[301] Variables and Expressions

Tyler Caraza-Harter

Learning Objectives

Variables:

- Purpose
- Naming

Assignment:

- Syntax
- Reassignment

Types of errors:

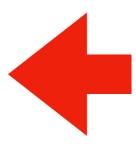
• syntax, runtime, semantic

Reading: Ch 2 of Think Python

Today's Outline

Review

Operator Precedence



Expressions, Variables, and Assignments

Demos

Bugs #

Demos

Naming variables

Demos

Ordered by Precedence

What is it?	Python Operator
comparison	==, !=, <, <=, >, >=
signs	+X, -X
AND	and
add/subtract	+, -
exponents	**
NOT	not
OR	or
multiply/divide	*, /, //, %

What is it?	Python Operator	simplify first
		simplify last

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simplify		
1		

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first

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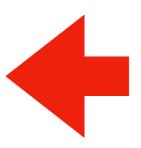
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Expressions are a mix of operators and operands. For example:

$$5 + 5$$

$$3*3 > 4+4$$

$$3 \% 2 == 0 \text{ or } 3 \% 2 == 1$$

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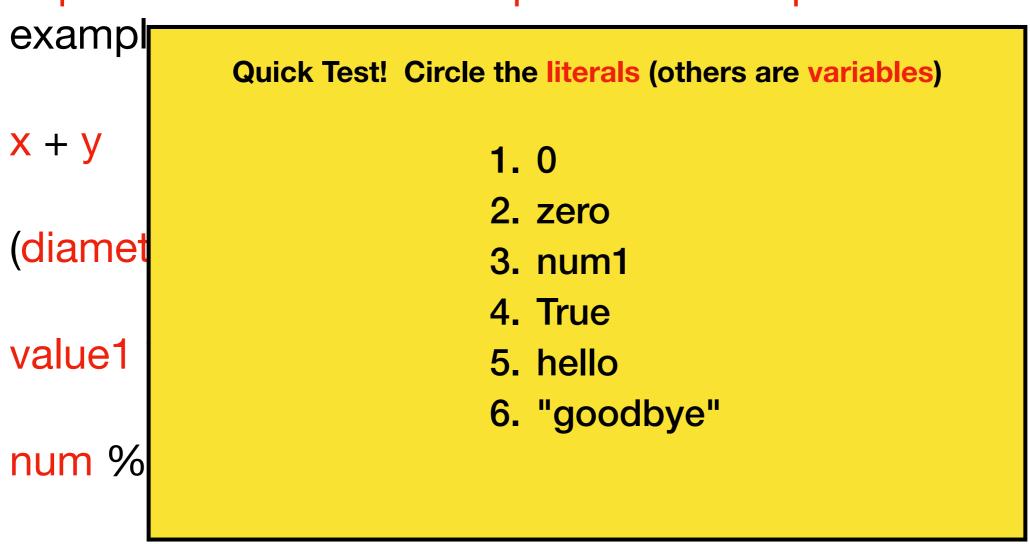
Each of these operands is an example of a *literal*: a fixed value

what if we don't want it to be fixed?

