

PYTHON II

Built In Types

SIMPLE VALUES

Type	Example	Description
int	x = 1	Integers (i.e., whole numbers)
float	x = 1.0	Floating-point numbers (i.e., real numbers)
complex	x = 1 + 2j	Complex numbers (i.e., numbers with a real and imaginary part)
bool	x = True	Boolean: True/False values
str	x = 'abc'	String: characters or text
NoneType	x = None	Special object indicating nulls

INTEGERS

- A number without a decimal point
- They are variable precision
- Division upcasts to floating point with division (Python 3)

```
In [1]: x = 1  
        type(x)
```

```
Out [1]: int
```

```
In [2]: 2 ** 200
```

```
Out [2]:  
160693804425899027554196209234116260252220299378279283
```

```
In [3]: 5 / 2
```

```
Out [3]: 2.5
```

Use //
for
floor
division

```
In [4]: 5 // 2
```

```
Out [4]: 2
```

FLOATING POINT NUMBERS

- Can be stored in scientific or standard decimal notation
- Ints can be converted to floats with the built in `float()` constructor

```
In [5]: x = 0.000005  
        y = 5e-6  
        print(x == y)
```

True

```
In [6]: x = 1400000.00  
        y = 1.4e6  
        print(x == y)
```

True

```
In [7]: float(1)
```

```
Out [7]: 1.0
```

FLOATING POINT PRECISION

- Since numbers are represented in binary in memory, floating points aren't completely precise
- Just as $\frac{1}{3}$ can't be represented with a finite number of base 10 decimal places, 0.1 and other base 10 floating point numbers cannot be represented with a finite number of bits

```
In [8]: 0.1 + 0.2 == 0.3
```

```
Out [8]: False
```

```
In [9]: print("0.1 = {0:.17f}".format(0.1))  
        print("0.2 = {0:.17f}".format(0.2))  
        print("0.3 = {0:.17f}".format(0.3))
```

```
0.1 = 0.10000000000000001
```

```
0.2 = 0.20000000000000001
```

```
0.3 = 0.29999999999999999
```

$1/3 = 0.33333333...$

$1/10 = 0.00011001100110011..._2$

STRING TYPE

- Can be created with single or double quotes
- Some useful functions are on the right

```
In [18]: # length of string  
len(response)
```

```
Out [18]: 4
```

```
In [19]: # Make uppercase. See also str.lower()  
response.upper()
```

```
Out [19]: 'SPAM'
```

```
In [20]: # Capitalize. See also str.title()  
message.capitalize()
```

```
Out [20]: 'What do you like?'
```

```
In [21]: # concatenation with +  
message + response
```

```
Out [21]: 'what do you like?spam'
```

```
In [22]: # multiplication is multiple concatenation  
5 * response
```

```
Out [22]: 'spamspamspamspamspam'
```

```
In [23]: # Access individual characters (zero-based indexing)  
message[0]
```

```
Out [23]: 'w'
```

NONE TYPE

- It has only a single possible value, None
- Used most commonly as a default return value for a function
- Try `print()` and see its return value

```
In [24]: type(None)
```

```
Out [24]: NoneType
```

```
In [25]: return_value = print('abc')
```

```
abc
```

```
In [26]: print(return_value)
```

```
None
```

BOOLEAN TYPE

A simple type with two possible values: True and False

They must be capitalized

```
In [27]: result = (4 < 5)  
         result
```

```
Out [27]: True
```

```
In [28]: type(result)
```

```
Out [28]: bool
```

```
In [29]: print(True, False)
```

```
True False
```


BOOLEANS CONTINUED

Booleans can be constructed using the `bool()` constructor

`None` converts to `False`

Empty strings are `False`, `True` otherwise

Empty sequences are `False`, otherwise `True`

```
In [30]: bool(2014)
```

```
Out [30]: True
```

```
In [31]: bool(0)
```

```
Out [31]: False
```

```
In [32]: bool(3.1415)
```

```
Out [32]: True
```

```
In [33]: bool(None)
```

```
Out [33]: False
```

```
In [34]: bool("")
```

```
Out [34]: False
```

```
In [35]: bool("abc")
```

```
Out [35]: True
```

```
In [36]: bool([1, 2, 3])
```

```
Out [36]: True
```

```
In [37]: bool([])
```

```
Out [37]: False
```

BUILT-IN DATA STRUCTURES

Type Name	Example	Description
list	[1, 2, 3]	Ordered collection
tuple	(1, 2, 3)	Immutable ordered collection

Type Name	Example	Description
dict	{'a':1, 'b':2, 'c':3}	Unordered (key,value) mapping
set	{1, 2, 3}	Unordered collection of unique values

LISTS

- Lists are ordered and mutable and can be of any type or mixed types, defined with syntax below

```
In [1]: L = [2, 3, 5, 7]
```

- Some useful properties are on the right see below for more

```
In [2]: # Length of a list  
len(L)
```

```
Out [2]: 4
```

```
In [3]: # Append a value to the end  
L.append(11)  
L
```

```
Out [3]: [2, 3, 5, 7, 11]
```

```
In [4]: # Addition concatenates lists  
L + [13, 17, 19]
```

```
Out [4]: [2, 3, 5, 7, 11, 13, 17, 19]
```

```
In [5]: # sort() method sorts in-place  
L = [2, 5, 1, 6, 3, 4]  
L.sort()  
L
```

```
Out [5]: [1, 2, 3, 4, 5, 6]
```

LIST INDEXING AND SLICING

- The syntax for indexing is on the right
- Syntax for slicing is below

```
In [12]: L[0:3]
```

```
Out [12]: [2, 3, 5]
```

```
In [13]: L[:3]
```

```
Out [13]: [2, 3, 5]
```

```
In [13]: L[:3]
```

```
Out [13]: [2, 3, 5]
```

```
In [13]: L[:3]
```

```
Out [13]: [2, 3, 5]
```

```
In [7]: L = [2, 3, 5, 7, 11]
```

```
In [8]: L[0]
```

```
Out [8]: 2
```

```
In [9]: L[1]
```

```
Out [9]: 3
```

```
In [10]: L[-1]
```

```
Out [10]: 11
```

```
In [12]: L[-2]
```

```
Out [12]: 7
```

