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# 6 Things I Wish I Knew Earlier About Python Numbers



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...

```
a: float = 3.14e7  
b: int = 1_000_000  
# #####
```

## 1) We can write numbers using Scientific Notation

In science class, we could write 125000 as  $1.25 \times 10^5$ . We can too in Python

```
x: float = 1.25e5
```

```
print(x) # 125000.0
```

```
y: float = 3.45e-4
```

```
print(y) # 0.000345
```

- `1.25e5` means  $1.25 \times 10^5$  (which is 100000)

- `3.45e-4` means  $3.45 \times 10^{-4}$  (which is 0.0001)

With this, we can easily type out very large and very small numbers without having to ensure that we've typed the correct number of zeros.

## 2) We can insert underscores in our numbers

so that we can *group* zeros together to make our number easier to read

```
x: int = 1_000_000_000  
print(x) # 1000000000
```

^ here, we put one `_` between every 3 zeros so that we can tell at first glance that this is 1 billion.

```
y: int = 1_0_0_00_000  
print(y) # 10000000
```

^ note that it is *not compulsory* to have 3 zeros per group. We can have as many zeros per group as we want, but I just stick with 3 because it's the easiest to read.

## 3) We can round() to negative decimal places

when we `round()` a number to -2 decimal places, we round our number to the nearest 100.

```
x: int = 123456  
print(round(x, -2)) # 123500
```

when we `round()` a number to -3 decimal places, we round our number to the nearest 1000.

```
x: int = 123456  
print(round(x, -3)) # 123000
```

when we `round()` a number to -4 decimal places, we round our number to the nearest 10000.

```
x: int = 123456
print(round(x, -4)) # 120000
```

#### 4) We can use `divmod()` to perform `//` and `%` concurrently

```
a, b = divmod(57, 10)
print(a) # 5
print(b) # 7
```

The built-in `divmod(a, b)` function takes in 2 integers `a` and `b`, and returns a tuple containing `(quotient, remainder)`

- 57 divided by 10 is 5 (quotient), with a remainder of 7
- when we do `a // b`, we get the *quotient*
- when we do `a % b`, we get the *remainder*

The `divmod` function allows us to do this concurrently, thus saving us one line of code whenever we need to do `//` and `%` at the same time.

#### 5) Positive and negative infinity

When we do `float('inf')`, we actually get positive infinity.

```
x: float = float('inf')
print(x) # inf
```

And when we do `float('-inf')`, we get negative infinity.

```
y: float = float('-inf')
print(y) # -inf
```

Positive infinity is larger than all other numbers, while negative infinity is smaller than all other numbers.

```
x: float = float('inf')

print(x > 1)          # True
print(x > 1_000_000)  # True
print(x > 3.14e100)   # True
```

```
y: float = float('-inf')

print(y < -1)         # True
print(y < -1_000_000) # True
print(y < -1e1000)    # True
```

We can use positive or negative infinity if we ever need a number that is larger/smaller than all other numbers

## 6) The built-in decimal module

Python has a built-in `decimal` module that we can simply import, and it provides functionality to deal with decimal numbers

```
from decimal import Decimal

a: Decimal = Decimal(1) / Decimal(3)

print(a) # 0.33333333333333333333333333333333
```

But why would we use this over normal `float` numbers?

- `float` numbers are approximate
- `float` numbers might have floating point inaccuracy
- `Decimals` are designed to be more precise

```
a: float = 2.0
b: float = 2.00000000000000000000000000000001

print(a == b) # True
```

^ above a certain point, floating point inaccuracy kicks in, which might be problematic for tiny numbers.

## 7) (bonus) Complex numbers

Remember in math class where we had to deal with this weird concept known as complex numbers? We can do this in Python too.

```
a: complex = complex(5, 7)

print(a)      # (5+7j)
print(type(a)) # <class 'complex'>
```

^ here,  $5 + 7j$  means  $5 + 7i$  (*real* 5 + *imaginary* 7)

```
a: complex = complex(5, 7)

print(a.real) # 5.0
print(a.imag) # 7.0
```

^ we can use the `.real` and `.imag` to extract the real and imaginary components of our imaginary number.

```
import cmath
```

^ we can import the built-in `cmath` module to perform various complex number operations (which I won't go into detail here)

I've never used this at work before (why would I lol), but this was an interesting fact to know anyway.

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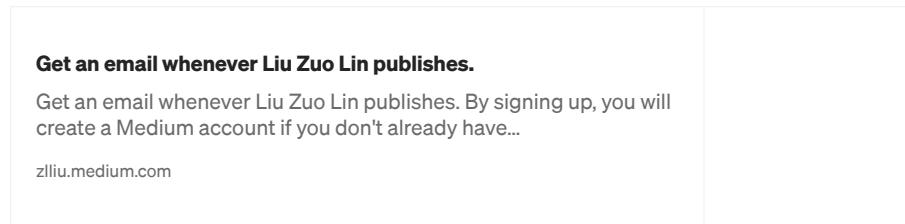
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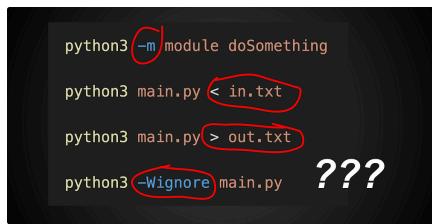
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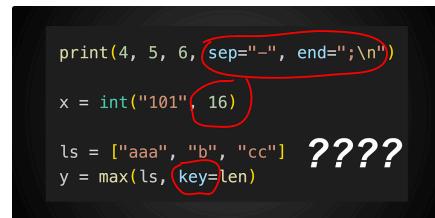
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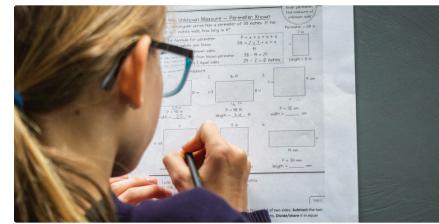
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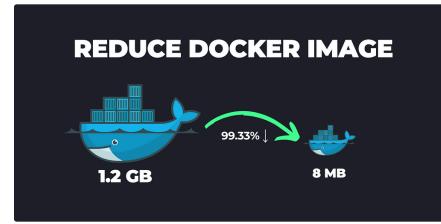
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