

SWCON104  
Web & Python Programming

# Variables

Department of Software Convergence



# Today

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- Python basics
- Variables and computer memory
- Assignment statement
- Augmented statement

**[ Textbook ]**

**Practical Programming**

**(An Introduction to Computer Science Using Python).**

**by Paul Gries, Jennifer Campbell, Jason Montojo.**

**The Pragmatic Bookshelf, 2017**



# Practice

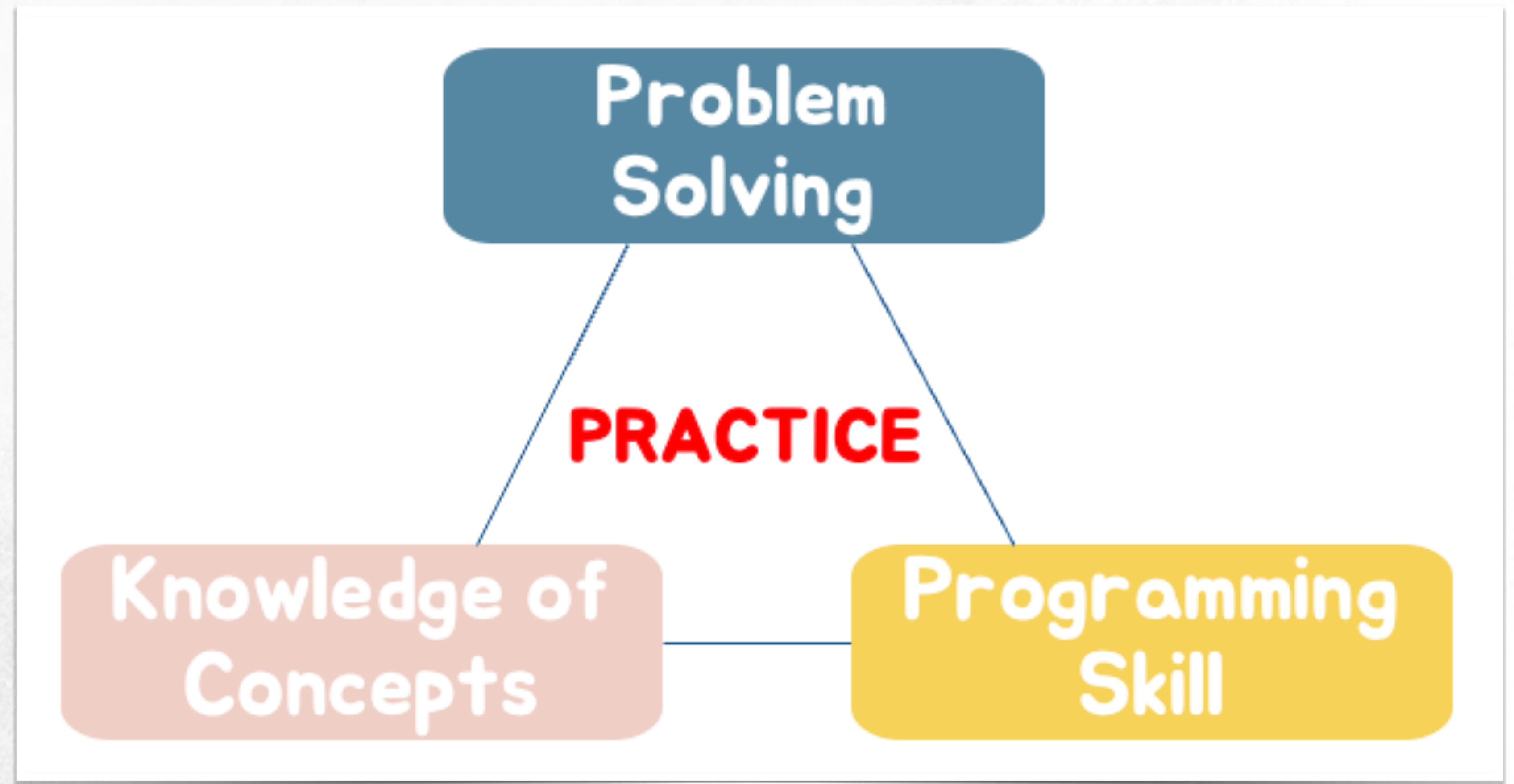
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- Practice\_03\_Variables.ipynb



