Values and Variables

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Values

An expression has a value, which is found by *evaluating* the expression. When you type expressions into the Python REPL, Python evaluates them and prints their values.

```
>>> 1
1
>>> 3.14
3.14
>>> "pie"
'pie'
```

The expressions above are *literal* values. A literal is a textual representation of a value in Python source code.

Types

All values have types. Python can tell you the type of a value with the built-in type function:

Types determine which operations are available on values. For example, exponentiation is defined for numbers (like int or float) but not for str (string) values.

```
>>> 2**3
8
>>> "pie"**3
Traceback (most recent call last):
   File "<stdin>", line 1, in <module>
TypeError: unsupported operand type(s) for ** or pow(): 'str' and 'int'
```

Overloaded Operators

Some operators are overloaded, meaning they have different meanings when applied to different types. For example, + means addition for numbers and concatenation for strings:

```
>>> 2+2
4
>>> "Yo" + "lo!"
'Yolo!'
```

* means multiplication for numbers and repetition for strings:

```
>>> 2 * 3
6
>>> "Yo" * 3
'YoYoYo'
>>> 3 * "Yo"
'YoYoYo'
```

Expression Evaluation

Mathematical expressions are evaluated using precedence and associativity rules as you would expect from math:

```
>>> 2 + 4 * 10
42
```

If you want a different order of operations, use parentheses:

```
>>> (2 + 4) * 10
60
```

Note that precedence and associativity rules apply to overloaded versions of operators as well:

```
>>> "Honey" + "Boo" * 2
'HoneyBooBoo'
>>> ("Honey" + "Boo") * 2
'HoneyBooHoneyBoo'
```

Variables

A variable is a name for a value. You bind a value to a variable using an assignment statement:

```
>>> a = "Ok"
>>> a
'Ok'
```

We say "a gets the value 'OK'".

= is the assignment operator and an assignment statement has the form <variable name> = <expression>

Variable names, or identifiers, may contain letters, numbers, or underscores and may not begin with a number.

Keywords

Python reserves some identifiers for its own use.

The assignment statement failed because class is one of Python's keywords:

```
False
        class
                 finally
                          is
                                  return
      continue
                 for
                        lambda try
None
True
       def
                 from
                        nonlocal while
        del
and
                 global not
                                 with
as
     elif
                 if
                       or
                                   vield
assert else
                 import
                         pass
break
        except
                 in
                          raise
```

Assignment Semantics

Python evaluates the expression on the right-hand side, then binds the expression's value to the variable on the left-hand side. Variables can be reassigned:

```
>>> a = "Ok"
>>> a
'Ok'
>>> a = a * 3
>>> a
'OkOkOk'
>>> a = a * 3
>>> a
'OkOkOkOkOkOkOkOkOkOkOk'
```

Note that the value of a used in the expression on the right hand side is the value it had before the assignment statement. What's the type of a?

Type Conversoins

Python can create new values out of values with different types by applying *conversions* named after the target type.

```
>>> int(2.9)
2
>>> float(True)
1.0
>>> int(False)
0
>>> str(True)
'True'
>>> int("False")
Traceback (most recent call last):
   File "<stdin>", line 1, in <module>
ValueError: invalid literal for int() with base 10: 'False'
```

- floats are truncated when converted to ints
- The bool literals True and False can be converted to numbers
- Type conversions won't parse a str to interpret it as a number or boolean

Strings

Three ways to define string literals: with single quotes:

```
'Ni!'
```

double quotes:

```
"Ni!"
```

Or with triples of either single or double quotes, which creates a multi-line string:

```
>>> """I do HTML for them all,
... even made a home page for my dog."""
'I do HTML for them all,\neven made a home page for my dog.'
```

Strings

Note that the REPL echoes the value with a \n to represent the newline character. Use the print function to get your intended output:

```
>>> nerdy = """I do HTML for them all,
... even made a home page for my dog."""
>>> nerdv
'I do HTML for them all, \neven made a home page for my dog.'
>>> print (nerdy)
I do HTML for them all.
even made a home page for my dog.
```

Choice of quote character is usually a matter of taste, but the choice can sometimes buy convenience. If your string contains a quote character you can either escape it:

```
>>> journey = 'Don\'t stop believing.'
```

or use the other quote character:

```
>>> journey = "Don't stop believing."
```

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String Operations

Strings have many operations. Because they are sequences we can get a string's length:

```
>>> i = "team"
>>> len(i)
4
```

access characters by index (offset from beginning) using []:

```
>>> i[1]
'e'
```

Note that the result of an index access is a string:

```
>>> type(i[1])
<class 'str'>
>>> i[3] + i[1]
'me'
>>> i[-1] + i[1]
'me'
```

String Slicing

[:end] gets the first characters up to but not including end

```
>>> al_gore = "manbearpig"
>>> al_gore[:3]
'man'
```

[begin:end] gets the characters from begin up to but not including end

```
>>> al_gore[3:7]
'bear'
```

[begin:] gets the characters from begin to the end of the string

```
>>> al_gore[7:]
'pig'
>>>
```

String Functions

str is a class (you'll learn about classes soon) with many functions. Access a function on a string using the dot operator.

```
>>> south_park = "stan kyle cartman kenny"
>>> kids = south_park.split()
>>> kids
['stan', 'kyle', 'cartman', 'kenny']
>>> ",".join(kids)
'stan,kyle,cartman,kenny'
>>> kids
['stan', 'kyle', 'cartman', 'kenny']
>>> [s.capitalize() for s in kids]
['Stan', 'Kyle', 'Cartman', 'Kenny']
```

There are many more functions on strings. Review the book and play around to become comfortable with them.