

# Python Variables



# The 7 Basics of Computer Programming

Concept	Example from Math
1. Variables	$x = 5$ $hellothere = \text{"howdy"}$
2. Math & Logic	$5 * 7 + a - 3 / b \% 4$ $a \text{ is } 5 \text{ AND } x < 7 \text{ OR } degree \geq 98$
3. Input/Output (IO)	<code>print "Hello World"</code>
4. Conditionals	<code>if (x == f(x))</code> <b>then</b> <code>print "x is 0 or 1"</code> <b>else</b> <code>print "x is not 0 or 1"</code>
5. Loops	<code>foreach x in (array)</code> <code>print x</code>
6. Functions	$f(x) = x^2$
7. Lists	$array = 1:5$ $array = 1, 4, 7, 8, a, b, c, d$



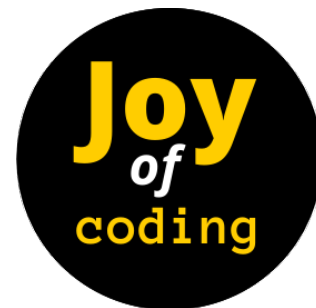
# Data Types

Numbers, Booleans, & Strings



# Numeric Primitive Types

Python Data Type	Description	Examples
<code>int</code>	Plain integers (32-bit precision)	-214, -2, 0, 2, 100
<code>float</code>	Real numbers	.001, -1.234, 1000.1, 0.00, 2.45
<code>complex</code>	Imaginary numbers (have real and imaginary part)	<code>1j * 1j</code> → <code>(-1+0j)</code>



# How big (or small/precise) can we get?

- Computer cannot represent all possible values
- Problem: memory has a **finite** capacity
  - The computer only has so much memory that it can devote to each value.
  - Eventually, reach a cut-off
    - Limits size of value
    - Limits precision of value

0	0	0	0	0	3	.	1	4	1	5	9	2	6	5
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

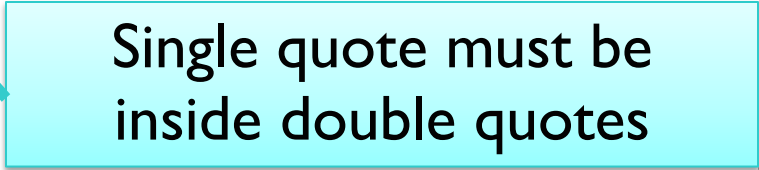
PI has more decimals,  
but we're out of space!

**Example:** in Python interpreter, `.1 + .1 + .1` yields `0.30000000000000004`.

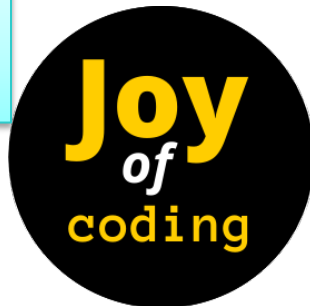
**Joy**  
of

# Strings: **str**

- Indicated by double quotes " " or single quotes ' '
- Treat what is in the " " or ' ' literally
  - Known as **string literals**
- Examples:
  - "Hello, world!"
  - 'c'
  - "That is Buddy's dog."

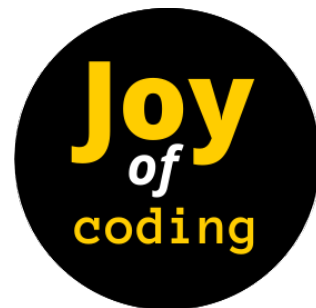


Single quote must be  
inside double quotes



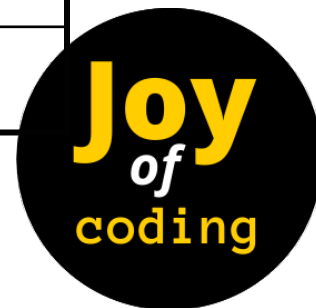
# Booleans: **bool**

- 2 values
  - True
  - False
- More on these when we discuss conditions



# What is the value's type?

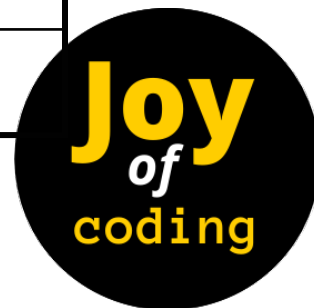
Value	Type
52	
-0.01	
5.0	
4+6j	
"3.7"	
4047583648	
True	
'false'	