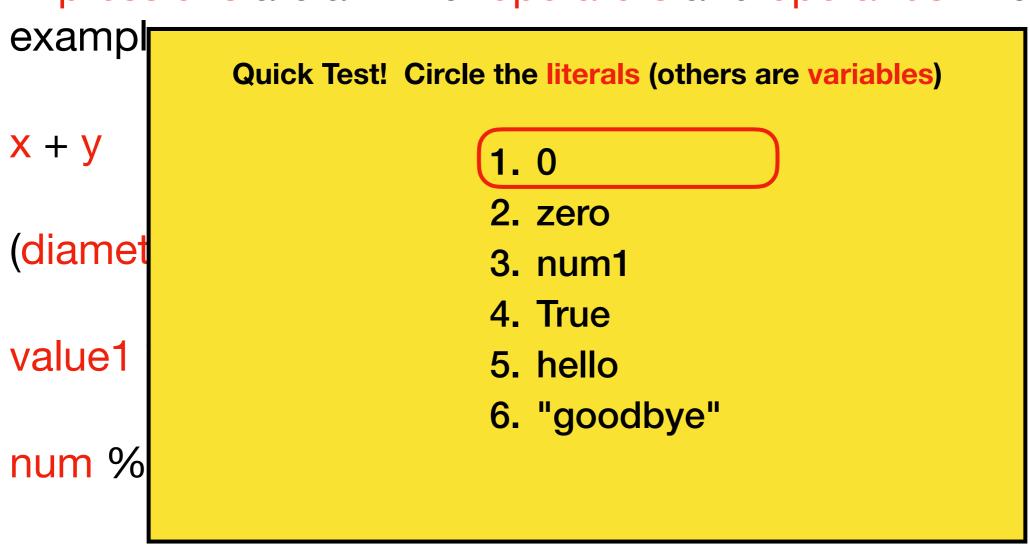
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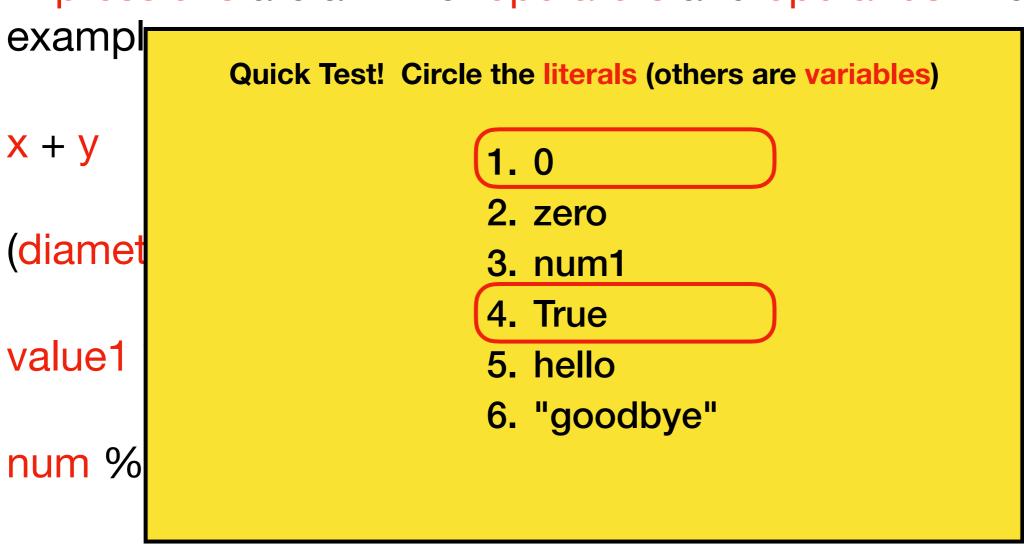
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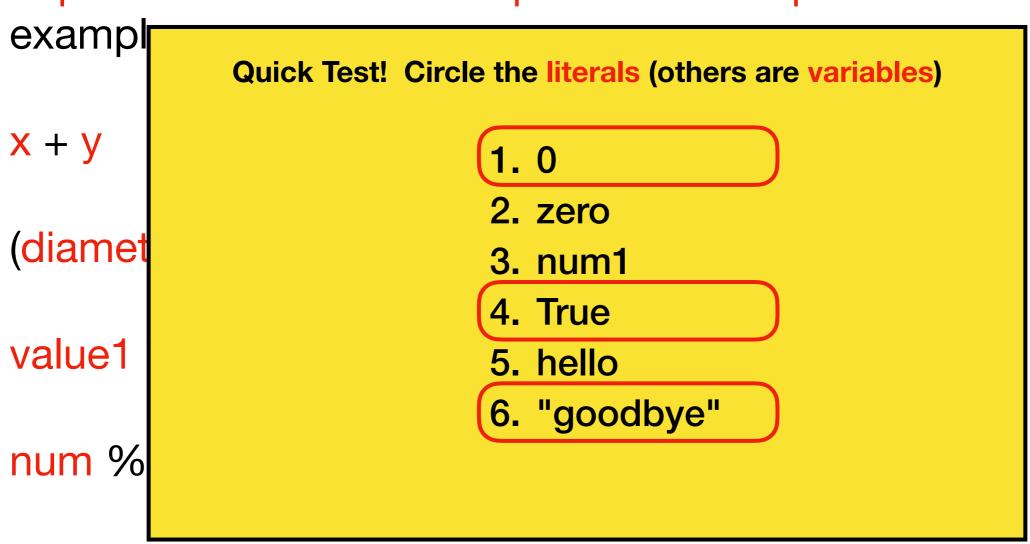
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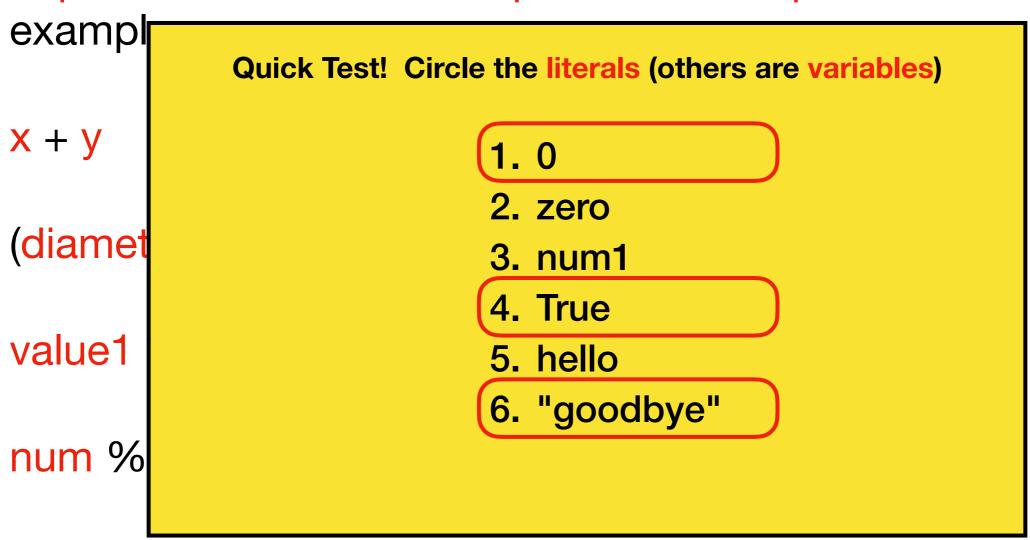
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An operand may also be a *variable*: not fixed

