#### Types in Python

• Types Every value in Bython has a of values determine how they behave. Every value in Python has a particular type, and the types

Definition: A type is a set of values and the operations that can be

applied to those values

int : integer float : floating point (decimal point between digits)

int  $\pm l$  int  $\rightarrow$  int float ±1 float -> float int ±1 float -> float

(17. = 17.0)

string: - sequence of character

- Start and end with single quotes (1) or double quotes (11)

- Must be consistent

>>> "How are you?"
>>> ""Hello haha" is so weird"

>>> "Hihi hee'

Syntax Error

## Variable Types

- A **type** is a set of *values* and the *operations* that can be performed on those values.
- int: integer
  - ex. 3, 4, 894, 0, -3, -18
- float: floating point number
  - ex. -5.6, 7.342, 53452.0, -89.34

### Type: str (pronounced string)

- str: string literal is a sequence of characters
- Start and end with single quotes (') or double
  - ex. 'hello', "What is 10 \* (2 + 9)?"
  - Just like writing in English, the quote type must match (i.e. 2 singles or 2 doubles, not 1 of each)

WHAT IF I TOLD YOU

THERE IS A THIRD TYPE OF

quotes (")

## **String Type Examples**

```
□ Variables and Memory
1. Variables
 Assigning values to variables → Use "="
                          variable = expression
 Rules for assignment.
    1. Evaluate the expression to the right of = sign (produces memory
      address of the value
    2. Store the memory address in the variable of the left of the = sign
 Voriable legal names: MUST START WITH LETTER or _ (underscore)
                       CANNOT START WITH NUMBERS
 2 Memory Are "holes" with address to store the value
 NOTE Python will create new id to stone new variables instead of overwritting
     ex >>> a = 2
        >>> b = 2*a → a = 8
                                  b = 4 (not 6)
         >>> a = 3
     Memory Visualization Example
                                  id1:int
20
                                            _ id1 still exists , but not assigned
                         difference id3
                         double id2
                                 id2:int 40
                                              - "double" still points to 40
  * (id(+)) = Read the position of the variable in the memory (memory address)
    · = variable name, or value assigned to variable
   ex >>> x = 812
      >>> id (x)
         781023568
     >>> id(812)
         781023568
```

#### ☐ Arithmetic in Python (+-\*/)

· Arithmetic operations

Operator	Operation	Expression	English description	Result
+	addition	11 + 56	11 plus 56	67
-	subtraction	23 - 52	23 minus 52	-29
*	multiplication	4 * 5	4 multiplied by 5	20
**	exponentiation	2 ** 5	2 to the power of 5	32
1	division	9 / 2	9 divided by 2	4.5
//	integer division	9 // 2	9 divided by 2	4
8	modulo (remainder)	9 % 2	9 mod 2	1

## · Integer Division, Modulo, and Exponentiation

Tateger Division 1/2: Takes the floor of division result (rounds down 17/10  $\rightarrow$  1 to nearest integer)

Modulo %: Remainder of diusion, matching the sign of second operand 53 % 24  $\rightarrow$  5

 $\underline{\text{NOTE}}:$  Rython takes floor result, meaning rounding down, which also apply to negative numbers .

division / always return the result as a float.

## · Arithmetic Operator Precedence

Operator	Precedence
**	highest
- (negation) → Mares	a number negotive
*, /, //, %	
+ (addition), - (subtraction	ion) lowest

#### · Augmented Assignment Operations

Combine operations together  $\Rightarrow$  machine do not have to call out a new address for x  $\Rightarrow$  Use same address

Operator	Expression	Identical Expression	English description
+=	x = 7	x = 7	x refers to 9
	x += 2	x = x + 2	
=	x = 7	x = 7	x refers to 5
	x -= 2	x = x - 2	
-	x = 7	x = 7	x refers to 14
	x *= 2	x = x * 2	
/=	x = 7	x = 7	x refers to 3.5
	x /= 2	x = x / 2	
'/=	x = 7	x = 7	x refers to 3
	x //= 2	x = x // 2	
P/0=	x = 7	x = 7	x refers to 1
	x %=2	x = x % 2	
**=	x = 7	x = 7	x refers to 49
	x **= 2	x = x ** 2	