# Fast paced course?

- New to programming?
- PRACTICE PRACTICE PRACTICE!!
- You can't break your computer
- Don't be afraid to test your code
- Worst case: reboot



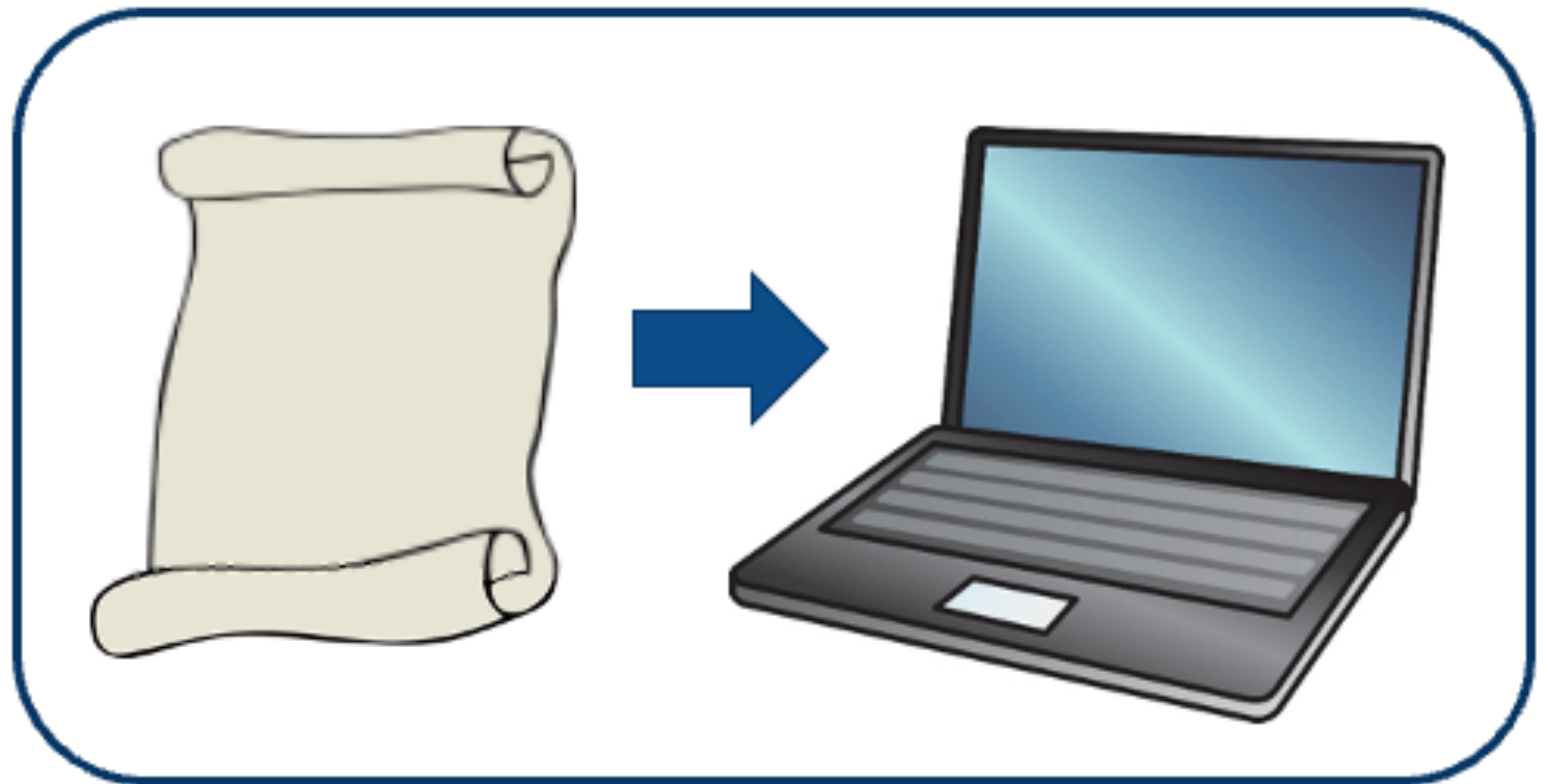


# What is programming?

- A program is a set of instructions
- You can “order” a computer using a software



VS.





# Why Python?

- It is free and well documented
- It runs everywhere
  - supports multiple platforms
- It has a clean syntax
- It is relevant
  - many companies use it every day
- It is well supported by tools
  - Jupyter Notebook
  - MS Visual Studio Code





# What is a Bug?

- May cause a program crash
- May give incorrect results

- Every program has bugs!

- Kinds of errors

- Syntax error: Interpreter cannot understand your code and refuses to execute it
- Runtime error: When executing your program (at runtime), your program suddenly terminates with an error message
- Semantic error: Your program runs without error messages, but does not do what it is supposed to do

A problem has been detected and Windows has been shut down to prevent damage to your computer.

UNMOUNTABLE\_BOOT\_VOLUME

If this is the first time you've seen this error screen, restart your computer. If this screen appears again, follow these steps:

Check to make sure any new hardware or software is properly installed. If this is a new installation, ask your hardware or software manufacturer for any Windows updates you might need.

If problems continue, disable or remove any newly installed hardware or software. Disable BIOS memory options such as caching or shadowing. If you need to use Safe Mode to remove or disable components, restart your computer, press F8 to select Advanced Startup Options, and then select Safe Mode.

Technical Information:

\*\*\* STOP: 0x000000ED (0xc00f1280, 0xc000009c, 0x00000000, 0x00000000)



