# >>> output some thing  
print("Hello, World!")

# >>> no brackets  
if 5 > 2:  
 print("Five is greater than two!")

# >>> my first program

a = 10

print(a)

# >>> multi line comments

#This is a comment

#written in

#more than just one line

print("Hello, World!")

# >>> Paragraph comments

"""

This is a comment

written in

more than just one line

"""

print("Hello, World!")

# >>> Changing types of a value

x = str(3) # x will be '3'  
y = int(3) # y will be 3  
z = float(3) # z will be 3.0

# >>> Check type of a variable

x = 5

y = "John"

print(type(x))

print(type(y))

# >>> double and single quotes difference

x = "John"

# is the same as

x = 'John'

# >>> Variable names are case-sensitive.

a = 4

A = "Sally"

#A will not overwrite a

# >>> Variable name rules

# A variable name must start with a letter or the underscore character

# A variable name cannot start with a number

# A variable name can only contain alpha-numeric characters and underscores (A-z, 0-9, and \_)

# Variable names are case-sensitive (age, Age and AGE are three different variables)

myvar = "John"

my\_var = "John"

\_my\_var = "John"

myVar = "John"

MYVAR = "John"

myvar2 = "John"

#Camel Case Variables

myVariableName = "John"

#Pascal Case Variables

MyVariableName = "John"

#Snake Case Variables

my\_variable\_name = "John"

# >>> Assigning multiple values

x, y, z = "Orange", "Banana", "Cherry"

print(x)

print(y)

print(z)

x = y = z = "Orange"

print(x)

print(y)

print(z)

# >>> Unpack a list

fruits = ["apple", "banana", "cherry"]

x, y, z = fruits

print(x)

print(y)

print(z)

# >>> Output variables

x = "Python is awesome"

print(x)

x = "Python"

y = "is"

z = "awesome"

print(x, y, z)

x = "Python "

y = "is "

z = "awesome"

print(x + y + z)

# >>> Global Variables

x = "awesome"

def myfunc():

x = "fantastic"

print("Python is " + x)

myfunc()

print("Python is " + x)

# concept

x = "awesome"

def myfunc():

global x

x = "fantastic"

myfunc()

print("Python is " + x)