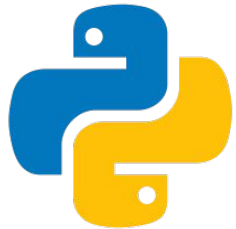


Chapter 2: Python Data Types

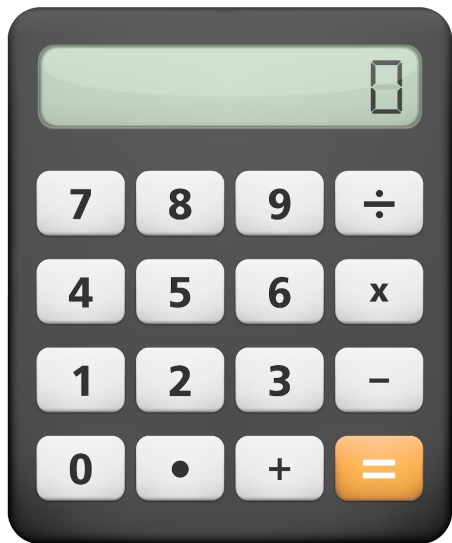
Resource: Introduction to Computing Using Python by Ljubomir Perkovic



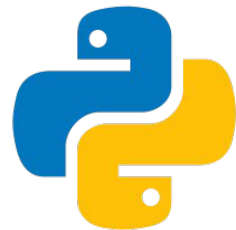
Topics to cover:

- Python interpreter
- 2.1 Expressions, variables and assignments
- 2.2 Strings
- 2.3 Lists & Tuples
- 2.5 Math module (briefly)





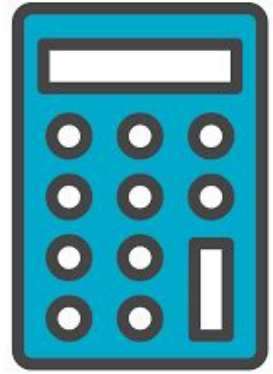
=



Python Shell



Python: The Great Calculator



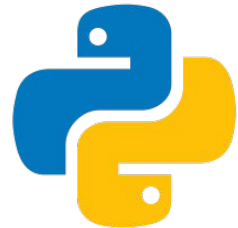
Algebraic Expressions

- Integer or int
- Floating point or float
- Remember **PEDMAS** (parenthesis, exponential, division, multiplication, addition, subtraction) & **Left to Right (L2R)**

Boolean Expressions

- Boolean (True, False)
- Boolean expressions (and, or, not)

Variables



Variable Names:

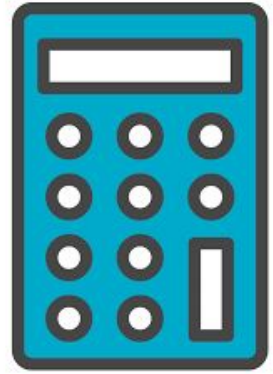
- Lowercase (a-z)
- uppercase (A-Z)
- underscore (_)
- digits (0-9) EXCEPT THE FIRST CHARACTER!!!
- CANNOT be reserved keywords

Examples:

- myList, _list, list6, l_2 OK
- 51list, list-3 NOT OK
- O, l (el), l (eye) NOT OK
- ***** note: myList & myList are different!!! Case sensitive! *****

Good practice:

- Be explicit!
 - Name `price` better than name `p`
- Multiple word name
 - Use underscore or camelCase
 - Interest_rate, InterestRate
- Pick one style and be consistent!
- Shorter meaningful names better than longer ones!
 - user_name, better
 - name_input_from_user, less better

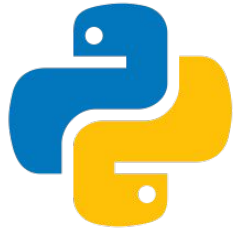


Reserved keywords

PEP8 style guide: <https://www.python.org/dev/peps/pep-0008/#naming-conventions>

The below names are used as reserved keywords of the Python language. You cannot use them other than as Python commands.

