

# Scalar Types

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# Overview



Python's fundamental scalar types

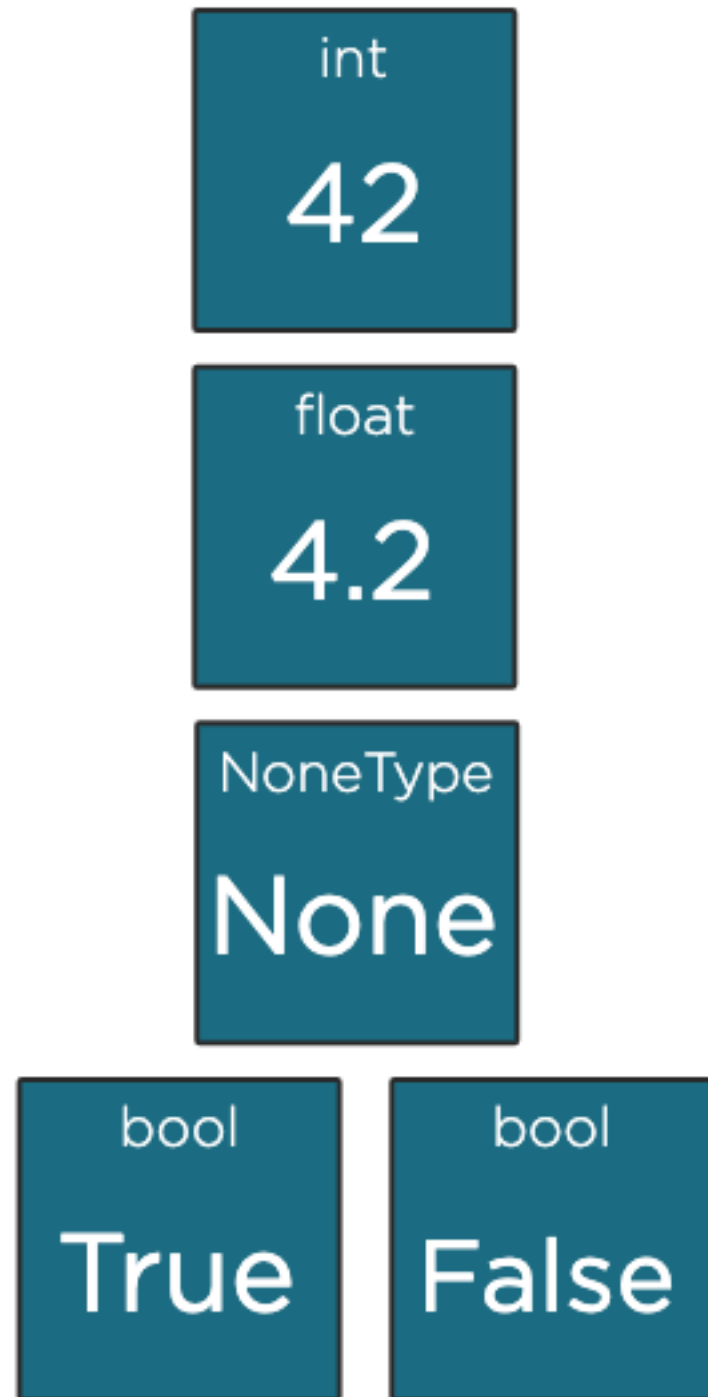
Basic use of relational operators

**Basic flow-control mechanisms**

# Scalar Types

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# Scalar Types



arbitrary precision integer

64-bit floating point numbers

the null object

boolean logical values

int

unlimited precision signed integer

# Int

```
>>> 10
```

```
10
```

```
>>> 0b10
```

```
2
```

```
>>> 0o10
```

```
8
```

```
>>> 0x10
```

```
16
```

```
>>> int(3.5)
```

```
3
```

```
>>> int(-3.5)
```

```
-3
```

```
>>> int("496")
```

```
496
```

```
>>> int("10000", 3)
```

```
81
```

```
>>>
```

float

IEEE-754 double-precision with 53-bits of binary precision

15-16 significant digits in decimal

# Float

```
>>> 3.125
```

```
3.125
```

```
>>> 3e8
```

```
300000000.0
```

```
>>> 1.616e-35
```

```
1.616e-35
```

```
>>> float(7)
```

```
7.0
```

```
>>> float("1.618")
```

```
1.618
```

```
>>> float("nan")
```

```
nan
```

```
>>> float("inf")
```

```
inf
```

```
>>> float("-inf")
```

```
-inf
```

```
>>> 3.0 + 1
```

```
4.0
```

```
>>>
```



None

Null value

Often represents the absence of a value

None

```
>>> None
```

```
>>> a = None
```

```
>>> a is None
```

```
True
```

```
>>>
```

