Numbers, Variables, And More



Write Your Review



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999 Characters remaining

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Name:

Name

Email:

Email

I Agree to the Terms blah blah

Submit

Basic Data Types

Strings

Integers

Booleans

Floats

Data Types

Strings

Integers

Frozenset

Booleans

Floats

Bytes

Dictionary

Complex

Range

List

Tuple

Set

- Whole numbers only
- Positive or NegativeNo Decimal Points!

- Whole numbers only
- Positive or Negative
 No Decimal Points!

- Whole numbers only
- Positive or Negative
 No Decimal Points!

378

- Whole numbers only
- Positive or Negative
- No Decimal Points!

9 378 -21

- Whole numbers only
- Positive or Negative
- No Decimal Points!

9 378 -21

Floats

- Written With a Decimal Point
- Positive or Negative

- Whole numbers only
- Positive or Negative
- No Decimal Points!

9 378 -21

Floats

- Written With a Decimal Point
- Positive or Negative

1.5

- Whole numbers only
- Positive or Negative
- No Decimal Points!

9 378 -21

Floats

- Written With a Decimal Point
- Positive or Negative

1.5 9.99

- Whole numbers only
- Positive or Negative
- No Decimal Points!

378

Elocits

- Written With a Decimal Point
- Positive or Negative

9.99 -2.0

1234987234321

+8

0

378

1_000_000_000

-99

-8363247238498

1782

FLOAT

1.3333333

0.5

+8.1

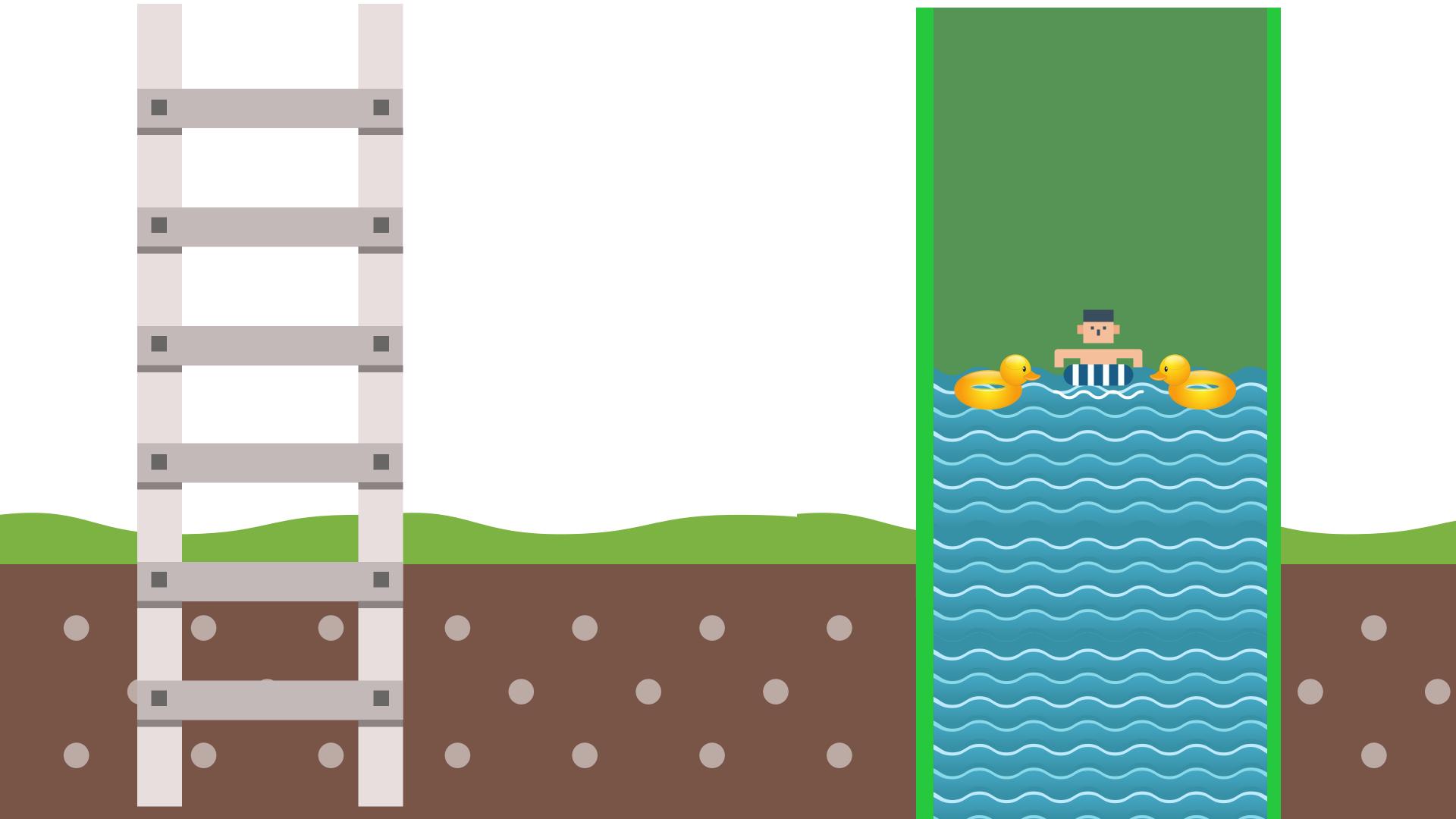
-.2

0.0

0.8372984732894733

1.234987234321e12

04.0



Ints

Floats



1_000

777



1,000

0777



1_000.55

1.234e12

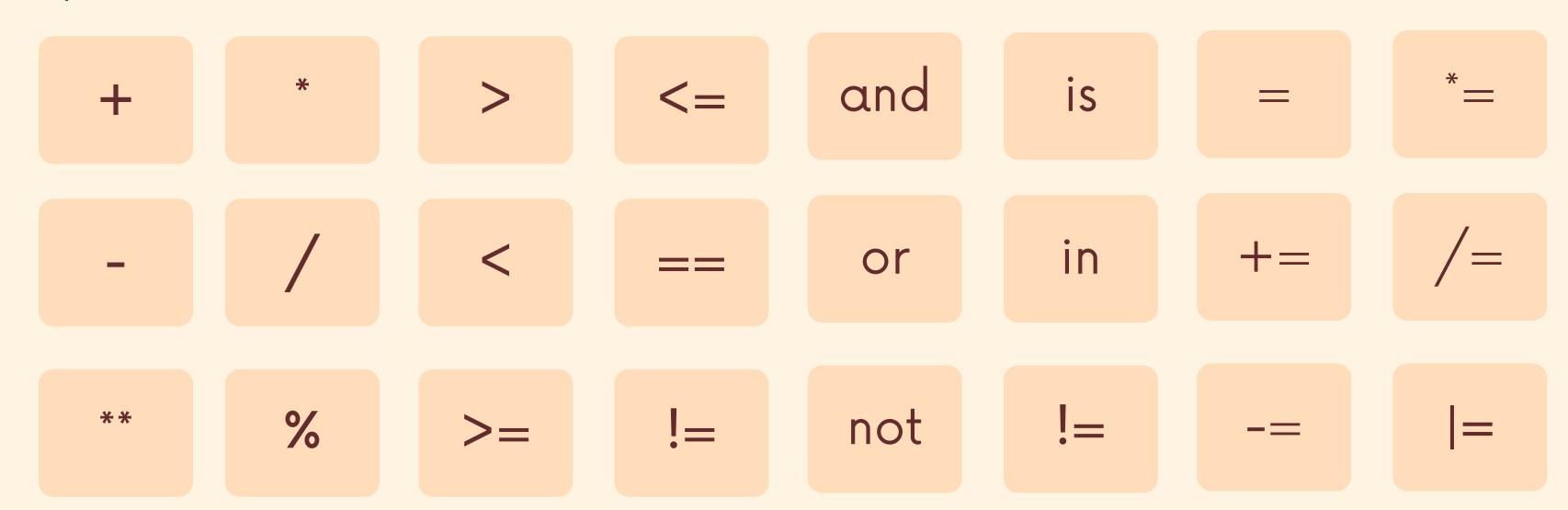


1,000.55

1.234 e12

Operators

Operators are special characters in Python that perform operations on value(s). Below are some of the most common:



