# **There are three numeric types in Python:**

# eg:

x = 1    # int

y = 2.8  # float

z = 1j   # complex. Python me complex number aisa hota hai jisme j lagta hai number ke sath.

**# To verify the type of any object in Python, use the type() function:**

print(type(x))

print(type(y))

print(type(z))

**# Int**

**# Int, or integer, is a whole number, positive or negative, without decimals, of unlimited length.**

eg.

x = 1

y = 35656222554887711

z = -3255522

print(type(x))

print(type(y))

print(type(z))

**Float**

**Float, or "floating point number" is a number, positive or negative, containing one or more decimals.**

eg.

x = 1.10

y = 1.0

z = -35.59

print(type(x))

print(type(y))

print(type(z))

**# Float can also be scientific numbers with an "e" to indicate the power of 10.**

x = 35e3

y = 12E4

z = -87.7e100

print(type(x))

print(type(y))

print(type(z))

**Complex**

**Complex numbers are written with a "j" as the imaginary part:**

**x = 3+5j**

y = 5j

z = -5j

print(type(x))

print(type(y))

print(type(z))

Type Conversion

**You can convert from one type to another with the int(), float(), and complex() methods:**

x = 1    # int

y = 2.8  # float

z = 1j   # complex

**#convert from int to float:**

a = float(x)

**#convert from float to int:**

b = int(y)

**#convert from int to complex:**

c = complex(x)

print(a)

print(b)

print(c)

print(type(a))

print(type(b))

print(type(c))

**# Random Number**

**# Python does not have a random() function to make a random number, but Python has a built-in module called random that can be used to make random numbers:**

eg:

 import random

print(random.randrange(8, 10))