

Examples of Types

31,364

12

Integers

-12

**Inside the computer,
these are *all* just bits**

34,654.01

12.998

Floats

1.01

0.01

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Strings

What type would you use for this data?

What is the type of 5?

- A. int**
- B. float**
- C. str**
- D. something else**

What type would you use for this data?

What is the type of 5.0?

- A. int**
- B. float**
- C. str**
- D. something else**

What type would you use for this data?

What is the type of “5”?

- A. int**
- B. float**
- C. str**
- D. something else**

random module

- Allows us to create something random
 - allow airplanes to appear randomly in the game
 - allow us to change colors randomly
 - etc

```
import random  
random.randint(1, 6)  
#allow us to generate dice roles
```


random behavior

Paul casted a 6-sided die twice. Which of the following represents the sum of the two die casts?

- A. `random.randint(1, 6) * 2`
- B. `random.randint(1, 6) + random.randint(1, 6)`
- C. `random.randint(1, 7) + random.randint(1, 5)`
- D. More than one is correct
- E. None of the provided answer is correct

random

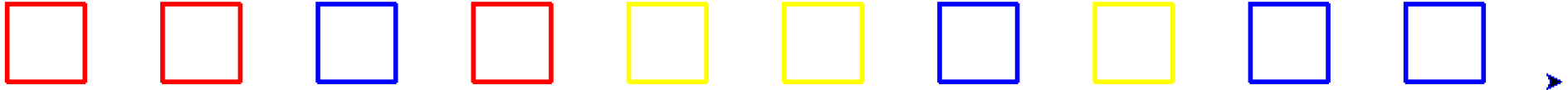
- Select random color

```
import random
```

```
colors = ["red", "blue", "yellow", "pink"]  
c = random.choice(colors)  
pencolor(c)
```


Change your code - colorful

- Create a turtle and let it draw 10 squares (size 50 by 50)



create a turtle in a world (size 1000 x 200)

move it to middle region on the left (penUp and penDown)

for loop runs 10 times:

draw a square

move to a spot to the right (penUp and penDown)

Random Walk

