Introduction to Computer Programming

1.2 Variables



Variables

- · We need a way to store and use values, e.g. numbers, within a program
- We can assign a value to a variable.
- ullet The print function displays whatever is between the parentheses (\ldots)

```
In [14]:
```

```
A = 2
print(A)
```

2

Variables can be created on separate or single lines

```
In [4]:
```

```
A = 1.0
B = 4.0
```

```
In [15]:
```

```
A, B = 1.0, 4.0
```

1.0

Data Types

Every variable has a type (int, float, string....).

Basic Data Types (not exhaustive)

- int integer
- float floating point number (number with decimal point)

 str string: text data enclosed within quotation marks e.g. 'text' or "text" (including number represented as text data)

bool boolean: True or False

A type is automatically assigned when a variable is created.

Python's type() function returns the type of a variable within the parentheses (...).

Example: Create some variables and display their type

In [19]:

```
A = 1
print(A, type(A))
B = 1.0
print(B, type(B))
C = '1'
print(C, type(C))
D = True
print(D, type(D))
```

```
1 <class 'int'>
1.0 <class 'float'>
1 <class 'str'>
True <class 'bool'>
```

Comments:

Comments are notes in the program that are not run as code.

The hash # symbol is used to:

- add a comment to a line of code to make a note about what it does.
- comment a line of code out to prevent it from running.

Either type a # at the start of the comment **or** to comment a whole line, select if and press ctrl + 1 in Spyder (ctrl + / in many other softwares)

When you complete the in-class exercises today you can choose to:

- save your answers to each exercise as separate .py (Python) files
- comment out some of your code to allow you to store it all in one file, but only run certain (uncommented) blocks of code

Casting

```
The data type of a variable can be converted by casting (int(variable_name), float(variable_name) ....)
```

Example: Convert from a floating point number to an integer

```
In [21]:
```

```
B = 1.0
B = int(E)
print(E, type(E))
```

1 <class 'int'>

Arithmetic Operators

Python can be used like a calculator.

Arithmetic operators (+, -, /, *) are used with numeric values to perform common mathematical operations.

Operators are listed in order of operator precedence

```
** Exponent

* Multiplication

/ Division

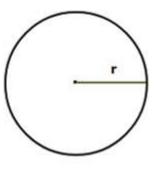
// Floor division (round down to the next integer)

% Modulo a % b = a - b * (a // b) (remainder)

+ Addition

- Subtraction
```

Example: Find the area of a circle with radius 2 metres



 $A=\pi r^2$

In [10]:

```
pi = 3.142
r = 2
A = pi * r ** 2
print(A, 'm2')
```

12.568 m2

Arithmetic operators - a word of warning!

Question: What will the output of the following code be?
A = 2
B = '2'

print(A + A)

print(A + B)

print(B + B)

A = 2B = '2'

Answer: Numbers represented as strings are not recognised as numerical values. Arithmetic Operators behave differently on numerical and non-numerical values.

print(A + A)

2

print(A + B)

Error.

Cannot add numerical and non-numerical value

print(A + A)

22

Adding string (text) data connect the two strings

```
In [24]:
```

```
A = 2
B = '2'
print (A + A)
# print (A + B) # generates an error
print (B + B) # strings are connected using +
```

4 22

Strings

Strings behave differently to numerical data.

We can return the Nth character(s) of a string with string[N]

Characters are indexed with integer values, starting from 0

```
In [31]:
```

```
x = 'Hello'
# print(x[0]) # first letter
# print(x[4]) # last letter
# print(x[-1])
# print(x[0:3]) # first 3 letters (excludes 'stop value')
# print(x[:3])
# print(x[2:5]) # last three letters
# print(x[2:])
# print(x[-3:])
```

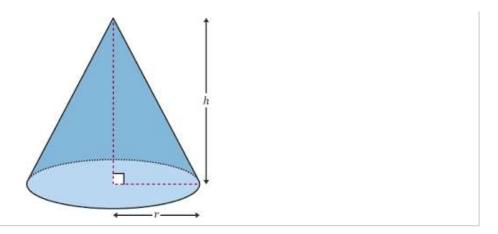
110

110

110

In-class Demos

```
Example 1: Find the volume of a cone. 
Base radius = 2 cm 
Height = 10 cm 
Volume of a cone: V = \frac{Ah}{3} 
where A = base area
```



In []:

Example 2: Create a variabale Name and assign it a string value.

Use an arithmetic operator and Name to print the output: My name is followed by the value of Name . e.g.

My name is Hemma

In []:		

In []: