Python:

Python is a scripting language that lets people write games, websites, and even crunch numbers for statistical calculations.

**print** - A built-in function that displays information to the terminal

print(“xxxxxxx)

Variables: [**Variables**](https://en.wikibooks.org/wiki/Python_Programming/Variables_and_Strings) are names we **assign** values to.

book = "Ender's Game"

favorite\_number = 8

pet\_name = "Fluffy"

Rules for Naming a variable:

* can only contain letters (a-zA-Z), numbers (0-9), and underscores (\_)
* first character must be a letter or underscore
* can not be a reserved word (words that are already used by Python)

strings are any value that is held in quotes

Data Structure

1. A list is a data structure in python that allows us to store various data types.

numbers\_list = [1, 30, 26, 8, 99]

random\_list = ["word", 23, "python", 3]

1. A dictionary holds information in a [key:value](http://bytedev.co/desk/getting-started/python-introduction/byteexercises_exercise-python-datastructures#glossary) format.

You can only use **integers** to index into a list. You can use any value to index into a dictionary. See the example below:

# indexing into a list

my\_pets = ["Fluffy", "Shadow", "Snapper", "Tweety"]

my\_pets[0] // "Fluffy"

my\_pets[2] // "Snapper"

# indexing into a dictionary

my\_info = {'name': 'jeff', 42: 'favorite number', 'age': 31}

my\_info['name'] // 'jeff'

my\_info[42] // 'favorite number'

Note: “and ‘ are considered same. Use same type for consistency.