

Basic Python Syntax

Your code is stored in plain text files, which usually end on `.py` . More on files later.

First, here are some basics.

'#' Marks Comments

In [1]:

```
1 # I am a comment
```

In [3]:

```
1 print('Hello World!') # prints a string
```

Hello World!

End-of-Line Terminates a Statement

The return key (↵) marks the end of a line.

In [4]:

```
1 print('Hello World!')
2 print('Next Statement')
```

Hello World!
Next Statement

So, programs really are just sequences of statements.

Expressions with Basic Operators

In [5]:

```
1 print(2 + 3 * 6)
```

20

Nå, I thought the result will be 30 ...

Why isn't it?

In [6]:

1	<code>(2 + 3) * 6</code>
---	--------------------------

Out[6]:

30

You can compute arbitrarily complex operations.

In [7]:

1	<code>(5 - 1) * ((7 + 1) / (3 - 1))</code>
---	--

Out[7]:

16.0

But what happened here?

In []:

1	<code>(4) * ((7 + 1) / (3 - 1))</code>
---	--

In []:

1	<code>(4) * ((8) / (3 - 1))</code>
---	------------------------------------

In []:

1	<code>(4) * ((8) / (2))</code>
---	--------------------------------

In []:

1	<code>(4) * (4)</code>
---	------------------------

In []:

1	<code>16</code>
---	-----------------

Math operators from highest to lowest precedence:

Operator	Operation	Example	Evaluates to...
**	Exponent	2 ** 3	8
%	Modulus	22 % 8	6
//	Integer division	22 // 8	2
/	Division	22 / 8	2.75
*	Multiplication	2 * 8	16
-	Subtraction	22 - 16	6
+	Addition	2 + 3	5

Calculating rent

```
monthly_rent = 4000
yearly_rent = monthly_rent * 12
print(yearly_rent)
```

Money spent on coffee per yer

Okay, but how much do you spent for coffee-to-go per year?

Write a small Python program, which computes your yearly expenses for coffee-to-go.

Very likely it is important for your program that you know

- The price per cup
- How many cups of coffee you buy per week
- How many weeks you do that per year

In []:

1

And how much would that be in Euro and US Dollars?

Extend your program, so that it computes your yearly expenses for coffee-to-go in Euro an USD. You can find daily exchange rates to DKK for example here: <https://www.xe.com/currencyconverter/convert/?From=USD&To=DKK> (<https://www.xe.com/currencyconverter/convert/?From=USD&To=DKK>)

In []:

```
1 price_per_cup = 20
2 price_per_year = price_per_cup * 5 * 52
3 price_in_eur = price_per_year / 7.46465
4 price_in_usd = price_per_year / 6.61436
5
6 print(price_in_eur)
7 print(price_in_usd)
```

Integer, Floating-point, and String Data Types

Common data types

	Data Type	Examples
	Integers	-2, -1, 0, 1, 2, 3, 4, 5
	Floating-point numbers	-1.25, -1.0, --0.5, 0.0, 0.5, 1.0, 1.25
	Strings	'a', 'aa', 'aaa', 'Hello!', '11 things'

Strings

A string is simply a series of characters. Anything inside quotes is considered a string in Python, and you can use single or double quotes around your strings.

In []:

```
1 'Hello world!'
```

In [10]:

```
1 "Helloworld!"
```

Out[10]:

'Helloworld!'

In [11]:

```
1 "Hello world!" == 'Hello world!'
```

Out[11]:

True

String Concatenation and Replication

In [15]:

```
1 # Jeg bor i Kobenhavn
2 print('Hello' + 'World' + '!')
```

HelloWorld!

In [16]:

```
1 'Hello' + 42
```


TypeError Traceback (most recent call
last)

```
<ipython-input-16-45471593d353> in <module>
----> 1 'Hello' + 42
```

TypeError: can only concatenate str (not "int") to str

In [17]:

```
1 'Hello' * 4
```

Out[17]:

'HelloHelloHelloHello'

In []:

```
1 'Hello' * 'World'
```

The None Value

In Python there is a value called `None`, which represents the absence of a value. `None` is the only value of the `NoneType` data type. (Other programming languages might call this value `null`, `nil`, or `undefined`.) Just like the Boolean `True` and `False` values, `None` must be typed with a capital N. This value-without-a-value can be helpful when you need to store something that won't be confused for a real value in a variable. One place where `None` is used is as the return value of `print()`. The `print()` function displays text on the screen, but it does not need to return anything in the same way `len()` or `input()` does. But since all function calls need to evaluate to a return value, `print()` returns `None`.

