



Curtin University

# A Taste of Python

ISYS5002, School of Marketing and Management

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I acknowledge the traditional custodians of the land on which I work and live, and recognise their continuing connection to land, water and community. I pay respect to elders past, present and emerging.

# Computer do two things



# Store Values

# Perform Operations

# What are values?

- Single Value
  - Integer
  - Float
  - Character
  - Boolean
- Data Structure
  - Lists
  - Strings
  - Files

Data Type	Python Expressions	Description	Example
integer	int	A whole number	143267
decimal	float	A floating point number	3.13159
string	str	Set of characters in quotes	"Hello"
boolean	bool	anything evaluates true/false	True
List	list	An ordered list of values	[1,4,5]

A ***variable*** is the name given to a part of the computers memory, designed to store a particular data item.

# Variable Names

- Rules

- Only letters, numbers, and the underscore character (\_)

- No spaces

- No quotes

- Can't start with a number

- Can't be a keyword import

- Conventions

- variable names should be meaningful

- separate words with underscores (snake\_case)

# Perform Operations

Receive Information

Output Information

Perform Arithmetic

Assign a value to a variable

Compare to variables

Repeat a group of actions.

```
input("What is your name?")
```

```
print("Hello, world")
```

<b>Operation</b>	<b>Description</b>	<b>Example</b>	<b>Result</b>
+	Addition	3 + 2.2	5.2
-	Subtraction	5 - 2	3
*	Multiplication	3 * 8	24
**	Raise to the power of	3 ** 2	9
/	Division	5/2	2.5
//	Integer Division	5//2	2
%	Modulo	5%2	1

```
name = input("What is your name?")
```

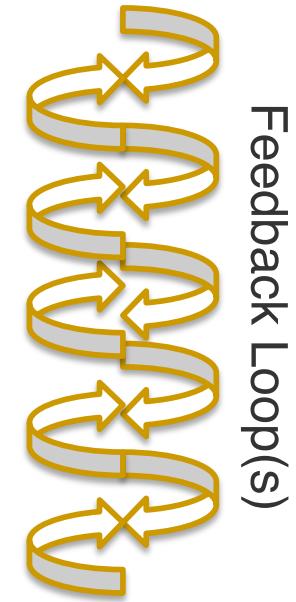
```
if first_number > second_number:  
    print(first_number)  
  
else:  
    print(second_number)
```

Operation	Description	Example	Result
<	Less than	3 < 2	False
>	Greater than	3 > 2	True
<=	Less than or equal	3 <= 2	False
>=	greater than or equal	3 >= 2	True
==	equal to	3 == 2	False
!=	not equal to	3 != 2	True
not	not	not(3 == 2)	True

```
for number in [10,9,8,7,6,5,4,3,2,1]:  
    print(number)  
print("Blast Off!")
```

# Problem Solving Methodology

- State the problem clearly
- Describe the input and output
- Work a simple example by hand
- Develop an algorithm (and convert to Python)
- Test solution with a variety of data



Feedback Loop(s)

Make your words and phrases in the pseudocode which are in line with computer operations, then translating from pseudocode to a programming language becomes simple.

# Quick Review

- Break a problems down into simple actions
- Actions carry out simple tasks
- A set of actions is called an algorithm
- Algorithms expressed as Pseudocode
- Coding is translating an algorithm to a program
- Six operations a computer can do