Notes for SDEV 220

Introducing python

Ch.1) Python basics

Ch. 2) Data types, values, variable, and names

* Python data are objects
  + 1 byte – eight bits
  + Programs keep track where the bits are
  + Objects contain:
    - A type
    - Unique id
    - Value
    - Reference count
* Types
* Mutability
  + Type determines if the data value can be changed
* Literal values
  + Literal and variable values in python
* Variables
  + Names for values in your computers memory
  + Case sensitive
  + Lowercase, uppercase, digits, underscore
* Assignment
  + Use = to assign a value to a variable
* Variables are just names not places
* Name is reference to a thing
* Class and type mean same thing

Ch. 3) Numbers

* Booleans – true or false
* Integers (whole numbers)
* Floats- exponents or 1000.00
* Each type has specific rules
* Booleans
  + Bool() converts value
* Integers
  + Whole numbers
  + 0 is valid
  + Cant have 05
  + No commas in integer
  + Us underscore for separator
  + A screenshot of a calculator

    AI-generated content may be incorrect.
  + A -= 3 same as a = a -3
* Bases
* Integers are assumed to .10

SDEV 220 handbook notes

GIT

* Basic setup words to know
  + Repository (repo): the database storing the files
  + Server- the computer storing the repo
  + Client- The computer connecting to the repo
  + Working set/ working copy- your local director of files, where you make changes
  + Truck/main: the primary location for code in the repo. Think of code as a family tree
* Basic actions
  + Add- put a file into the repo for the first time
  + Revision- what version a file is on
  + Head- the latest revision in the repo
  + Check out- download a file from the repo
  + Check in- upload a file to the repo
  + Checkin message- a short message describing what was changed
  + Change log- a list of changes made to a file since creation
  + Update/sync- synchronize your files with the latest from the repository
  + Revert- throw away your local changes and reload the latest version