How do we put a value in a variable?

An assignment computes an expression (maybe a simple one) and puts the result in a variable:

$$x + y$$

value1 * value1 > value2 + value2

$$x + y$$

(diameter/2) ** 2 * pi
 $value1 * value1 > value2 + value2$
 $num \% 2 == 0 \text{ or } num \% 2 == 1$

```
= x + y
= (diameter/2) ** 2 * pi
= value1 * value1 > value2 + value2
= num % 2 == 0 or num % 2 == 1
```

```
total = x + y
area = (diameter/2) ** 2 * pi
is_bigger = value1 * value1 > value2 + value2
is even or odd = num % 2 == 0 or num % 2 == 1
```

```
total = x + y

area = (diameter/2) ** 2 * pi

is_bigger = value1 * value1 > value2 + value2

is_even_or_odd = num % 2 == 0 or num % 2 == 1

Expression
```

An assignment computes an expression (maybe a simple one) and puts the result in a variable:

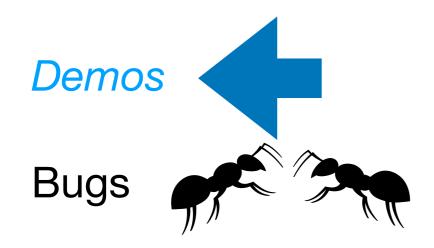
Assignment Operator

```
total = x + y
area = (diameter/2) ** 2 * pi
is_bigger = value1 * value1 > value2 + value2
is_even_or_odd = num % 2 == 0 or num % 2 == 1
    Variable
                               Expression
         Assignment Operator
```

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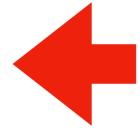
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1

dog cat the of chase any

[word soup, not grammatically sensible]

2

1

Syntax Error

- It never makes sense in any context; Python doesn't even run
- \bullet 5 = x

2

1

Syntax Error

- It never makes sense in any context; Python doesn't even run
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2

this sentence is false

[grammatical, but my head explodes if I think about it]

1

Syntax Error

- It never makes sense in any context; Python doesn't even run
- 5 = x

2

Runtime Error

- Need to run to find out whether it will crash
- Appears with different names (TypeError, ZeroDivisionError, etc)
- x = 5 / 0

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- It never makes sense in any context; Python doesn't even run
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3

one week is 10 days long

[grammatical, coherent, but incorrect]

Categories of Errors

1

Syntax Error

- It never makes sense in any context; Python doesn't even run
- \bullet 5 = x

2

Runtime Error

- Need to run to find out whether it will crash
- Appears with different names (TypeError, ZeroDivisionError, etc)
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Semantic Error

- It runs with no error, but you get the wrong answer
- square_area = square_side * 2

Categories of Errors

1

Syntax Error

- It never makes sense in any context; Python doesn't even run
- \bullet 5 = x

2

Runtime Error

Need to run to find out whether it will crash

what kind of error is the worst? Error, etc.)

