



THE UNIVERSITY OF
**WESTERN
AUSTRALIA**

Lecture 4

Variables and simple loops

Revision: functions and module file

```
# File: cel2fah.py
# A simple program is illustrating Celsius to Fahrenheit conversion

def c2f():
    print("This program converts Celsius into Fahrenheit")
    cel = float(input("Enter temperature in Celsius: "))
    fah = 9/5*cel+32
    print("The temperature in Fahrenheit is:", fah)
    print("End of the program.")
c2f()
```

- We use a filename ending in .py when we save our work to indicate it's a Python program.
- Click green button (run) on Thonny to run the program.

Objectives of this Lecture

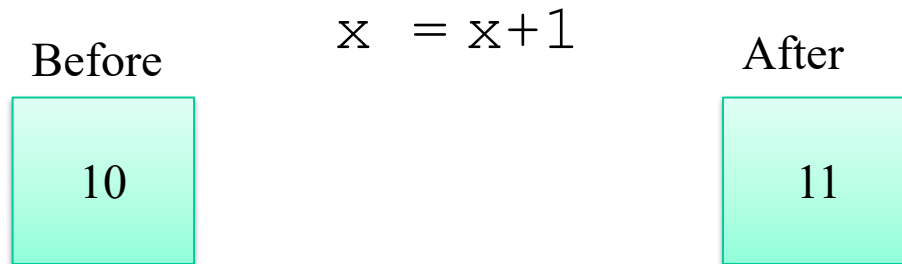
- To understand the process of assigning values to variables
- To look into limitations of data types
- To understand simple loops
- Follow the software development process to develop a program that calculates the future value of investment

Assignment Statements

- Simple Assignment
- `<variable> = <expr>`
variable is an identifier, expr is an expression
- The expression on the right is evaluated to produce a value which is then associated with the variable named on the left.

Assignment Statements – the Simple View

- Variables are like a box we can put values in.
- When a variable changes, the old value is erased and a new one is written in.



Assignment Statements

- `x = 3.9 * x * (1-x)`
- `fahrenheit = 9/5 * celsius + 32`
- `x = 5`

The spacing around parts of assignments is optional, but makes the resulting program much more readable – and hence maintainable.

Assignment Statements

- Variables can be reassigned as many times as you want!

```
>>> myVar = 0
```

```
>>> myVar
```

```
0
```

```
>>> myVar = 7
```

```
>>> myVar
```

```
7
```

```
>>> myVar = myVar + 1
```

```
>>> myVar
```

```
8
```

Simultaneous Assignment

- Several values can be calculated at the same time
 - `<var>, <var>, ... = <expr>, <expr>, ...`
 - Evaluate the expressions on the right and assign them to the variables on the left
 - *Must have same number of expressions as variables!*
- `>>> sum, diff = x+y, x-y`

Simultaneous Assignment

- How could you swap the values for x and y?
 - *Why doesn't this work?*
 $x = y$
 $y = x$
 - *#assume x= 1, y= 9 initially..... x= y will make x= 9 (original x is lost)*
- We could use a temporary variable...

```
temp = x
x = y
y = temp
```

Simultaneous Assignment

We can swap the values of two variables easily in Python!

```
>>> x = 3
>>> y = 4
>>> print(x, y)
3 4
>>> x, y = y, x
>>> print(x, y)
4 3
```

Increment Assignment

- Certain types of assignment statement are so common that a short-cut exists

$x = x + n$, (especially $x = x + 1$)

$x = x - n$ (n can be any expression)

- These become

$x += n$

$x -= n$

- Also

$x *= n$

$x /= n$, *etc*

Numeric Data Types

- There are two different kinds of numbers!
 - *5, 4, 3, 6 are whole numbers – they don't have a fractional part*
 - *0.25, 1.10, 3.142 are decimal fractions*
- Inside the computer, whole numbers and decimal fractions are represented quite differently!
 - *We say that decimal fractions and whole numbers are two different **data types**.*

Numeric Data Types

- The data type of an object/variable determines
 - *what values it can have*
 - *and what operations can be performed on it*
 - *Taking 3 from 10: easy*
 - *Taking 3 from J: ?*

Numeric Data Types

- Whole numbers are represented using the *integer* (*int* for short) data type.
 - *Size depends on machine using it*
- *long* is another data type similar to *int* but can store longer number
 - *Needs more memory space*
- These values can be positive or negative whole numbers.

