


Welcome to Day 2! 🎉🐍

- Welcome back to Bits & Bytes @ Bishop's!
- Please join our Google Classroom: **unh6xlcs**
 - <https://classroom.google.com/c/NzY2NjUxMTM0NjYz?cjc=unh6xlcs>
- Ms T will go over file access and organization


Welcome to Day 2! 🎉🐍

- Today's theme:
- ✨ Variables
- ✨ Data Types
- ✨ Input
- ✨ Math with Python

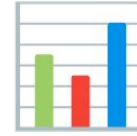
What's a Variable?

- A variable is like a labeled box  → it holds something!
- In Python:
- `name = "Taylor"`
- `age = 34`
- We can open the box anytime:
- `print(name)`

Variables, concatenations, & f-strings

- A variable is like a labeled box  → it holds something!
- In Python:
- `name = "Taylor"`
- `age = 34`
- We can open the box anytime:
- `print(name)`
- We can 'add' strings using concatenation and f-string.

Data Types



- Python's main data types:
 - - str → string (text) "hello"
 - - int → integer (whole numbers) 5
 - - float → decimal numbers 3.14
 - - bool → True / False
- Why does it matter? → Python treats them differently!

Using Input

- Let's talk to Python!
- We can ask the user for something:
- `name = input("What's your name? ")`
- `print("Hello,", name + "!!")`

-  Remember:

- `input()` gives back text — even if it looks like a number!

Doing Math with Python




- Python can do math:
- `print(3 + 2 * 5)`
- It follows PEMDAS rules!
- ✓ Parentheses
- ✓ Exponents
- ✓ Multiplication / Division
- ✓ Addition / Subtraction

Fun Example



- Let's combine it all:
- `level = 5`
- `points_per_level = 150`
- `bonus = 50`
- `total_points = (level * points_per_level) + bonus`
- `print("Your total points:", total_points)`

Challenge Time

-  Write a program that:
 - - Asks for the user's name
 - - Asks their favorite game
 - - Calculates how many points they'd earn after 3 levels (you decide the formula!)
 - - Prints a fun message

Let's Go Code!



- Open VS Code → we'll work on:
- ✓ Follow-alongs
- ✓ Code puzzle
- ✓ Mini-project: Mad Libs!