3

Semantic Error

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- square_area = square_side * 2

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int Demo

What is the sum of all the odd values? (in this case, 3 + 5)



float Demo

Compound growth:

- you start with \$1000
- every year it grows by 7%
- you wait 30 years
- how much do you have at the end?

year 0: \$1000

year 1: \$1070

year 2: ...

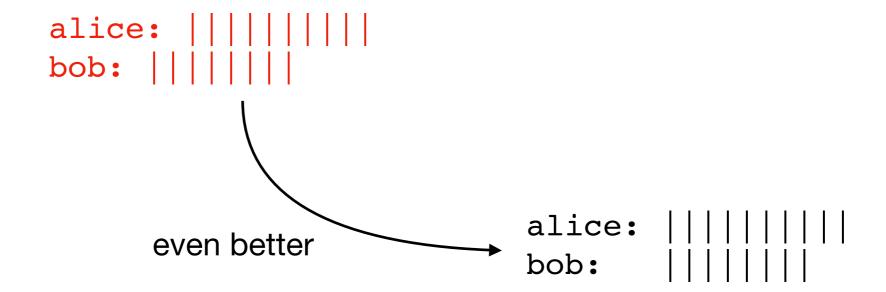


str Demo

Visually compare two scores:

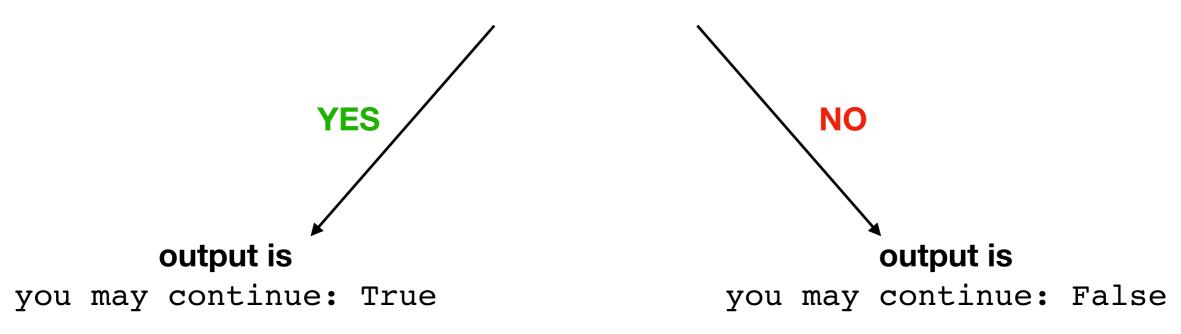
- Alice has 10 points
- Bob has 8 points

Desired output:



bool Demo

Bounds check: is the value between 0 and 100?



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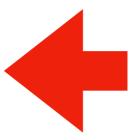
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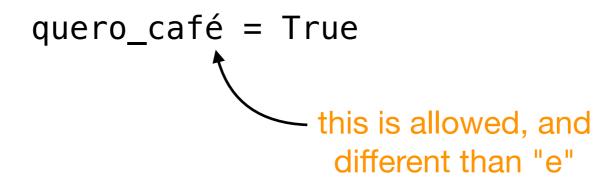
What Variable Names are Allowed?

1st_score = 100 [bad variable]

score_1 = 100 [good variable]

current rules are quite complex: https://www.python.org/dev/peps/pep-3131

Python 3 has become friendlier to non-English programmers



- Only use letters a-z (upper and lower), numbers, and underscores
 - Don't start with a number
- Don't use Python keywords (e.g., and, False, etc)

for 301, you may use characters from any script and variables in any language you prefer, but we won't cover variable naming rules for any other language

- Only use letters a-z (upper and lower), numbers, and underscores
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GOOD:	BAD:
cs301	301class
CS301	and
cs_301	pi3.14
cs301	x!