Numeric Data Types

- Numbers that can have fractional parts are represented as *floating point* (or *float*) values.
- How can we tell which is which?
 - *A numeric literal without a decimal point produces an *int* value*
 - *A literal that has a decimal point is represented by a *float* (even if the fractional part is 0)*

Numeric Data Types

- Why do we need two number types?
 - *Values that represent counts can't be fractional*
 - *Most mathematical algorithms are very efficient with integers*
 - *The float type stores only an **approximation** to the real number being represented!*
 - *Since **floats** aren't exact, use an **int** whenever possible!*

Numeric Data Types

- Operations on ints produce ints (excluding /)
- Operations on floats produce floats.

```
>>> 3.0+4.0
```

```
7.0
```

```
>>> 3+4
```

```
7
```

```
>>> 10.0/3.0
```

```
3.3333333333333335
```

/ does floating point division

```
>>> 10/3
```

```
3.3333333333333335
```

```
>>> 10 // 3
```

// does integer division

```
3
```

Numeric Data Types

- Integer division produces a whole number.
 - *That's why* $10 // 3 == 3$
- Think of it as ‘**goes into**’, where $10 // 3 == 3$ since 3 (goes into) 10, three times (with a remainder of 1)
- $10 \% 3 = 1$ is the remainder of the integer division of 10 by 3.

Limits of Int

- What's going on?
 - *While there are an infinite number of integers, there is a finite range of integers that can be represented by int.*
 - *This range depends on the number of bits a particular CPU uses to represent an integer value.*

Limits of Int

- Typical PCs use 64 bit integers.
- That means there are 2^{64} possible values, centered at 0.
- This range is -2^{63} to $2^{63}-1$. We need to subtract one from the top end to account for 0.
- Python solution (recent Python versions): expanding int
- Does switching to *float* data types get us around the limitations of *int*?

```
>>> x1 = 10**121
```

```
10000...
```

```
>>> y1 = x1 + 1
```

```
10000... .. 1
```

```
>>> z1 = x1 - y1
```

```
-1
```

```
>>> x2 = 10e121
```

```
1e+122
```

```
>>> y2 = x2 + 1
```

```
1e+122
```

```
>>> z2 = x2 - y2
```

```
0.0
```

Handling Large Integers

- Floats are approximations
- Floats allow us to represent a larger range of values, but with fixed precision.
- Python int is not a fixed size, but expands to handle whatever value it holds.
- Newer versions of Python automatically convert int to an expanded form when it grows so large as to overflow.
- Can store and work with indefinitely large values (e.g. 100!) at the cost of speed and memory

Type Conversion

- Combining an `int` with a `float` in an expression will return a `float`
- We can explicitly convert between different data types
- For example the `int` and `round` functions convert a `float` to integer

```
>>> int(6.8)      # Truncate
```

```
6
```

```
>>> round(6.8)
```

```
7
```

```
>>> float(6)
```

```
6.0
```

Type Conversion : More examples

Conversion function	Example use	Value returned
int(<a number or string>)	int(2.87)	2
int	int("55")	55
float(<a number or string>)	float(32)	32.0
str(<any value>)	str(43)	'43'

str: string/text

Find Data Type

- We can use the **type** function to find the data type

```
>>> type(4)
<class 'int'>
```

```
>>> type(4.3)
<class 'float'>
```

```
>>> x = 5.76
>>> type(x)
<class 'float'>
```

```
>>> type(hello)  # Without quotes, assumes 'hello' is a
                  # variable. Not defined, so will generate
                  # an error
```

```
>>> type('hello')
<class 'str'>
```

If a variable exists, the type of the variable is the type of the value assigned to it

Scientific Notation

Decimal Notation	Scientific Notation	Meaning
2.75	2.75e0	2.75×10^0
27.5	2.75e1	2.75×10^1
2750.0	2.75e3	2.75×10^3
0.0275	2.75e-2	2.75×10^{-2}

- Python floating point values go from -10^{308} to 10^{308}
- Typical precision is 16 digits (decimal places)

Float Problems

- Very large and very small floating point values can also cause problems (current Python)

```
>>> x = 1.0e308
```

```
>>> x
```

```
1e+308
```

```
>>> x = 100 * x
```

```
>>> x
```

```
inf
```

```
>>> x = 1.0e-323
```

```
>>> x
```

```
1e-323
```

```
>>> x = x / 100.0
```

```
>>> x
```

```
0.0
```

