

Chapter 2 - Variables and Datatypes.

A variable is the name given to a memory location in a program for example.

$a = 30$ → variables = containers to store a value

$b = \text{"Kaif"}$ → keywords = Reserved words in Python

$c = 71.22$ → Identifiers = class/function/variable name.

Data Types.

Primarily there are following data types in Python.

1- Integers

2- Floating Point numbers

3- strings

4- Booleans

5- None.

Python is a fantastic language that automatically identifies the types of data for us.

$a = 71 \Rightarrow$ Identifies a as class $\langle \text{int} \rangle$
 $b = 88.44 \Rightarrow$ Identifies b as class $\langle \text{float} \rangle$
 $\text{name} = "Kaif" \Rightarrow$ Identifies C as class $\langle \text{str} \rangle$

Rules for defining a variable name \rightarrow Also applies to other identifiers.

- \rightarrow A variable name can contain alphabets, digits and underscores.
- \rightarrow A variable name can only start with an alphabet and underscore.
- \rightarrow A variable name can't start with a digit.
- \rightarrow No while space ~~is~~ allowed to be used inside a variable name.

Example of a few variable names are:-

Kaif, one8, Seven_, -Seven etc.

Operators in Python

Following are some common operators in Python.

- 2) Arithmetic operators $\Rightarrow +, -, *, /$ etc.
- 2) Assignmetic operators $\Rightarrow =, +=, -=$ etc.
- 3) Comparison operators $\Rightarrow ==, >, >=, <, !=$ etc.
- 4) Logical operators $\Rightarrow \text{and}, \text{or}, \text{not}$.

type C) Function and typecasting

type Function is used to find the data type of a given variable in Python.

`a = 31`

`type(a)` \Rightarrow class <int>

`b = "31"`

`type(b)` \Rightarrow class <str>

A number can be converted into a string and vice versa (if possible)

There are many functions to convert one data type in another.

`str(31)` \Rightarrow "31" \rightarrow Integer to string conversion

`int("32")` \Rightarrow 32 \rightarrow string to integer conversion

`float(32)` \Rightarrow 32.0 \rightarrow Integer to Float conversion

... and so on

Here "31" is a string literal and 31 a numeric literal.

input() Function

This function allows the user to take input from the keyboard as a string.

```
a = input("Enter name")
```

If a is "Kaif" the user entered Kaif

It is important to note that the output of input is always a string. (even if the number is entered)

If a is "34" user entered 34.

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