Principles of Programming I Notes

# Basic Math:

* / is standard division; 15 / 10 = 1.5
* // is floor division; 15 // 10 = 1
* % is modulo (remainder of division); 15 % 10 = 5

# Datatypes:

* text: string
* numberic: integer, float, complex
* sequence: list, tuple, range
* mapping: dictionary
* sets: set, frozenset
* boolean: bool
* binary: bytes, bytearray, memoryview

Next

# Glossary

Algorithm - process of solving a problem  
Errors:  
Runtime error - error that happened during execution of a program.  
Semantic error - program run without errors, but it behaves not as expected.  
Syntax error - error due to wrong syntax, like missing paranthesis. In this case program is not able to run. Program - a sequence of instructions how to perform computation.  
Statement - a unit of code that has some effect Variables: Initialization - assignment of initial value  
Update - assignment of new value which base on old value  
Reassignment - assignment of new value which does not base on old value