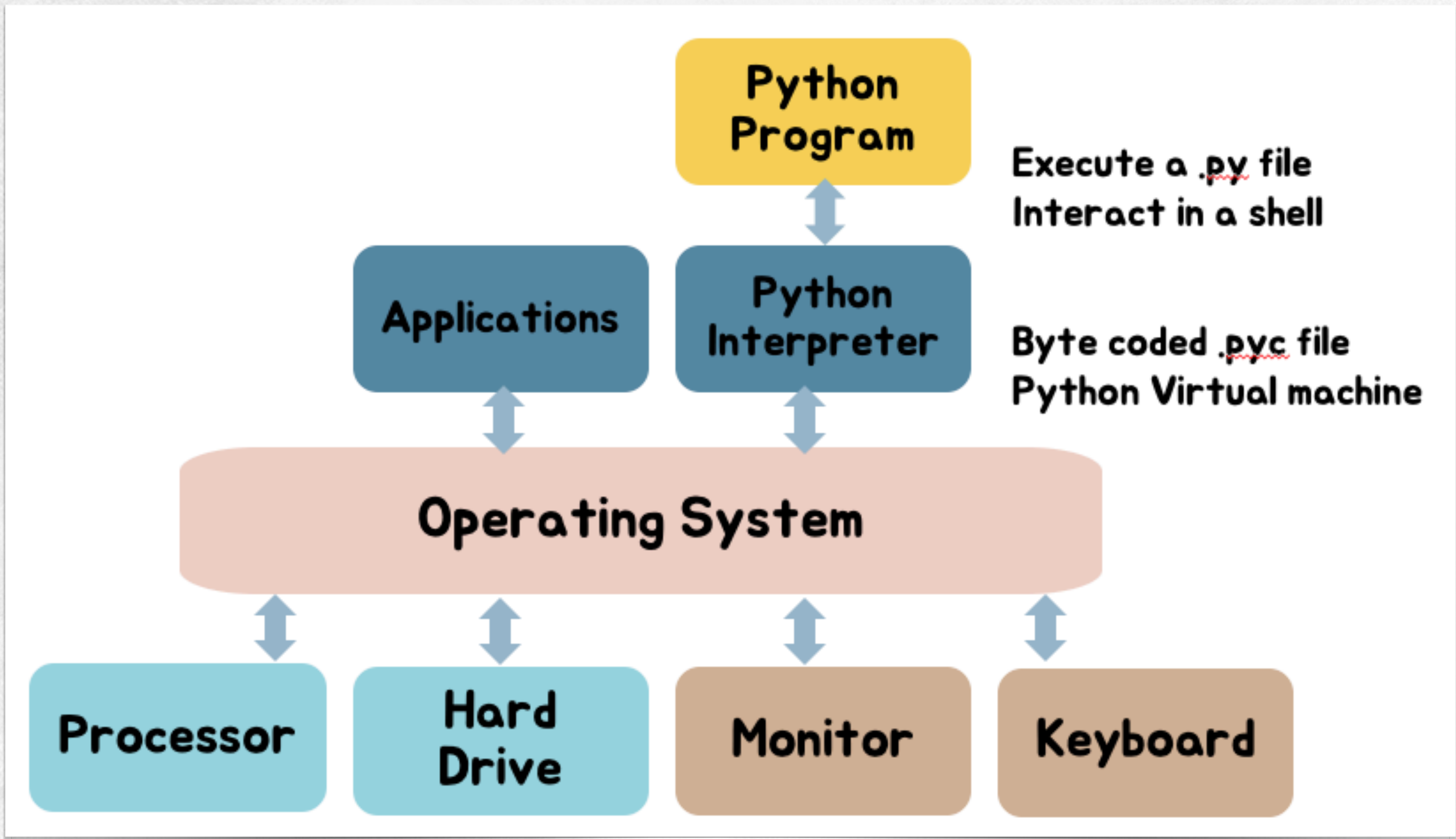
# Python basics

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- [ ] Brackets (대괄호)
- { } Braces (중괄호)
- ( ) Parentheses (소괄호)



# How does a computer run a python program?





# Interact in a Python shell

- Arithmetic in Python
  - Addition, subtraction, multiplication, division
- Types
  - int, float, complex

```
>>> type(17)
<class 'int'>
>>> type(17.0)
<class 'float'>
>>> type(1+2j)
<class 'complex'>
>>> type(0o34)
<class 'int'>
>>> type(0x8f)
<class 'int'>
>>>
```

```
>>> a=0o34
>>> a
28
>>> b=0x8f
>>> b
143
>>>
```

Symbol	Operator	Example	Result
-	Negation	-5	-5
+	Addition	11 + 3.1	14.1
-	Subtraction	5 - 19	-14
*	Multiplication	8.5 * 4	34.0
/	Division	11 / 2	5.5
//	Integer Division	11 // 2	5
%	Remainder	8.5 % 3.5	1.5
**	Exponentiation	2 ** 5	32

**Table 1—Arithmetic Operators**



# Finite precision

- Computers have a finite amount of memory

```
>>> 2 / 3
0.6666666666666666
>>> 5 / 3
1.6666666666666667
>>>
```

- Operator precedence

- Ex) Fahrenheit to Celsius:  $(F - 32) * 5/9$
- Ex)  $212^{\circ}\text{F} = 100^{\circ}\text{C}$

```
>>> 212 - 32 * 5 / 9
194.22222222222223
>>> (212 - 32) * 5 / 9
100.0
```



# Variables

- Let's give a name to a value
  - X, species5618, degrees\_celsius
  - ???obj(X), no-way(X), hello!(X)

- Assignment statement

```
>>> degrees_celsius = 26.0
```

- You can assign a new value to the existing variable

```
>>> degrees_celsius = 26.0
>>> degrees_celsius
26.0
>>> 9 / 5 * degrees_celsius + 32
78.800000000000001
>>> degrees_celsius / degrees_celsius
1.0
```

```
>>> degrees_celsius = 26.0
>>> 9 / 5 * degrees_celsius + 32
78.800000000000001
>>> degrees_celsius = 0.0
>>> 9 / 5 * degrees_celsius + 32
32.0
```