In []:

```
1 None
```

In []:

```
1 result = print('Hello')
2 print(result)
```

Assignment Statements & Variables

A variable is initialized the first time a value is stored in it. When a variable is assigned a new value, the old value is *overwritten*.

In []:

```
1 message = 'Hello'
2 message = 'World!'
3 print(message)
```

In []:

```
1 message = 'Hello'
2 message = message + ' World!'
3 print(message)
```

In [18]:

```
1 message = 'Hello'
2 message += ' World!'
3 print(message)
```

Hello World!

Naming and Using Variables

When you're using variables in Python, you need to adhere to a few rules and guidelines. Breaking some of these rules will cause errors; other guidelines just help you write code that's easier to read and understand. Be sure to keep the following variable rules in mind:

Variable names can:

- contain only letters, numbers, and underscores
- start with a letter or an underscore
- not start with a number
- not contain spaces

In []:

```
1 message_1 = 'Hello'
2 print(message_1)
```

In [19]:

```
1 l_message = 'Hello'
```

```
File "<ipython-input-19-88f14f5bef67>", line 1
  l_message = 'Hello'
  ^
```

SyntaxError: invalid token

In []:

```
1 greeting_message = 'Hej!'
```

Guidelines:

- Avoid using Python keywords and function names as variable names!
- Variable names should be short but descriptive.

For example, `name` is better than `n`, `student_name` is better than `s_n`, and `name_length` is better than `length_of_persons_name`.

Python keywords are the following:

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

Python has 33 keywords.

So **never** do something like the following, it will just generate weird errors in your programs that are hard to find...

In [20]:

```
1 message = 'Important!'
2 print = 'Do not do this at home :)'
3 print(message)
```

```
-----
-----
TypeError                                Traceback (most recent call
1 last)
<ipython-input-20-815db8245b1a> in <module>
      1 message = 'Important!'
      2 print = 'Do not do this at home :)'
----> 3 print(message)
```

TypeError: 'str' object is not callable

Augmented Assignment Operators

When assigning a value to a variable, you will frequently use the variable itself.

```
>>> value = 42
>>> value = value + 1
>>> value
43
```

Instead, as a shortcut, you can use the augmented assignment operator `+=` to do the same.

There are augmented assignment operators for the `+`, `-`, `*`, `/`, and `%` operators.

Augmented Assignment Statement	Equivalent Assignment Statement
<code>value += 1</code>	<code>value = value + 1</code>
<code>value -= 1</code>	<code>value = value - 1</code>
<code>value *= 1</code>	<code>value = value * 1</code>
<code>value /= 1</code>	<code>value = value / 1</code>
<code>value %= 1</code>	<code>value = value % 1</code>

Note, the `+=` operator can also do string and list concatenation (adding something to the end of something else), and the `*=` operator can do string and list replication.

'#' Marks Comments

```
In [1]:
```

```
In [3]:
```

Hello World!

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Next Statement
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16.0
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Strings	'a', 'aa', 'aaa', 'Hello!', '11 things'

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```
In [ ]:
```

```
In [10]:
```

```
Out[10]:  
  
'Helloworld!'
```

```
In [11]:
```

```
Out[11]:  
  
True
```

String Concatenation and Replication

```
In [15]:
```

```
HelloWorld!
```

```
In [16]:
```

```
-----  
-----  
TypeError                                Traceback (most recent call  
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<ipython-input-16-45471593d353> in <module>  
----> 1 'Hello' + 42  
  
TypeError: can only concatenate str (not "int") to str
```

```
In [17]:
```

```
Out[17]:  
  
'HelloHelloHelloHello'
```

```
In [ ]:
```

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In [ ]:
```

```
In [ ]:
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In []:

In [19]:

```
File "<ipython-input-19-88f14f5bef67>", line 1
```

```
    1_message = 'Hello'
```

```
    ^
```

SyntaxError: invalid token

In []:

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<code>value /= 1</code>	<code>value = value / 1</code>
<code>value %= 1</code>	<code>value = value % 1</code>

Note, the `+=` operator can also do string and list concatenation (adding something to the end of something else), and the `*=` operator can do string and list replication.