# What is the value's type?

Value	Type
52	int
-0.01	float
5.0	float
4+6j	complex
"3.7"	str
4047583648	int
True	boolean
'false'	str

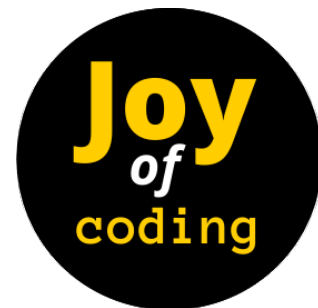


# Naming Variables



# Variable Names/Identifiers

- Variables save data/information
- Variables have names, called *identifiers*
- An identifier can be any one word that:
  - Consists of letters, numbers, or \_
  - Does not start with a number
  - Is not a Python reserved word
    - Examples: `for while def`
- Python is case-sensitive:
  - change isn't the same as Change



# Variable Name Conventions

- Variables start with lowercase letter
- Convention: Constants (values that won't change) are all capitals
- Example: Variable for the current year

- currentYear
- current\_year
- CURRENT\_YEAR

Naming doesn't matter to computer.  
Matters to humans

~~○ currentyear~~

Harder to read

~~○ current year~~

No spaces allowed



# Importance of Variable Naming

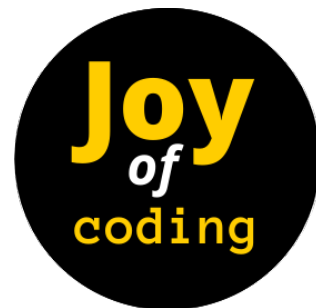
- Helps you remember what the variable represents
- Easier for others to understand your program
- Examples:

Info Represented	Good Variable Name
A person's first name	firstName, first_name
Radius of a circle	radius
If someone is employed or not	isEmployed

Variable names should be related to the values they store

# Variables

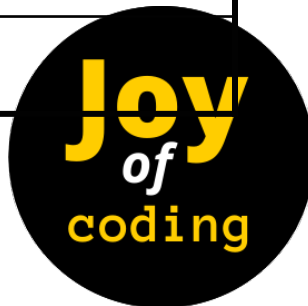
Putting it all together



# Modeling Information

What data type best represents the info?

Info Represented	Data Type	Variable Name
A person's salary		
Sales tax		
If item is taxable		
Course name		
Gender		
Graduation Year		

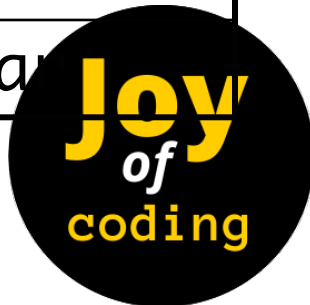


# Modeling Information

What data type best represents the info?

Info Represented	Data Type	Variable Name
A person's salary	Integer or float	salary
Sales tax	Float	salesTax
If item is taxable	Boolean	isTaxable
Course name	Str	course_name
Gender	Str, boolean	gender, isMale
Graduation Year	Int	gradYear

Just suggestions,  
Many other possible variable names



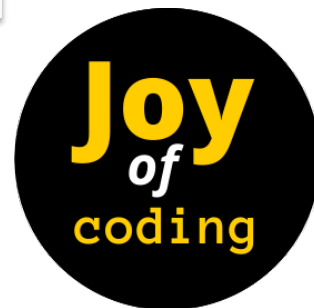


# Assignment Statements

- Variables can be given any value using =
  - Syntax: `<variable> = <expression>`
  - Semantics: `<variable>` is set to value of `<expression>`
- After a variable is set to a value, the variable is said to be *initialized*
- Examples:

```
month = 1  
impt_num = 4.5  
monthName = 'January'
```

