

V2_variables_in_python

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1 Activity: Variables in Python

1.1 Introduction

In this activity you will practice the following: - Assigning specific values / types to variables - Overwriting variables

Question 1 Create variable `name` and assign any value you want to it.

```
[7]: name = "Alex"
     print(name)
```

Alex

```
[8]: # Question 1 Grading Checks

     print('Make sure you created the variable: name')
     print(name)
```

Make sure you created the variable: name
Alex

Question 2 Assign the value of 2.7 to the variable `seconds`.

```
[22]: seconds = 2.7
      print(seconds)
```

2.7

```
[ ]: # Question 2 Grading Checks

     assert isinstance(seconds, float), 'Have you assigned a float value to the_
     ↪variable seconds?'
```

Question 3 Assign boolean value `True` to the variable `python_is_fun`.

```
[34]: python_is_fun = True  
print(python_is_fun)
```

True

```
[ ]: # Question 3 Grading Checks  
  
assert isinstance(python_is_fun, bool), 'Have you assigned a boolean value to_  
↳the python_is_fun variable?'
```