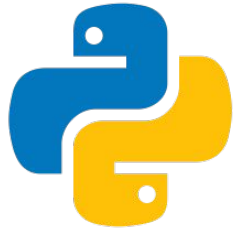
<code>False</code>	<code>break</code>	<code>else</code>	<code>if</code>	<code>not</code>	<code>while</code>
<code>None</code>	<code>class</code>	<code>except</code>	<code>import</code>	<code>or</code>	<code>with</code>
<code>True</code>	<code>continue</code>	<code>finally</code>	<code>in</code>	<code>pass</code>	<code>yield</code>
<code>and</code>	<code>def</code>	<code>for</code>	<code>is</code>	<code>raise</code>	
<code>as</code>	<code>del</code>	<code>from</code>	<code>lambda</code>	<code>return</code>	
<code>assert</code>	<code>elif</code>	<code>global</code>	<code>nonlocal</code>	<code>try</code>	



Strings

String, denoted ``str``

- Represent/manipulate text data (sequence/string of characters)
 - Blanks
 - Punctuation
 - Symbols
- Enclosed within matching quotes; either single quotes (') or double quotes ("). If it's a huge string then triple quotes; triple single quotes (''') or triple double quotes (""")



Strings

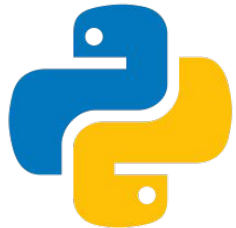
Concatenate (+)

Multiply (*)

in/boolean operator

Substring

len



Indexing Operator []

Index:

- Index of character in string = character's offset (position in string) with respect to first character
- Count starts at 0....n
 - First character has index 0
 - Second character has index 1 (one away from first character)
- Going backwards:
 - Use negative indexes to access characters from the back
 - Last character has index -1

Negative Index

s
Index

	-5	-4	-3	-2	-1
	h	e	l	l	o
	0	1	2	3	4



Lists []

Organization

Certain order

List = sequence of objects of any type
(numbers, strings, lists, etc)

- Comma separated sequence of objects
enclosed within square brackets

Mutable unlike strings (immutable) - can
change

Read the docs: <https://docs.python.org/3/tutorial/datastructures.html>

Indexing operators

in/boolean operator

Concatenate

max/min/sum

Append/count/remove/reverse/sort



Tuples () - immutable lists



Lists except tuples are mutable - cannot be changed

Contains a sequence of values enclosed by parentheses () instead of brackets []

Usage	Explanation
<code>x in lst</code>	True if object <code>x</code> is in list <code>lst</code> , false otherwise
<code>x not in lst</code>	False if object <code>x</code> is in list <code>lst</code> , true otherwise
<code>lstA + lstB</code>	Concatenation of lists <code>lstA</code> and <code>lstB</code>
<code>lst * n, n * lst</code>	Concatenation of <code>n</code> copies of list <code>lst</code>
<code>lst[i]</code>	Item at index <code>i</code> of list <code>lst</code>
<code>len(lst)</code>	Length of list <code>lst</code>
<code>min(lst)</code>	Smallest item in list <code>lst</code>
<code>max(lst)</code>	Largest item in list <code>lst</code>
<code>sum(lst)</code>	Sum of items in list <code>lst</code>



Objects and Classes

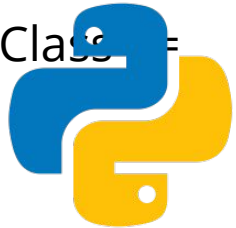
Objects - container for values (int, list...)

Every object has a **type** and a **value**

Object's type - what kind of values object can hold and what kind of operations can be performed on object. Ex: int, float, bool, str, list

Python is **object-oriented** because values are always stored in objects vs other languages values explicitly in memory

Because every value in Python stored in object, python type is a class. Class = Type.



Python Modules (Libraries)

No need to rebuild what is out there

Import the module

<https://docs.python.org/3/library/math.html>

Use the documentation