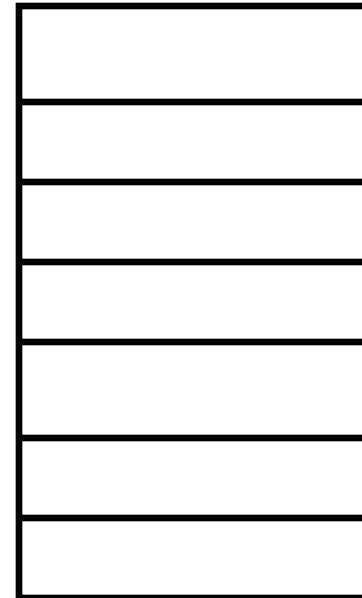
These are **not** equations!  
Read “=” as “is set to”



# Assignment Statements

```
x = 5  
y = x
```

Computer  
Memory



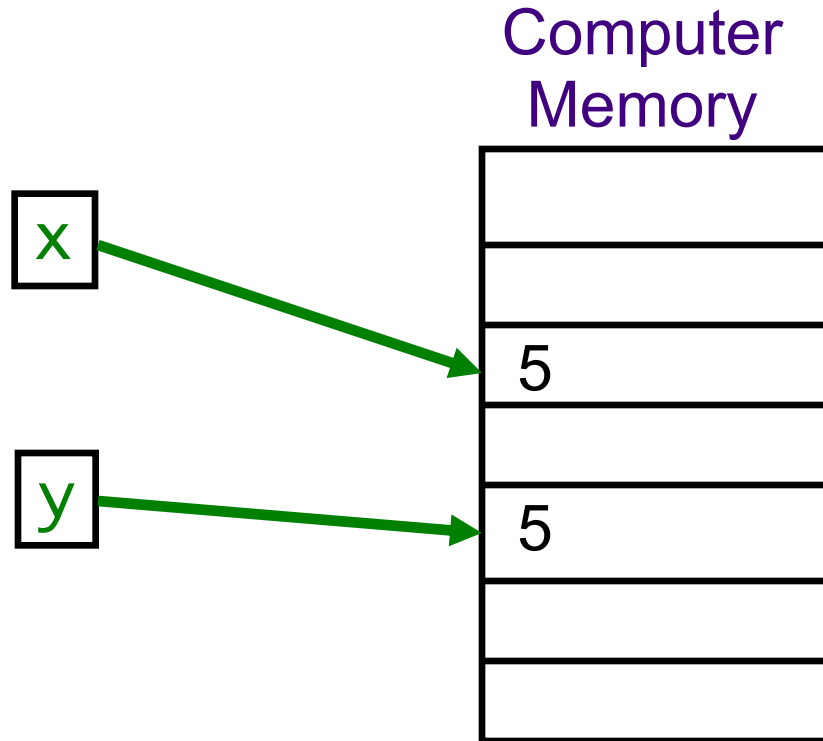
- Statements execute in order, from top to bottom
- Value of x does not change because of second assignment statement



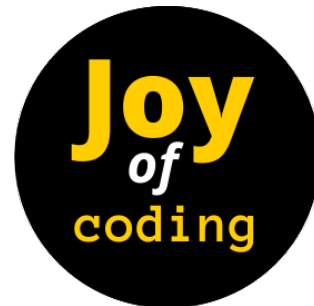
# Assignment Statements

```
x = 5  
y = x
```

Does a “lookup”  
in memory to find  
value of X

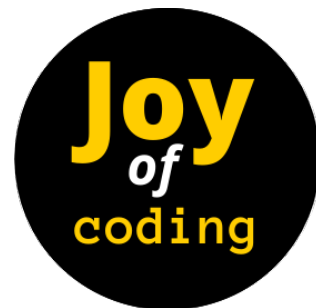


- Statements execute in order, from top to bottom
- Value of `x` does not change because of second assignment statement



# Variables: The Rules

- Only the variable(s) to **left** of the = for the current statement change
  - We'll usually only have one variable on the left
- **Initialize** a variable **before** using it on the right-hand side (rhs) of a statement



# Literals

- Pieces of data that are not variables are called ***literals***
- In other words, values you can see in programs
  - Variables point to literal values stored in memory
- Examples:
  - 4
  - 3.2
  - 'q'
  - "books"