Order of Operations

Parentheses

()

Multiplication and Division

+

/

//

Addition and Subtraction

+

-

Integer Division

Exponentiation

**

Modulo

%

Modulo

```
>>> 38 % 10
8
```

10 goes into 38...

3 times, with a remainder of 8

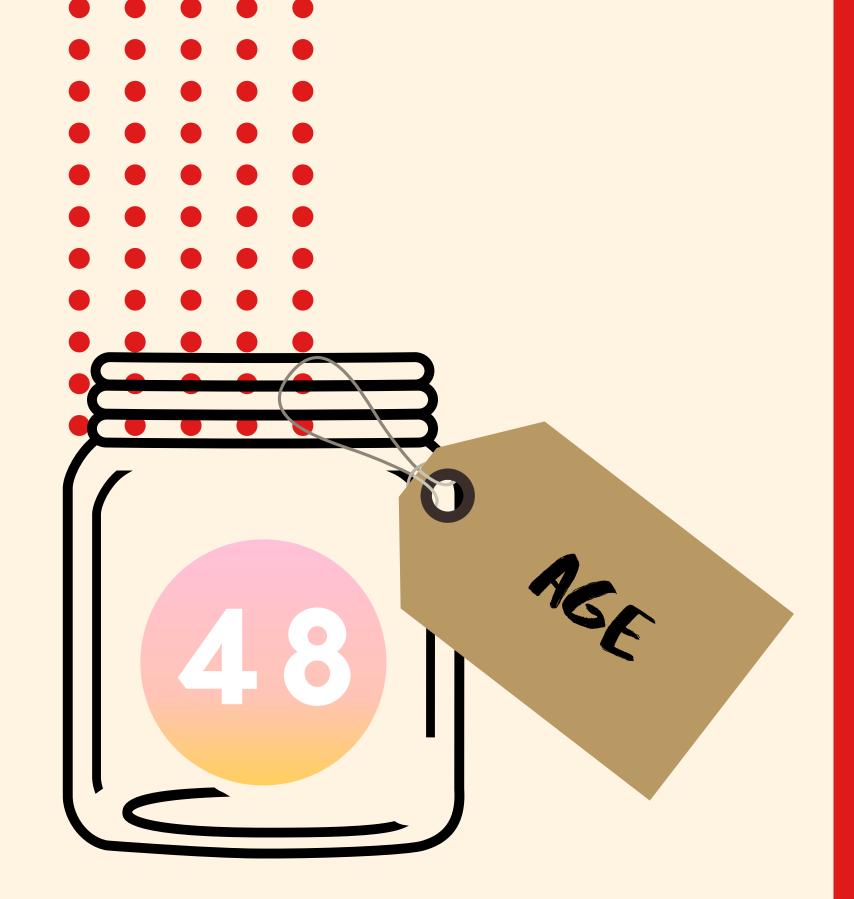
Integer Division

```
>>> 10 // 3
```

Comments

