

Content Copyright by Pierian Data

Variable Assignment

Rules for variable names

- names can not start with a number
- names can not contain spaces, use _ intead
- names can not contain any of these symbols:

```
:'",<>/?|\!@#%^&*~-+
```

- it's considered best practice (PEP8) that names are lowercase with underscores
- avoid using Python built-in keywords like list and str
- avoid using the single characters 1 (lowercase letter el), 0 (uppercase letter oh) and 1 (uppercase letter eye) as they can be confused with 1 and 0

Dynamic Typing

Python uses *dynamic typing*, meaning you can reassign variables to different data types. This makes Python very flexible in assigning data types; it differs from other languages that are *statically typed*.

```
In [1]: my_dogs = 2
In [2]: my_dogs
Out[2]: 2
In [3]: my_dogs = ['Sammy', 'Frankie']
In [4]: my_dogs
Out[4]: ['Sammy', 'Frankie']
```

Pros and Cons of Dynamic Typing

Pros of Dynamic Typing

- very easy to work with
- faster development time

Cons of Dynamic Typing

- may result in unexpected bugs!
- you need to be aware of type()

Assigning Variables

Variable assignment follows name = object , where a single equals sign = is an assignment operator

```
In [5]: a = 5
In [6]: a
Out[6]: 5
Here we assigned the integer object 5 to the variable name a.
    Let's assign a to something else:
In [7]: a = 10
In [8]: a
Out[8]: 10
You can now use a in place of the number 10:
In [9]: a + a
Out[9]: 20
```

Reassigning Variables

```
Python lets you reassign variables with a reference to the same object.

In [10]: a = a + 10

In [11]: a

Out[11]: 20

There's actually a shortcut for this. Python lets you add, subtract, multiply and divide numbers with reassignment using | += , -= , *= , and /= .

In [12]: a += 10

In [13]: a

Out[13]: 30

In [14]: a *= 2

Loading [MathJax]/jax/output/CommonHTML/fonts/TeX/fontdata.js
```

Determining variable type with type()

You can check what type of object is assigned to a variable using Python's built-in type() function. Common data types include:

- int (for integer)
- float
- **str** (for string)
- list
- tuple
- dict (for dictionary)
- **bool** (for Boolean True/False)

```
In [16]:
            type(a)
            \quad \text{int} \quad
Out[16]:
In [17]:
            a = (1,2)
In [18]:
            type(a)
            tuple
Out[18]:
```

Simple Exercise

This shows how variables make calculations more readable and easier to follow.

```
my_income = 100
In [19]:
          tax_rate = 0.1
          my_taxes = my_income * tax_rate
In [20]:
         my_taxes
         10.0
Out[20]:
```

Great! You should now understand the basics of variable assignment and reassignment in Python. Up next, we'll learn about strings!