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Numbers

in



🔗 5 exercises



You've mastered Numbers in Python.

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About Numbers

Python has three different types of built-in numbers: integers (`int`), floating-point (`float`), and complex (`complex`). Fractions (`fractions.Fraction`) and Decimals (`decimal.Decimal`) are also available via import from the standard library.

Whole numbers including hexadecimal (`hex()`), octal (`oct()`) and binary (`bin()`) numbers **without** decimal places are also identified as `ints` :

```
# Ints are whole numbers.
```

```
>>> 1234
```

```
1234
>>> type(1234)
<class 'int'>

>>> -12
-12
```

Numbers containing a decimal point (with or without fractional parts) are identified as `floats` :

```
>>> 3.45
3.45
>>> type(3.45)
<class 'float'>
```

Arithmetic

Python fully supports arithmetic between these different number types, and will convert narrower numbers to match their less narrow counterparts when used with the binary arithmetic operators (`+` , `-` , `*` , `/` , `//` , and `%`).

All numbers (except complex) support all **arithmetic operations**, evaluated according to **operator precedence**. Support for mathematical functions (beyond `+` and `-`) for complex numbers can be found in the **`cmath`** module.

Addition and subtraction

Addition and subtraction operators behave as they do in normal math. If one or more of the operands is a `float`, the remaining `int`s will be converted to `float`s as well:

```
>>> 5 - 3
2
# The int is widened to a float here, and a float is returned.
>>> 3 + 4.0
7.0
```

Multiplication

As with addition and subtraction, multiplication will convert narrower numbers to match their less narrow counterparts:

```
>>> 3 * 2
6

>>> 3 * 2.0
6.0
```

Division

Division always returns a `float`, even if the result is a whole number:

```
>>> 6/5
1.2
```

```
>>> 6/2  
3.0
```

Floor division

If an `int` result is needed, you can use floor division to truncate the result. Floor division is performed using the `//` operator:

```
>>> 6//5  
1  
  
>>> 6//2  
3
```

Modulo

The modulo operator (`%`) returns the remainder of the division of the two operands:

```
# The result of % is zero here, because dividing 8 by 2 leaves no remainder  
>>> 8 % 2  
0  
  
# The result of % is 2 here, because 3 only goes into 5 once, with 2 left over
```

```
>>> 5 % 3  
2
```

Another way to look at $5 \% 3$:

```
>>> whole_part = int(5/3)  
1  
  
>>> decimal_part = 5/3 - whole_part  
0.6666666666666667  
  
>>> whole_remainder = decimal_part * 3  
2.0
```

Exponentiation

Exponentiation is performed using the `**` operator:

```
>>> 2 ** 3  
8  
  
>>> 4 ** 0.5  
2
```

Conversions

Numbers can be converted from `int` to `floats` and `floats` to `int` using the built-in functions `int()` and `float()`:

```
>>> int(3.45)
```

```
3
```

```
>>> float(3)
```

```
3.0
```

Round

Python provides a built-in function `round(number, <decimal_places>)` to round off a floating point number to a given number of decimal places. If no number of decimal places is specified, the number is rounded off to the nearest integer and will return an `int`:

```
>>> round(3.1415926535, 2)
```

```
3.14
```

```
>>> round(3.1415926535)
```

```
3
```

Priority and parentheses

Python allows you to use parentheses to group expressions. This is useful when you want to override the default order of operations.

```
>>> 2 + 3 * 4
```

```
14
```

```
>>> (2 + 3) * 4
```

```
20
```

Python follows the **PEMDAS** rule for operator precedence. This means calculations within `()` have the highest priority, followed by `**`, then `*`, `/`, `//`, `%`, `+`, and `-`:

```
>>> 2 + 3 - 4 * 4
```

```
-11
```

```
>>> (2 + 3 - 4) * 4
```

```
4
```

*# In the following example, the `**` operator has the highest priority, then `*`
Meaning we first do `4 ** 4`, then `3 * 256`, then `2 + 768`*

```
>>> 2 + 3 * 4 ** 4
```

```
770
```

Precision & Representation

Integers in Python have **arbitrary precision** -- the number of digits is limited only by the available memory of the host system.

Floating point numbers are usually implemented using a `double` in C (*15 decimal places of precision*), but will vary in representation based on the host system. Complex numbers have a `real` and an `imaginary` part, both of which are represented by floating point numbers.

For a more detailed discussions of the issues and limitations of floating point arithmetic across programming languages, take a look at 0.30000000000000004.com and [The Python Tutorial](https://docs.python.org/3/tutorial/index.html).

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