this never runs

Python will ignore any lines starting with the # symbol

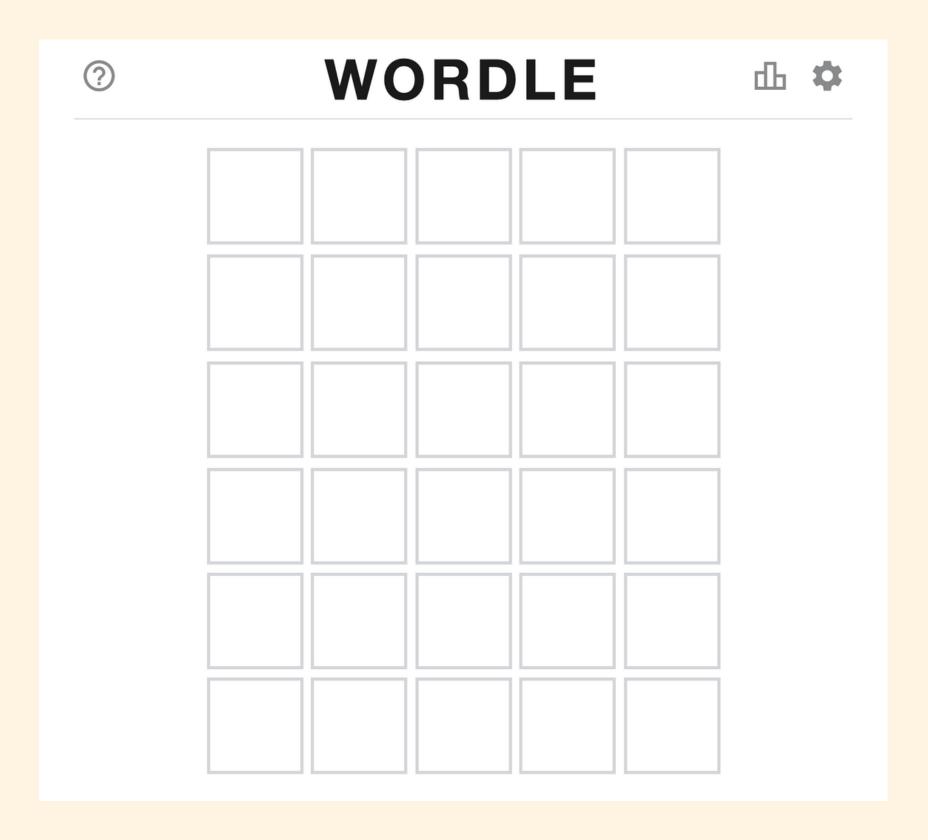


Variables

VARIABLES ARE LIKE LABELS FOR VALUES

We can store a value and give it a name so that we can:

- Refer back to it later
- Use that value to do...stuff
- Change it later on



num_guesses — 0

target_word ------ "knoll"

