

## 4.1 Python Variables

Variables are containers for storing data values. Python has no command for declaring a variable. But the variables are created the moment you first assign a value to it. Example:

```
x = 5
y = "ByteUp Academy"
print(x)
print(y)
```

Also, variables do not need to be declared with any particular *type*, and can even change type after they have been set.

```
x = 4    # x is of type int
x = "ByteUp Academy"    # x is now of type str
print(x)
```

## 4.2 Python Variable Naming Convention

A variable can have a short name (like x and y) or a more descriptive name (age, carname, total\_volume).

Rules for Python variables:

- 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)
- A variable name cannot be any of the below listed keywords:

Keyword	Description
<b>and</b>	A logical operator
<b>as</b>	To create an alias
<b>assert</b>	For debugging
<b>async</b>	Define an asynchronous function

<b>await</b>	Wait for and get a result from an awaitable
<b>break</b>	To break out of a loop
<b>case</b>	Pattern in a match statement
<b>class</b>	To define a class
<b>continue</b>	To continue to the next iteration of a loop
<b>def</b>	To define a function
<b>del</b>	To delete an object
<b>elif</b>	Used in conditional statements, same as else if
<b>else</b>	Used in conditional statements
<b>except</b>	Used with exceptions, what to do when an exception occurs
<b>FALSE</b>	Boolean value, result of comparison operations
<b>finally</b>	Used with exceptions, a block of code that will be executed no matter if there is an exception or not
<b>for</b>	To create a for loop
<b>from</b>	To import specific parts of a module
<b>global</b>	To declare a global variable
<b>if</b>	To make a conditional statement
<b>import</b>	To import a module
<b>in</b>	To check if a value is present in a list, tuple, etc.
<b>is</b>	To test if two variables are equal
<b>lambda</b>	To create an anonymous function
<b>match</b>	Start a match statement (compare a value against cases)
<b>None</b>	Represents a null value
<b>nonlocal</b>	To declare a non-local variable
<b>not</b>	A logical operator
<b>or</b>	A logical operator
<b>pass</b>	A null statement, a statement that will do nothing
<b>raise</b>	To raise an exception
<b>return</b>	To exit a function and return a value
<b>TRUE</b>	Boolean value, result of comparison operations
<b>try</b>	To make a try...except statement
<b>while</b>	To create a while loop
<b>with</b>	Used to simplify exception handling
<b>yield</b>	To return a list of values from a generator

Python allows us to assign values to multiple variables in one line like below:

```
x, y, z = "Byte", "Up", "Academy"
```

Also, you can assign the *same* value to multiple variables in one line like below:

```
x = y = z = "Academy"
```

If you have a collection of values in a list, tuple (we will learn them in the upcoming sessions) etc, Python allows you to extract the values into variables. This is called **unpacking**.

```
center = ["Byte", "Up", "Academy"]  
x, y, z = center
```

In the `print()` function, Python allows to output multiple variables, separated by a comma:

```
print(x, y, z)
```

Also you can also use the `+` operator to output multiple variables:

```
print(x + y + z)
```

- For numbers, the `+` character works as a mathematical operator:

So, what will happen if we combine a number & a string?

```
x = 100  
y = "ByteUp Academy"  
print(x + y)
```

- This throws error. So the best way is to separate them with commas which supports even with different data types like below:

```
x = 100  
y = "ByteUp Academy"  
print(x, y)
```

Normally, when you create a variable inside a function (we will learn about functions in the upcoming sessions), that variable is local, and can only be used inside that function. To create a global variable inside a function, you can use the **global** keyword.

```
global x  
x = "ByteUp Academy"
```

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