Input Spring 2021

Input

- You can get input from the user using another built in Python function input()
- Input is used much in the same vein as print
- In order to use the input, you must assign it to a variable
 - Example name = input("What is your name? ")
 - This will store whatever you type and enter into the variable "name"
 - You can then use this value in your program

```
# Asks the user to input a number
# stores that number to a variable
number = input("Enter a whole number: ")
```

```
=== RESTART: /home/kor
Enter a whole number:
=== RESTART: /home/kort/M
Enter a whole number: 6
```

Input

- Input will default store items as strings
- If you want to have an item stored as a different data type you have to convert it
 - Conversion happens through more built it Python functions
 - int() converts an item to an int
 - float() convert an item to a floating point
 - str() convert an item to a string
 - Conversion introduces a potential for errors
 - Strings (that do not contain just a number; such as "hello" instead "2"; decimals will cause errors unless converted to a float first) sent to int() will cause an error
 - Strings (that do not contain just a number and decimal; such as "hello" instead "2" or "2.0") sent to float() will cause an error

Conversion

- Conversion can happen two ways
 - Input can be converted directly and stored into a variable
 - Example. number = int(input("Enter a number: "))
 - Variables can also be converted
 - Example. number = input("Enter a number: ")
 - number = int(number)

```
# Asks the user to input a number
# stores that number to a variable
number = input("Enter a whole number: ")
print()

intNumber = int(number)

# shows output
print("The integer value is", intNumber)
```

Syntax Warning

- Make absolutely sure your parentheses match up
 - input() requires its own set of parentheses
 - If you put your input() inside of a conversion (int() or float()) you need to make sure input() has a complete set of parenthese
 - int() and float() also require a set of parentheses
- Every opening parenthesis must have a closing parenthesis
- Everything you're passing to a built-in function must be contained inside the parentheses