This is called
over-flow

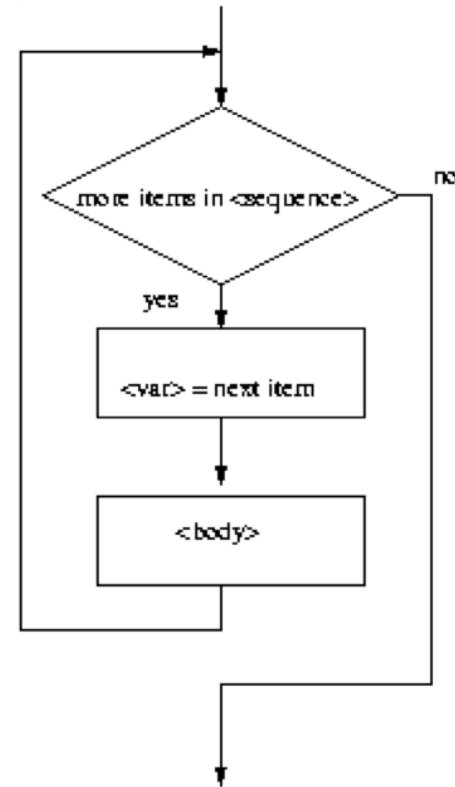
This is called
under-flow

Simple loops



Definite Loops

for loops alter the flow of program execution, so they are referred to as **control structures**.



Definite Loops

- A definite loop executes a pre-specified number of times, **iterations**, which is known when program loaded
- for <var> in <sequence>:
 <body>
- The beginning and end of the body are indicated by indentation.
- Note that iterations are over sequences (more of this in a later lecture)
 - *For the time being, a **sequence** is a countable sequence of Python things (objects)*

Definite Loops

- `for <var> in <sequence>:`
 <body>
- The variable after the `for` is called the **loop index**. It takes on each successive value in sequence

Definite Loops

- In `chaos.py` (from Labsheet 00), what did `range(10)` do?

```
>>> list(range(10))  
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

- `range` is a built-in Python function that generates a sequence of numbers, starting with 0.
- `list` is a built-in Python function that turns the sequence into an explicit list
- The body of the loop executes 10 times

Definite Loops

```
>>> for odd in [1, 3, 5, 7]:  
    print(odd*odd)
```

1

9

25

49

Loop variable `odd` first has the value 1, then 3, then 5 and finally 7

Example Program: Interest Earned

Analysis

- *Money deposited in a bank account earns interest.*
- *How much will the account be worth 10 years from now?*
- *Inputs: principal amount, interest rate*
- *Outputs: value of the investment in 10 years*

Example Program: Future Value

Specification

- **Inputs**

principal The amount of money being invested, in dollars

apr The *annual percentage rate* expressed as a **floating point** decimal number $0.0 < \text{apr} < 1.0$

- **Output**

The value of the investment 10 years in the future

- **Relationship**

Value after one year is given by $\text{principal} * (1 + \text{apr})$.

This needs to be done 10 times.

Example Program: Future Value

Design

- *Print an introduction*
- *Input the amount of the principal (`principal`)*
- *Input the annual percentage rate (`apr`)*
- *Repeat 10 times:*
 - $principal = principal * (1 + apr)$*
- *Output the value of `principal`*

Example Program: Future Value

Implementation

- *Each line translates to one line of Python (in this case)*

- *Print an introduction*

```
print("This program calculates the future")  
print("value of a 10-year investment.")
```

- *Input the amount of the principal*

```
principal = float(input("Enter the initial principal: "))
```

Example Program: Future Value

- *Input the annual percentage rate*

```
apr = float(input("Enter the annual interest rate: "))
```

- *Repeat 10 times:*

```
for i in range(10):
```

- *Calculate $principal = principal * (1 + apr)$*

```
principal *= (1 + apr)
```

- *Output the value of the principal at the end of 10 years*

```
print("The value in 10 years is:", principal)
```

Example Program: futval.py

```
#    A program to compute the value of an investment
#    carried 10 years into the future
#    Author: Unit Coordinator

def main():
    print("This program calculates the future")
    print("value of a 10-year investment.")

    principal = float(input("Enter the initial principal: "))
    apr = float(input("Enter the annual interest rate: "))

    for i in range(10):
        principal *= (1 + apr)

    print ("The value in 10 years is:", principal)

main()
```

Example Program: Testing futval.py

```
>>> main()
```

```
This program calculates the future value of a 10-year investment.
```

```
Enter the initial principal: 100
```

```
Enter the annual interest rate: 0.03
```

```
The value in 10 years is: 134.391637934
```

```
>>> main()
```

```
This program calculates the future value of a 10-year investment.
```

```
Enter the initial principal: 100
```

```
Enter the annual interest rate: 0.10
```

```
The value in 10 years is: 259.37424601
```


Lecture Summary

- Understanding the concept of assignment in Python
- We learned how to
 - *assign values to variables*
 - *do multiple assignments in one statement*
 - *definite simple definite loops*
 - *Limitations of data types*
- “for” loop alters the sequence of the program