- Note that = means "assignment", not "equality"



# Variable

- Every location in the computer's memory has a memory address

- Object: a **value** (or thing) at a **memory address** with a **type**

**26.0**

**id1**

**float**



- **Variable** contains the memory address of the object

**degrees\_celsius**



# Values, variables, and computer memory



- Object: a value at a memory address with a type  
26.0                      id1                      float

- Variable contains the memory address of the object

`degrees_celsius`

- Value 26.0 has the memory address id1.
- The object at the memory address id1 has type float and the value 26.0
- Variable `degree_celsius` contains the memory address id1.



# Assignment statement

```
>>> degrees_celsius = 26.0 + 5
```

```
>>> degrees_celsius
```

```
31.0
```



```
>>> difference = 20
```

```
>>> double = 2 * difference
```

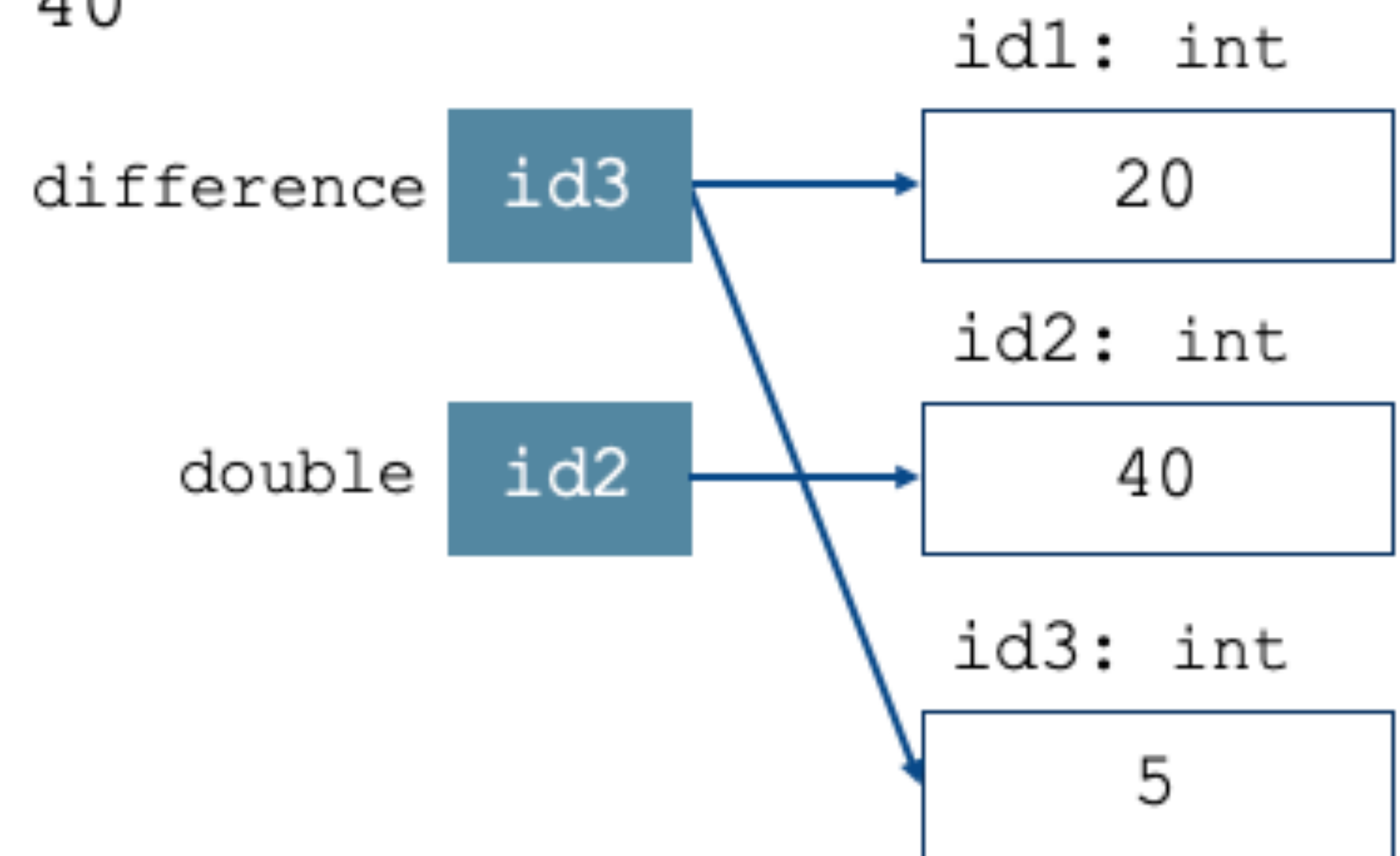
```
>>> double
```

```
40
```

```
>>> difference = 5
```

```
>>> double
```

```
40
```





