be applied as well.

Inaccuracies

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

What happens when you combine floats and integers?

What happens when you combine floats and integers?

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

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

What happens when you combine floats and integers?

What happens when you combine floats and integers?

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

Example:

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

Example:

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

Example:

```
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.

How do I put the symbols $^{\mbox{\tiny I}}$ and $^{\mbox{\tiny II}}$ into a string?

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

```
How do I put the symbols ' and " into a string?
For ":
a = "word\"" # a stores the string "word""
```

```
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
```

```
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
```

There are additional symbols in strings.

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

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(b)  # haha
```

```
How do we print variables?

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

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(b)  # haha
print(a + "5") # error
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(b)  # haha
print(a + "5") # error
print(b + 2)
```

```
How do we print variables?
a = 5
print(a)  # 5
b = "haha"
print(b)  # haha
print(a + "5") # error
print(b + 2) # error
```

```
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)
```

```
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
```

```
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. int and float types are not incompatible because all int are converted to float if needed during operation.

```
How do we print variables?

a = 5

b = 32

c = 32.0

print(a * b) # 160

print(a * c) # 160.0
```

```
How do we print variables?
```

```
b = 32
c = 32.0
print(a * b) # 160
print(a * c) # 160.0
```

Takeaway

a = 5

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

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")
```

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?
```

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.

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

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

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

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

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

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

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

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

```
>>> print("100", 100, end="\n3\n")
>>> 100 100
3
>>> print("100", 100, sep="a", end="\n3\n")
>>> 100a100
3
```

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

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

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

```
>>> 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="")
```

```
>>> 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
```

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!

```
How do we convert the data type of variables?
>>> number = input("Enter your number: ")
Enter your number: 50
>>> print(number)
```

```
How do we convert the data type of variables?
>>> number = input("Enter your number: ")
Enter your number: 50
>>> print(number)
50
```

```
How do we convert the data type of variables?
>>> number = input("Enter your number: ")
Enter your number: 50
>>> print(number)
50
>>> print(number + 1000)
```

```
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?
```

```
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.

```
How do we convert the data type of variables?
>>> number = input("Enter your number: ")
Enter your number: 50
>>> print(number)
```

```
How do we convert the data type of variables?
>>> number = input("Enter your number: ")
Enter your number: 50
>>> print(number)
50
```

```
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)
```

```
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
```

Type conversion

input() returns the input as string. We need to convert the input to the suitable type when needed.

We use int() to convert something into an integer.

This will be useful.

Converting between types

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

Data Type	Command
Integer	int()
Float	float()
String	str()
Boolean	bool()

```
int() tries to convert a variable into an integer.
a = 10  # int
print(int(a))
```

int() tries to convert a variable into an integer.
a = 10 # 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))
```

```
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
```

```
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))
```

```
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
```

```
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
```

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

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

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

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

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

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

```
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))
```

```
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
```

```
The concepts of int() and float() are quite similar.

a = 10  # int

print(float(a))
```

```
The concepts of int() and float() are quite similar.
a = 10
                # int
print(float(a)) # 10.0
                # From int -> float
b = 3.7 # float
print(float(b)) # 3.7
                # Nothing happens
c = True
          # boolean
print(float(c))
```

```
The concepts of int() and float() are quite similar.
a = 10
             # int
print(float(a)) # 10.0
               # From int -> float
b = 3.7 # float
print(float(b)) # 3.7
               # Nothing happens
c = True
         # boolean
print(float(c)) # 1.0
```

```
The concepts of int() and float() are quite similar.
a = 10
        # int
print(float(a)) # 10.0
               # From int -> float
b = 3.7 # float
print(float(b)) # 3.7
               # Nothing happens
c = True
         # boolean
print(float(c)) # 1.0
d = False # boolean
print(float(d))
```

```
The concepts of int() and float() are quite similar.
a = 10
        # int
print(float(a)) # 10.0
               # From int -> float
b = 3.7 # float
print(float(b)) # 3.7
               # Nothing happens
c = True
        # boolean
print(float(c)) # 1.0
d = False # boolean
print(float(d)) # 0.0
```

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

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

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

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

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

j = "123"  # string with ONLY numbers
print(float(j)) # 123.0
```

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

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

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

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

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

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

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

b = 3.7  # float
print(str(b)) # 3.7

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

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

b = 3.7  # float
print(str(b)) # 3.7

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

```
a = 10 # int
print(str(a)) # 10
b = 3.7 # float
print(str(b)) # 3.7
c = True # boolean
print(str(c)) # True
d = False # boolean
print(str(d))
```

```
a = 10 # int
print(str(a)) # 10
b = 3.7 # float
print(str(b)) # 3.7
c = True # boolean
print(str(c)) # True
d = False # boolean
print(str(d)) # False
```

str()

```
e = "abcdef" # string
print(str(e))
```

str()

```
e = "abcdef" # string
print(str(e)) # abcdef
```

str()

April 2024

True and False values

Any integers or floats, if they are not zero, then bool() returns True, False otherwise.

```
a = 0
     # int
print(bool(a)) # False
             # 0 means False
b = 3.7 # float
print(bool(b)) # True
```

True and False values

Any integers or floats, if they are not zero, then bool() returns True, False otherwise.

```
# boolean
c = True
print(bool(c)) # True
d = False # boolean
print(bool(d)) # False
```

April 2024

True and False values

Any integers or floats, if they are not zero, then bool() returns True, False otherwise.

bool(), when applied to a string, checks whether it has content:

bool(), when applied to a string, checks whether it has content:

```
e = "abcdefg"
print(bool(e)) # True
f = "False"
print(bool(f)) # True
g = " tRuE "
print(bool(g)) # True
h = "0"
print(bool(h)) # True
i = ""
print(bool(i)) # False
```

Strings

If the string has a length > 0, then bool() returns True, False otherwise.

```
age = int(input("How old are you? "))
print("You are", age, "years old.")
```

```
age = int(input("How old are you? "))
print("You are", age, "years old.")
```

Running the program:

```
How old are you? 69
```

```
age = int(input("How old are you? "))
print("You are", age, "years old.")
```

Running the program:

```
How old are you? 69
You are 69 years old.
```

```
age = int(input("How old are you? "))
print("You are", age, "years old.")
```

Running the program:

```
How old are you? 69
You are 69 years old.
```

Invalid input

If the input does not contain *only* an integer, then the program would throw an error.

```
age = int(input("How old are you? "))
print("You are", age, "years old.")
```

Running the program with an invalid input:

```
How old are you? 69.420
```

```
age = int(input("How old are you? "))
print("You are", age, "years old.")

Running the program with an invalid input:

How old are you? 69.420

Traceback (most recent call last):
    File "<stdin>", line 1, in <module>
ValueError: invalid literal for int() with base 10: '69.420'
```

```
age = int(input("How old are you? "))
print("You are", age, "years old.")

Running the program with an invalid input:

How old are you? 69.420

Traceback (most recent call last):
```

ValueError: invalid literal for int() with base 10: '69.420'

Invalid input

This also applies to data types like boolean values and strings.

File "<stdin>", line 1, in <module>

Summary

Variable types

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

Arithmetic Operators

Some basic and commonly-used operators:

```
+: add -: minus,
```

- *: multiply /: divide,
- //: quotient %: remainder,
- **: power

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.

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().
```

End of Additional Contents Made in LATEX Last updated: 9 Apr 2024