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GOOD: BAD: 301class 2 cs301 and 3 cs_301 pi3.14 1 cs301 x! 1

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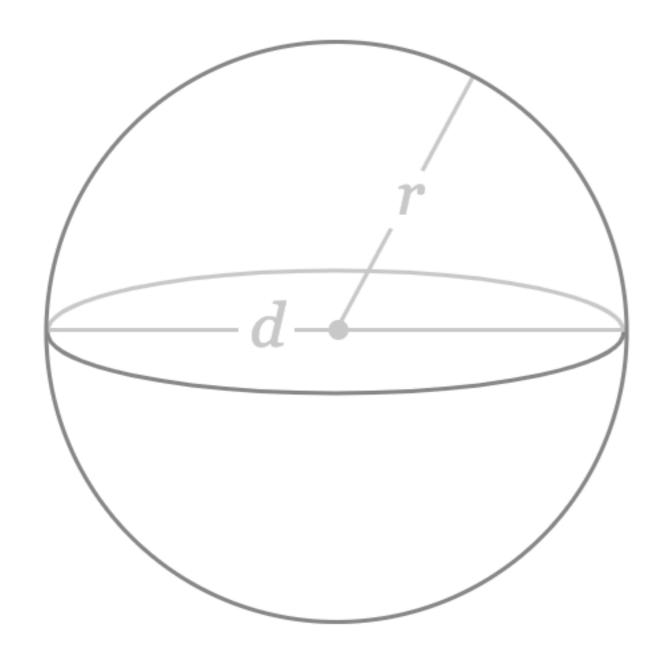


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Sphere Volume Demo



$$V = \frac{4}{3}\pi r^3$$

bonus: find radius given a volume

Quadratic Formula Demo

$$ax^2 + bx + c = 0$$

what values of x satisfy the above?

$$x=rac{-b\pm\sqrt{b^2-4ac}}{2a}$$

Character Art: Block

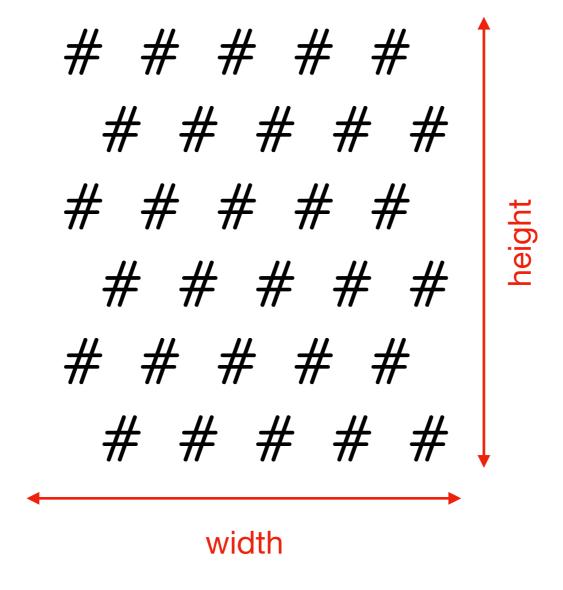
write some code to draw the following:

height

width

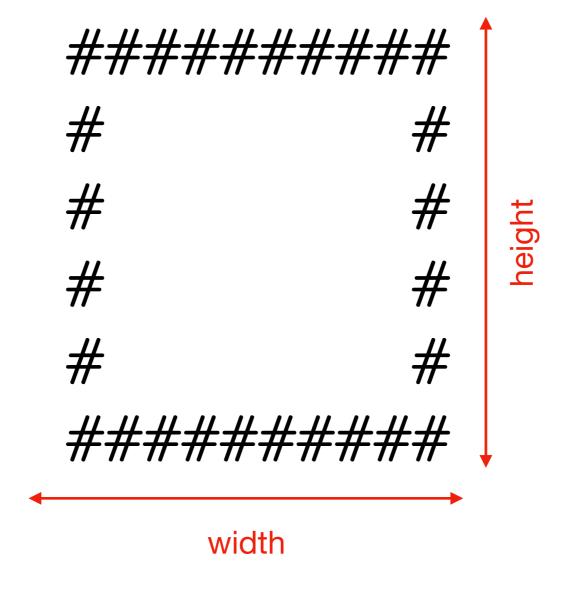
Character Art: Checkers

write some code to draw the following:



Character Art: Border

write some code to draw the following:



Character Art: Snake

write some code to draw the following:

```
#
###########
          #
##########
#
###########
```