# Memory visualization

- <http://pythontutor.com/visualize.html>

The screenshot displays the Python Tutor interface. On the left, a code editor shows the following Python code:

```
1 difference = 20
2 double = 2 * difference
3 double
4 difference = 5
5 double
6 |
```

The central pane shows the execution progress for Python 3.6:

```
1 difference = 20
2 double = 2 * difference
3 double
4 → difference = 5
5 → double
```

Below the code, a legend indicates that a green arrow represents the line that has just executed, and a red arrow represents the next line to execute. A progress bar and navigation buttons (<< First, < Back, Step 5 of 5, Forward >, Last >>) are also present.

On the right, the 'Frames' and 'Objects' panels are visible. The 'Frames' panel shows the 'Global frame' with variables 'difference' (id3) and 'double' (id2). The 'Objects' panel shows the corresponding memory objects: 'id2:int 40' for 'double' and 'id3:int 5' for 'difference'.

At the bottom, there are buttons for 'Visualize Execution' and 'Live Programming Mode', along with settings for 'hide exited frames', 'render all objects on the heap', and 'use text labels for pointers'. A link to 'Create test cases' is also provided.



# Memory visualization

---

```
>>> number = 3
>>> number
3
>>> number = 2 * number
>>> number
6
>>> number = number * number
>>> number
36
```



