

humbers with decinal points.

2) Float

3) complex

4) bool

5) Sto

6) bytes

7) byteorray

8) renge

9) 4ist

10) tuple

11) Set

(2) frozenset

13) dict

1) [int datatype]

represent integers, which are whole numbers without any decimal points.

y = -10 z = 0

X, y, z integers

point ("datatype of x is: ", type(x))

point ("dotatype of y is: ", type(y))

point ("datatype of z is: ", type(z))

olez

datatype of x is: <class int'>
dotatype of y is: <class int'>
datatype of Z is: <class int'>

2) Float datatype,

"Float' datatype is used to represent floating-point numbers, which include numbers with decimal points."

$$a = 3.14$$
 $b = -0.5$ 
 $c = 2.0$ 

a, b, c are all variables

of type float.

Storing floating-point values.

```
point ("datatype of b is: ", type(a))

point ("datype of b is: ", type(b))

point ("datatype of c is: ", type(c))
```

code

OP

datatype	of	a	is:	Kclass	'float'>
datatype		Ь	15:	Kclass	'Float'>
datatype	of		is:	(class	'Ploat'7

## 3) complex datatype

Z = a + biwhere, Z = a + biwhere, Z = a + bi Z = a + bi Z = a + bi Z = a + biwhere, Z = a + bi Z = a + bi Z = a + bi Z = a + biwhere, Z = a + bi Z = a + biwhere,

b = imaginary port of the complex number.

complex numbers, which have both real port & an imaginary part!

code

Hede, 'P', 9', 8' are variables of type 'complex', strong complex no's with different real & imaginary part.

point ("datatype of p is: ", type (P))

point ("datatype of q is: ", type (2))

point ("datatype of r is: ", type (2))

datype of p is: Kclass 'complex'>
datype of q is: Kclass 'complex'>
datatype of & 18: Kclass 'complex'>

4) [bool datatype]

represent Boolean values, which are eithor

- used for making decisions.

True' - Represents a true or tre condition.

False' - Represents a false or -ve condition.

5

is summy = Toue

16 - raining = False

if 15 - Summy;

point (" It's a Summy decy!")

else:

point (" It's not summy today.")

point (" datatype of is - Summy: ", type (is - Summy))

point (" datatype of is - daining: ", type (is - raining))

It's a sunny day!

detatype of 15-sunny: <class bool'>

detatype of 15-raining: <class bool'>

5) [sto datatype]
ee 'sto' dotatype is used to
represent strings, which are sequence of

characters. Strings are used to work with

textual data.

the single quotes.

If we are can use single quotes.

If we are considered to the control of the

Staing can be -> letters, numbers, symbols
& spaces.

codeas = "Rising codeas Faa" message = 'Like, shape, subseribe'

L'coders' & message variables are of type 'Sto', Storing text data.

La operations can be performed on storing

point ("It's not summy today.")

1) concatenation - adding more storings. 2) Stiving.

terena data.

6) [bytes datatype]