

HKUST Future-Ready Scholars

Introduction to Game Programming using Python

4 May 2024



a = 1234

b = 8888

$$a = 120$$

$$b = 12$$

$$c = 1.2$$

$$d = 112$$

```
a = "abc"  
b = 'abc'  
c = "abcd"  
d = "abcd'
```

a = '5'

b = 5

c = "5"

$$a = 5 + 3$$

$$b = 4 * 2$$

$$c = -2 + 6$$

$$d = 7 - (-1)$$

```
print("I love", "HKUST.")
```

```
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)
```

```
x = 5
if x == 5:
    print("TRUE")
else:
    print("FALSE")
```

```
x = 10
```

```
if x * 2 != 10:
```

```
    print("FALSE")
```

```
else:
```

```
    print("TRUE")
```

```
num = 10
ans = 0
if num > 10:
    ans = 100
elif num == 10:
    ans = 200
else:
    ans = 300
```

```
num = 7
ans = 0
if num >= 7:
    ans = 100
elif num <= 7:
    ans = 200
elif num == 7:
    ans = 300
else:
    ans = 400
```



```
a = "abc"
if a == "abc" and a == "abcd":
    print("TRUE")
else:
    print("FALSE")
```

```
a = "abc"
if a == "abc" or a == "abcd":
    print("TRUE")
else:
    print("FALSE")
```

```
a = 5
if ((not a == 3) and a != 9) or a != 5:
    print(a, a+1)
else:
    print(a+1, a)
```

```
a = 5
```

```
if not not not not not not not not not not not not not a == 5:  
    print("TRUE")
```

```
else:  
    print("FALSE")
```

```
a = SOME_INTEGER # Any integer
```

```
if CONDITION:
```

```
    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)
```