

# Python - Numbers

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Number data types store numeric values. They are immutable data types, means that changing the value of a number data type results in a newly allocated object.

Number objects are created when you assign a value to them. For example –

```
var1 = 1
var2 = 10
```

You can also delete the reference to a number object by using the **del** statement. The syntax of the del statement is –

```
del var1[,var2[,var3[....,varN]]]
```

You can delete a single object or multiple objects by using the **del** statement. For example –

```
del var
del var_a, var_b
```

Python supports four different numerical types –

**int (signed integers)** – They are often called just integers or ints, are positive or negative whole numbers with no decimal point.

**long (long integers )** – Also called longs, they are integers of unlimited size, written like integers and followed by an uppercase or lowercase L.

**float (floating point real values)** – Also called floats, they represent real numbers and are written with a decimal point dividing the integer and fractional parts. Floats may also be in scientific notation, with E or e indicating the power of 10 ( $2.5e2 = 2.5 \times 10^2 = 250$ ).

**complex (complex numbers)** – are of the form  $a + bJ$ , where a and b are floats and J (or j) represents the square root of -1 (which is an imaginary number). The real part of the number is a, and the imaginary part is b. Complex numbers are not used much in Python programming.

## Examples

Here are some examples of numbers

int	long	float	complex
10	51924361L	0.0	3.14j
100	-0x19323L	15.20	45.j
-786	0122L	-21.9	9.322e-36j
080	0xDEFABCECBDAECBFBAEL	32.3+e18	.876j

-0490	535633629843L	-90.	-.6545+0J
-0x260	-052318172735L	-32.54e100	3e+26J
0x69	-4721885298529L	70.2-E12	4.53e-7j

Python allows you to use a lowercase L with long, but it is recommended that you use only an uppercase L to avoid confusion with the number 1. Python displays long integers with an uppercase L.

A complex number consists of an ordered pair of real floating point numbers denoted by  $a + bj$ , where  $a$  is the real part and  $b$  is the imaginary part of the complex number.

## Number Type Conversion

Python converts numbers internally in an expression containing mixed types to a common type for evaluation. But sometimes, you need to coerce a number explicitly from one type to another to satisfy the requirements of an operator or function parameter.

Type **int(x)** to convert  $x$  to a plain integer.

Type **long(x)** to convert  $x$  to a long integer.

Type **float(x)** to convert  $x$  to a floating-point number.

Type **complex(x)** to convert  $x$  to a complex number with real part  $x$  and imaginary part zero.

Type **complex(x, y)** to convert  $x$  and  $y$  to a complex number with real part  $x$  and imaginary part  $y$ .  $x$  and  $y$  are numeric expressions

## Mathematical Functions

Python includes following functions that perform mathematical calculations.

Sr.No.	Function & Returns ( description )
1	<b>abs(x)</b> The absolute value of $x$ : the (positive) distance between $x$ and zero.
2	<b>ceil(x)</b> The ceiling of $x$ : the smallest integer not less than $x$
3	<b>cmp(x, y)</b> -1 if $x < y$ , 0 if $x == y$ , or 1 if $x > y$
4	<b>exp(x)</b> The exponential of $x$ : $e^x$

5	<b>fabs(x)</b> The absolute value of x.
6	<b>floor(x)</b> The floor of x: the largest integer not greater than x
7	<b>log(x)</b> The natural logarithm of x, for $x > 0$
8	<b>log10(x)</b> The base-10 logarithm of x for $x > 0$ .
9	<b>max(x1, x2,...)</b> The largest of its arguments: the value closest to positive infinity
10	<b>min(x1, x2,...)</b> The smallest of its arguments: the value closest to negative infinity
11	<b>modf(x)</b> The fractional and integer parts of x in a two-item tuple. Both parts have the same sign as x. The integer part is returned as a float.
12	<b>pow(x, y)</b> The value of $x^{**}y$ .
13	<b>round(x [,n])</b> x rounded to n digits from the decimal point. Python rounds away from zero as a tie-breaker: round(0.5) is 1.0 and round(-0.5) is -1.0.
14	<b>sqrt(x)</b> The square root of x for $x > 0$

## Random Number Functions

Random numbers are used for games, simulations, testing, security, and privacy applications. Python includes following functions that are commonly used.

Sr.No.	Function & Description
1	<b>choice(seq)</b> A random item from a list, tuple, or string.

2	<b>randrange ([start,] stop [,step])</b> A randomly selected element from range(start, stop, step)
3	<b>random()</b> A random float r, such that 0 is less than or equal to r and r is less than 1
4	<b>seed([x])</b> Sets the integer starting value used in generating random numbers. Call this function before calling any other random module function. Returns None.
5	<b>shuffle(lst)</b> Randomizes the items of a list in place. Returns None.
6	<b>uniform(x, y)</b> A random float r, such that x is less than or equal to r and r is less than y

## Trigonometric Functions

Python includes following functions that perform trigonometric calculations.

Sr.No.	Function & Description
1	<b>acos(x)</b> Return the arc cosine of x, in radians.
2	<b>asin(x)</b> Return the arc sine of x, in radians.
3	<b>atan(x)</b> Return the arc tangent of x, in radians.
4	<b>atan2(y, x)</b> Return atan(y / x), in radians.
5	<b>cos(x)</b> Return the cosine of x radians.
6	<b>hypot(x, y)</b> Return the Euclidean norm, $\sqrt{x^2 + y^2}$ .
7	<b>sin(x)</b> Return the sine of x radians.

8	<b>tan(x)</b> Return the tangent of x radians.
9	<b>degrees(x)</b> Converts angle x from radians to degrees.
10	<b>radians(x)</b> Converts angle x from degrees to radians.

## Mathematical Constants

The module also defines two mathematical constants –

Sr.No.	Constants & Description
1	<b>pi</b> The mathematical constant pi.
2	<b>e</b> The mathematical constant e.