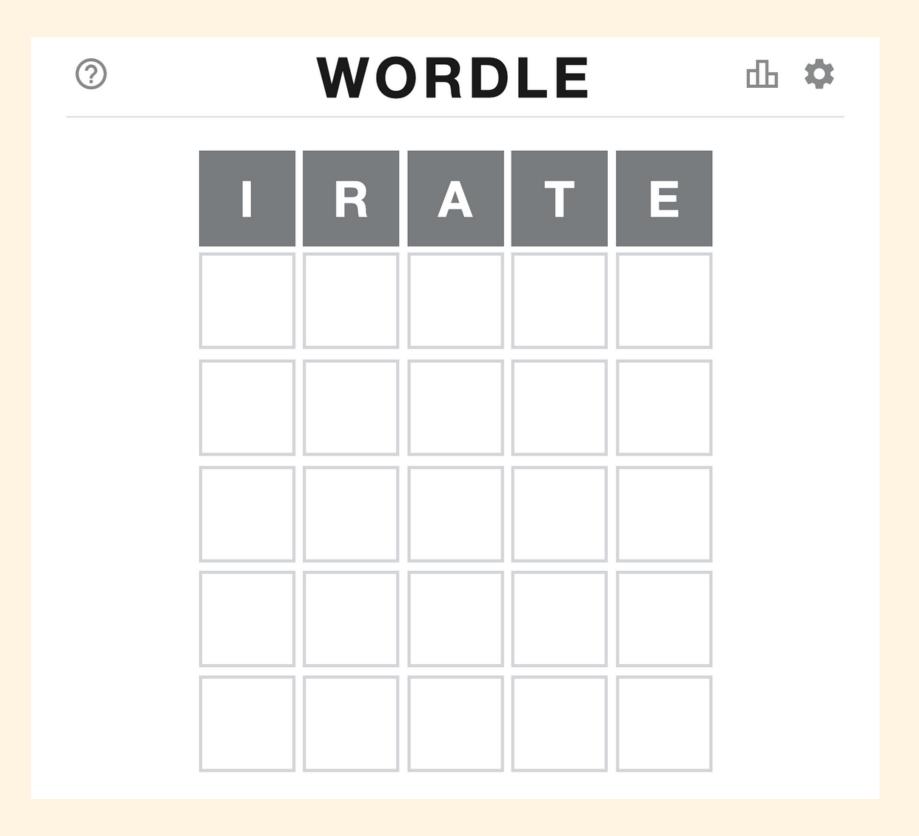
max_guesses ———— 6

guesses

correct_letters ———

game_over ----

False



target_word ----- "knoll"

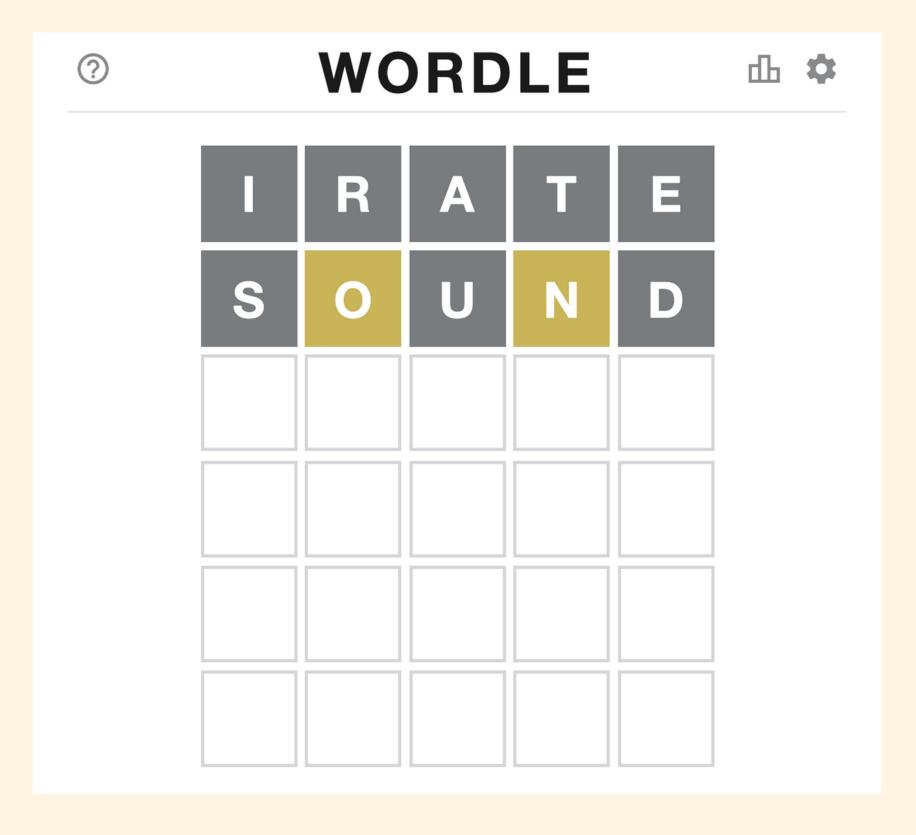
max_guesses ——— 6

guesses ""irate"

correct_letters ———

game_over ----

False



num_guesses —— 2

target_word ----- "knoll"

max_guesses ——— 6

guesses

""irate", "sound"

correct_letters———

"o", "n"

game_over -----

False



correct_letters —

game_over

"o", "n", "k", "l"

