

Comparison operators

<code>==</code>	Equal to
<code>!=</code>	Not equal to
<code><</code>	Less than
<code><=</code>	Less than or equal to
<code>></code>	Greater than
<code>>=</code>	Greater than or equal to

Logical Operators

NOT
AND
OR

Arithmetic Operators

<code>+</code>	Addition e.g. <code>x=6+5</code> gives 11
<code>-</code>	Subtraction e.g. <code>x=6-5</code> gives 1
<code>*</code>	Multiplication e.g. <code>x=12*2</code> gives 24
<code>/</code>	Division e.g. <code>x=12/2</code> gives 6
<code>MOD</code>	Modulus e.g. <code>12MOD5</code> gives 2
<code>DIV</code>	Quotient e.g. <code>17DIV5</code> gives 3
<code>^</code>	Exponentiation e.g. <code>3^4</code> gives 81

Term	What it means	How to do it in Python
Variable	Something you can give a value to and then change it at other times in the program.	<code>number = 0</code> #number is a variable <code>name = "Rhiannon"</code> # name is a variable
Input/Output	Getting input from the keyboard or outputting something to the screen.	<code>name = input("Enter your name: ")</code> # input <code>number = int(input("Enter a number: "))</code> #input <code>print(name)</code>
Concatenation	Joining strings together	<code>print("Name:" + " " + name)</code> <code>print("Number:" + " " + str(number))</code>
Selection	Where there is a choice point in the program design and an if statement is used to create more than one possible pathway.	<code>if entry == "a":</code> <code>print("You selected A")</code> <code>else if entry=="b":</code> <code>print("You selected B")</code> <code>else:</code> <code>print("Unrecognised ")</code>
Assignment	Where a variable is given a value	<code>number = 56</code> #number is assigned the value 56 <code>Name = "Rhiannon"</code> # name is assigned the value Rhiannon

Repetition and Iteration	<p>Repetition means looping over a block of code a given number of times or whilst a condition is true.</p> <p>Iteration is very similar to repetition, but it is performed over every item in a data structure, for example, each letter in a string or each item in a list.</p>	<p>Condition controlled loops</p> <p>While loops</p> <pre>counter = 0 password = "cat" while counter < 3 AND password != guess: guess = input() if password == guess: print("correct") else: print("Try Again") counter = counter + 1</pre>	<p>Count controlled loops</p> <p>For loops</p> <pre>for i in range(5): #Repeat 5 times print("Hello")</pre> <p>Iteration: Looping through a string and counting the number of letter A's:</p> <pre>sentence = "i love computer science" count = 0 for i in range (0,len(string)): if i == 'a': countA = countA + 1</pre> <p>Alternative:</p> <pre>for letter in sentence: #do something</pre>
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