bool

Boolean logical values

# Bool

False

```
>>> bool(42)
```

True

```
>>> bool(-1)
```

True

```
>>> bool(0.0)
```

False

```
>>> bool(0.207)
```

True

```
>>> bool(-1.117)
```

True

```
>>> bool([])
```

False

```
>>> bool([1, 5, 9])
```

True

```
>>> bool("")
```

False

```
>>> bool("Spam")
```

True

```
>>> bool("False")
```

True

```
>>> bool("True")
```

True

```
>>>
```

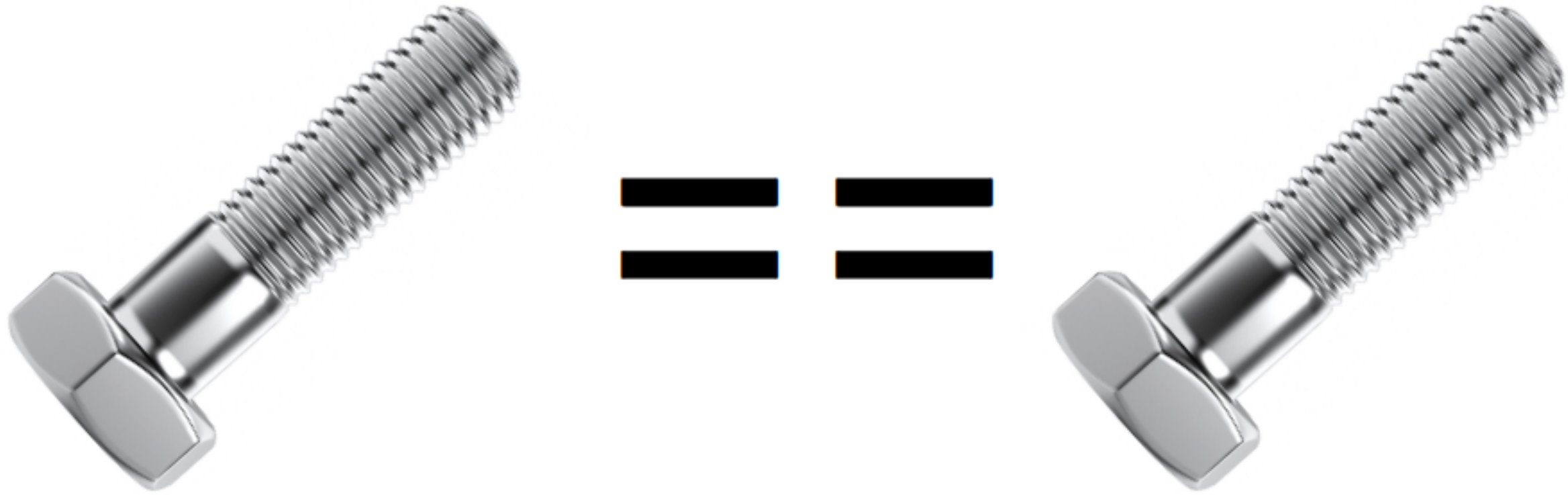
# Relational Operators

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# Relational Operators

==	value equality / equivalence
!=	value inequality / inequivalence
<	less-than
>	greater-than
<=	less-than or equal
>=	greater-than or equal

Value Equality



True

# Relational Operators

```
>>> g = 20
>>> g == 20
True
>>> g == 13
False
>>> g != 20
False
>>> g != 13
True
>>> g < 30
True
>>> g <= 20
True
>>> g > 30
False
>>> g >= 20
True
>>>
```



# Control Flow

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# Conditional statement

Branch execution based on the value of an expression

## If-statement Syntax

**if** expression:  
    block

# If-statement

```
>>> if True:
...     print("It's true!")
...
It's true!
>>> if False:
...     print("It's true!")
...
>>> if bool("eggs"):
...     print("Yes please!")
...
Yes please!
>>> if "eggs":
...     print("Yes please!")
...
Yes please!
>>>
```

# Else-clause

```
>>> if h > 50:
...     print("Greater than 50")
... else:
...     print("50 or smaller")
...
50 or smaller
>>> if h > 50:
...     print("Greater than 50")
... else:
...     if h < 20:
...         print("Less than 20")
...     else:
...         print("Between 20 and 50")
...
Between 20 and 50
>>> if h > 50:
...     print("Greater than 50")
... elif h < 20:
...     print("Less than 20")
... else:
...     print("Between 20 and 50")
...
Between 20 and 50
>>>
```

# While-loops

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## While-loops

**while** expression:  
    **block**

converted to boolean



# While-loops

```
>>> c = 5
>>> while c != 0:
...     print(c)
...     c -= 1
...
5
4
3
2
1
>>> c = 5
>>> while c:
...     print(c)
...     c -= 1
...
5
4
3
2
1
>>>
```



# Int Truthiness

```
bool(5) == True  
bool(4) == True  
...  
bool(0) == False
```



*Explicit is better  
than implicit*

# Relational Operators

```
>>> while True:
```

```
...     pass
```

```
...
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 2, in <module>
```

```
KeyboardInterrupt
```

```
>>>
```

# break

Many languages support a loop ending in a predicate test

C, C++, C#, and Java have do-while

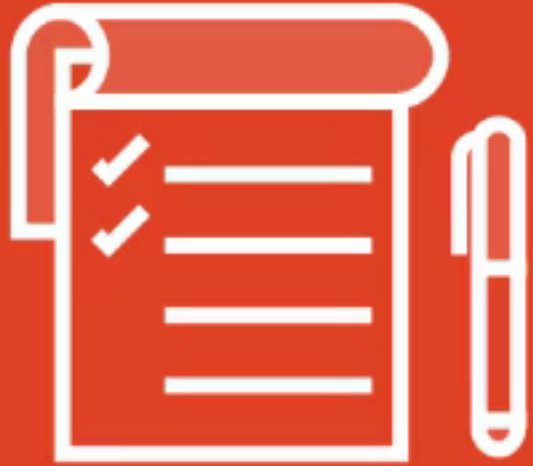
Python requires you to use `while True` and `break`

`break` jumps out of the inner-most executing loop to the line immediately after it

# Break

```
>>> while True:
...     response = input()
...     if int(response) % 7 == 0:
...         break
...
12
67
34
28
>>>
```

# Summary



int, float, None, and bool

Relational operators for equivalence  
and ordering

Conditional code with if-elif-else

While-loops

**While-loop expressions converted to  
bool**

## Summary



**Interrupt loops with Control-C**

**Control-C generates a  
KeyboardInterrupt exception**

**Break out of loops with break**

- Exits the inner-most executing loop
- Takes execution to the first statement following the loop

**Augmented assignment operators like  
+=**

**Request text input from the user with  
`input()`**