

# Data Types

- Dr. Junjie Zhang
- Huaxia Chinese School at Mason, OH

# Data Types

A variable can store data, which has a specific type.

- Built-In Data Types:
  - Known by the Python robot by default.
- Customized Data Types:
  - Designed by software engineers like you.

# Built-In Data Types

- Simple Data Types
  - integer, float, boolean, string, and etc.
- Complex Data Types
  - list, set, dict, and etc.

# type()

If you want to know the type of data or data stored in a variable, use `type()`.

```
type("here")  
type(29)  
type(1.3)  
type(True)
```

Let me know your outputs.

# type()

If you want to know the type of data or data stored in a variable, use `type()`.

```
a = "here"  
type(a)  
a = 29  
type(a)  
a = 1.3  
type(a)  
a = True  
type(a)
```

Let me know your outputs.

# Types

- **Int**, or integer, is a whole number, positive or negative, without decimals, of unlimited length.
- **Float**, or "floating point number" is a number, positive or negative, containing one or more decimals.
- **Booleans** represent one of two values: True or False.
- **Strings** in python are surrounded by either single quotation marks, or double quotation marks.

# Two Important Questions

- What data types matter?
  - The same operation may have different effectiveness with different data types.
  - Certain operations make sense only if they are applied on data with specific types.
- Can we convert one data type to another one?
  - Yes to some of them.

# Data Types Matter for Operators

Let's give a look at `+`

```
a = 1
b = 2
c = a + b
print(c)
```

```
a = "1"
b = "2"
c = a + b
print(c)
```



# Data Types Matter for Operators

Let's give a look at \*

```
a = 1
b = 2
c = a * b
print(c)
```

```
a = "1"
b = "2"
c = a * b
print(c)
```

# Convert Data Types

A more professional way to say "data type converting" is **casting**!

# Python Casting

```
x = int(1)    # x will be 1  
y = int(2.8)  # y will be 2  
z = int("3")  # z will be 3
```

# Python Casting

```
x = float(1)      # x will be 1.0  
y = float(2.8)    # y will be 2.8  
z = float("3")    # z will be 3.0  
w = float("4.2")  # w will be 4.2
```

# Python Casting

```
x = str("s1") # x will be 's1'  
y = str(2)    # y will be '2'  
z = str(3.0)  # z will be '3.0'
```

# More Discussion

- Boolean
- String