# Memory visualization

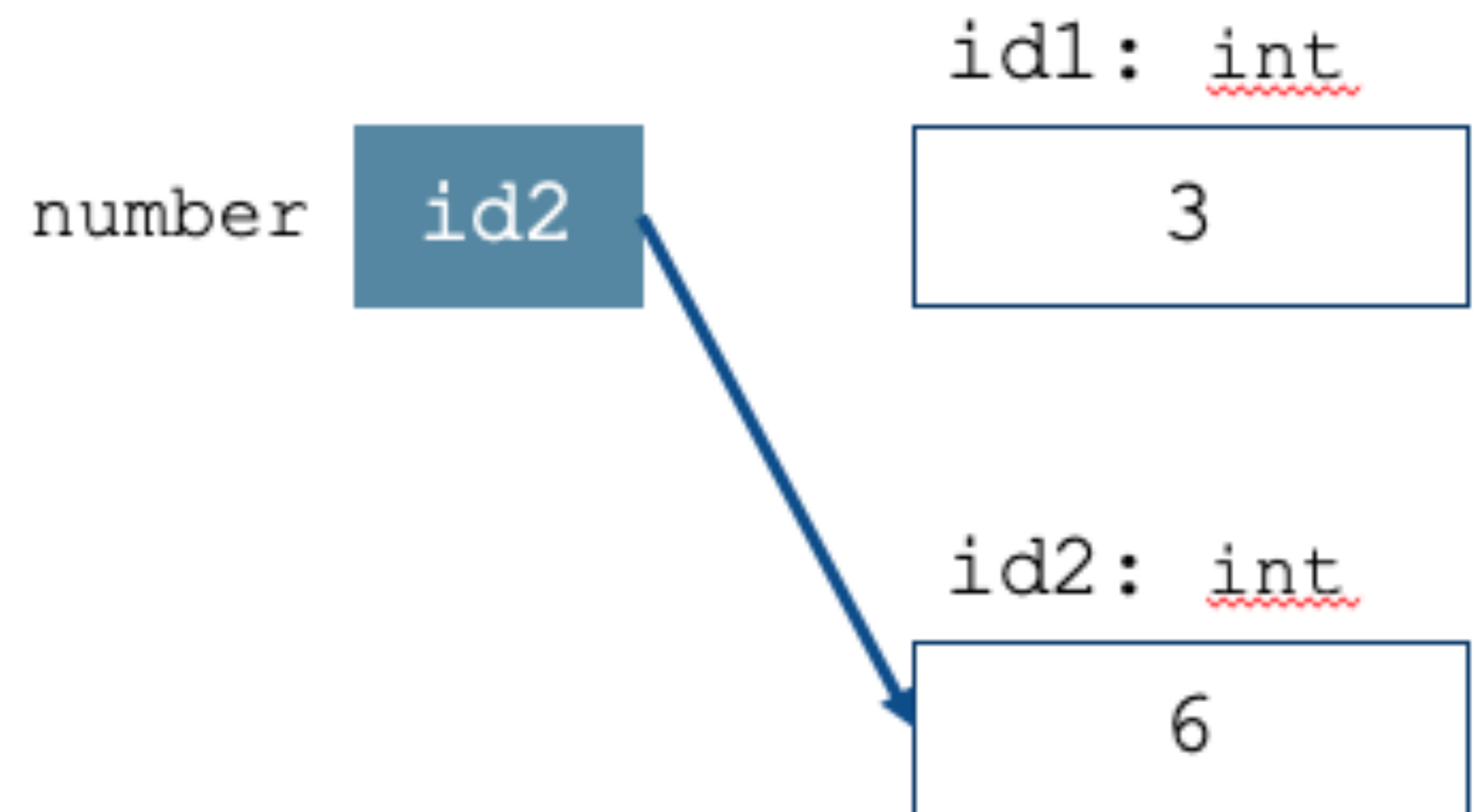
```
>>> number = 3
>>> number
3
>>> number = 2 * number
>>> number
6
>>> number = number * number
>>> number
36
```