NOTE 2=7; x+ = 2 => vonable x is now assigned 49

#### **Programming Process**

## 1. leadability Tips (# clean code)

- +) Use white space to separate variables and operators
- +) Be consistent
- t) Pick variable names that are easy to read and interpret to Be consistent with naming schemes

  the Single Statement that spans multiple lines

In order to split up a statement into more than one lines you need to do one of two things:

- - 1. Make sure line break occurs inside parentheses
  - 2. Use line-continuation character, which is a backlash \ (not divide/)

```
>>> room_temperature_c = 20
         >>> toom_temperature_t = 20
>>> cooking_temperature_f = 350
>>> oven_heating_rate_c = 20
>>> oven_heating_time = (
... ((cooking_temperature_f - 32) * 5 / 9) - room_temperature_c) / \
          ... oven_heating_rate_c
>>> oven_heating_time
         7.833333333333333
```

## 2. Comments Use (#)

- 3. Testing +) Golden Rule: Never program more than 15 minutes without testing
  - +) Modular Code (Divide code into blocks modules)

## 4. Error Reduction vs Delagging

- +) Reduce number of errors
- +) Identifying and correcting errors

## Planning Code

- How do you start writing code?
   Read the question carefully and with intent
   Think about what information was provided in the topic that you should include in your answer
   Brainstorm different ways to answer the question

  - Skim through course material to see what could help

  - Scaffold or quickly structure each paragraph
    Figure out what you want to conclude and think of ways to get there
    Make sure each section has purpose (you aren't repeating yourself)
    Think about order (what needs to be said at the beginning vs what needs to be said at the end)



## Syntax Errors

- Syntax error: results when the programming language cannot understand your code.
- Examples: missing an operator or two operators in a row, illegal character in a variable name, missing a parentheses or bracket etc.
- In English, a syntax error is like a spelling error

>>> 3) + 2 \* 4

Syntax Error: unmatched ')': line 1, pos 2

## Semantic Errors

- Semantic error: results from improper use of the statements or variables
- Examples: using an operator not intended for the variable type, calling a function with the wrong argument type, or wrong number of arguments, etc.
- In English, a semantic error is like a grammar error

>> "Hello" - 4

TypeError: unsupported operand type(s) for -: 'str' and 'int'

>>> number = number \* 2

NameError: name 'number' is not defined

## **Runtime Errors**

- Runtime error: is an error that occurs during the execution (runtime) of a program. Generally do not occur in simple programs.
- The code could run fine most of the time, but in certain circumstances the program may encounter an unexpected error and crash.
- Examples: infinite loops, attempting to access an index out of bounds, etc.

>>> x = 10

>>> while x > 0

print("This is the song that never ends")

# · Divide by O => Runtime error

+) Calling wrong number of arguments in function.

· str + int => Runtime error

## **Logical Errors**

- Logical Error: results from unintended result due to a miscalculation or misunderstanding of specifications.
- Examples: miscalculation, typo, misunderstanding of requirements, indentation mistakes, operator precedence, integer instead of floating-point division, etc.
- Most difficult to fix because the code will execute without crashing. There are no error messages produced.

# Logical Error Examples

>>> fahrenheit = 71.6

>>> celsius = fahrenheit – 32 \* 5/

and the second

E2 9222222222222

53.8222222222221

>>> fahrenheit = 716

>> celsius = (fahrenheit – 32) \* 5/9

>>> Celsius

380.0

71.6 degrees F is about 22 degrees C

71.6 degrees F is about 22 degrees C

Correct logic: celsius = (fahrenheit – 32) \* 5/9

hoops, typo! Forgot the decimal.

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