# Memory visualization

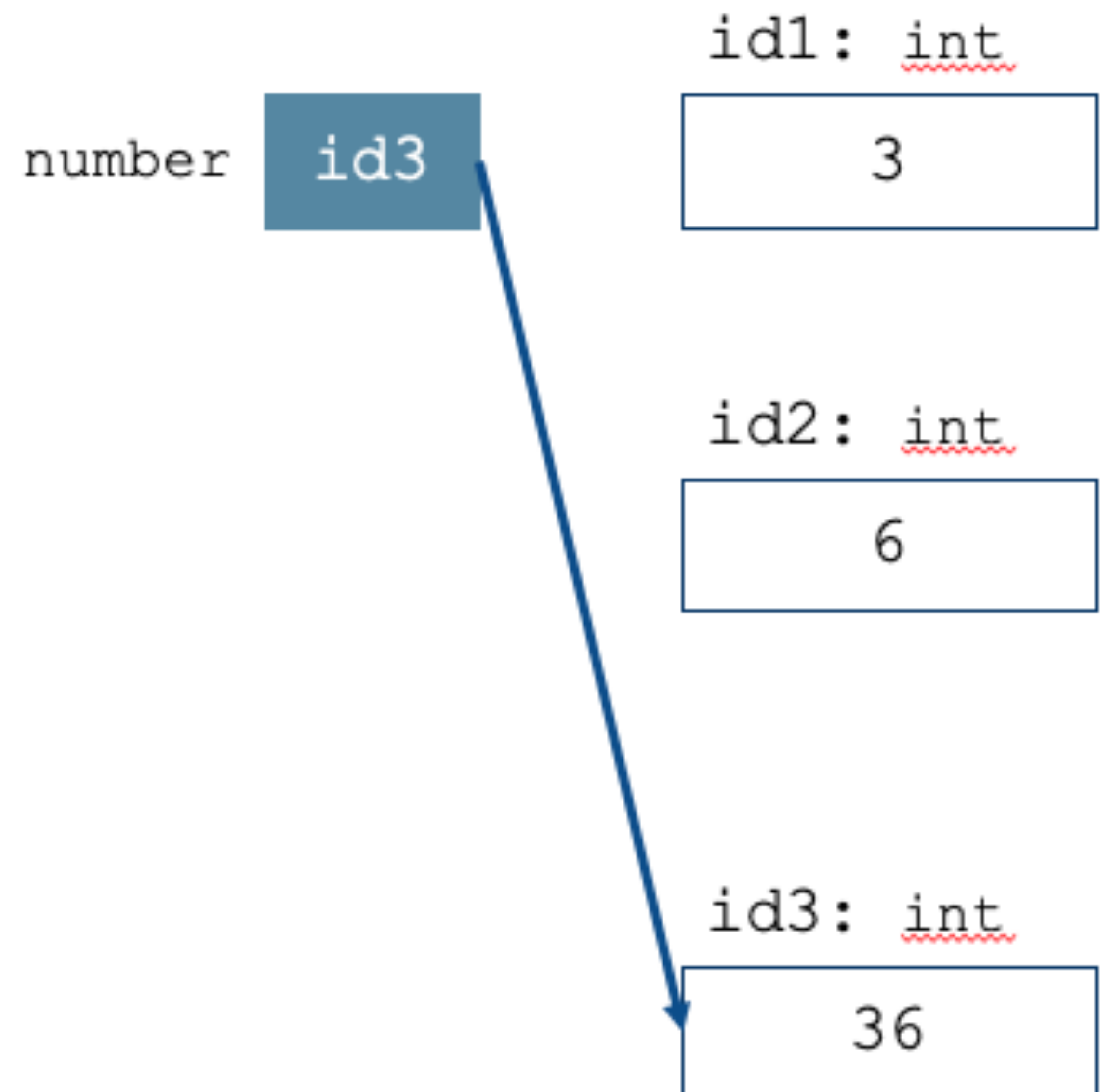
```
>>> number = 3
>>> number
3
>>> number = 2 * number
>>> number
6
>>> number = number * number
>>> number
36
```





# Memory visualization

```
>>> number = 3
>>> number
3
>>> number = 2 * number
>>> number
6
>>> number = number * number
>>> number
36
```





# Augmented assignment

---

```
>>> score = 50
```

```
>>> score
```

```
50
```

```
>>> score = score + 20
```

```
>>> score
```

```
70
```

```
>>> score =50
```

```
>>> score
```

```
50
```

```
>>> score += 20
```

```
>>> score
```

```
70
```



# Augmented assignment

```
>>> d = 2
```

```
>>> d *= 3 + 4
```

```
>>> d
```

```
14
```

```
>>> number = 10
```

```
>>> number *= number
```

```
>>> number
```

```
100
```

Symbol	Example	Result
+=	x = 7 x += 2	x refers to 9
-=	x = 7 x -= 2	x refers to 5
*=	x = 7 x *= 2	x refers to 14
/=	x = 7 x /= 2	x refers to 3.5
//=	x = 7 x //= 2	x refers to 3
%=	x = 7 x %= 2	x refers to 1
**=	x = 7 x **= 2	x refers to 49

**Table 3—Augmented Assignment Operators**



# Summary

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- Programs are made up of commands that tell the computer what to do. These commands are called statements, which the computer executes.
- This chapter described the simplest of Python's statements and shows how they can be used to do arithmetic, which is one of the most common tasks for computers and also a great place to start learning to program. It's also the basis of almost everything that follows.



**Thank you**



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