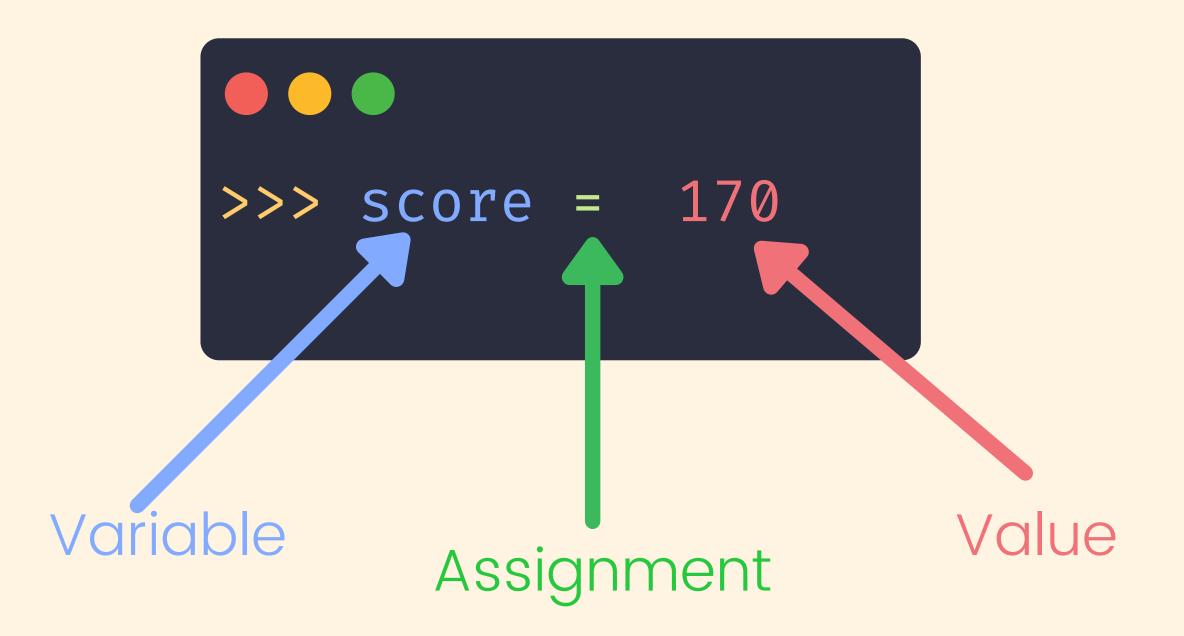
True

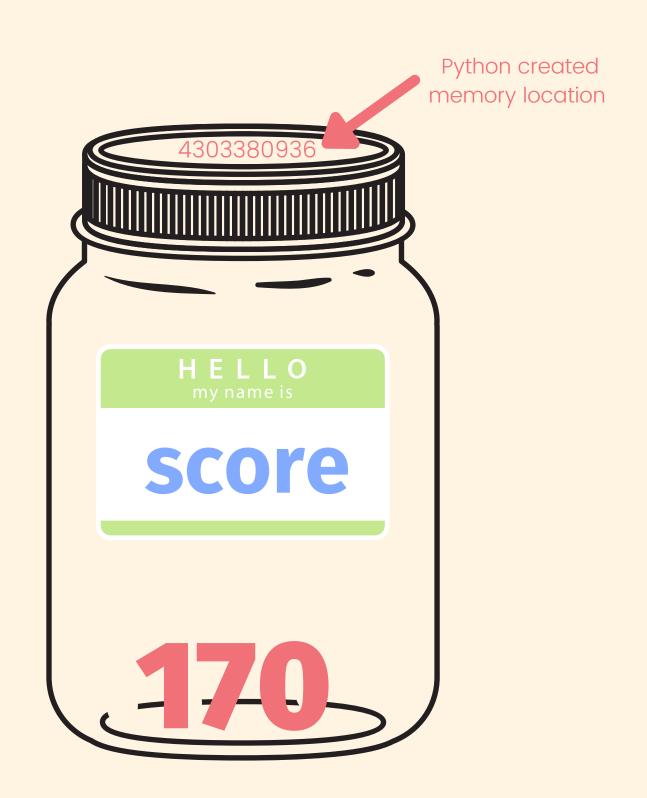


Variables

```
>>> age = 48
```









variable123

first_name

player_1



123variable

first name

False def



0

FirstName

FIRSTNAME



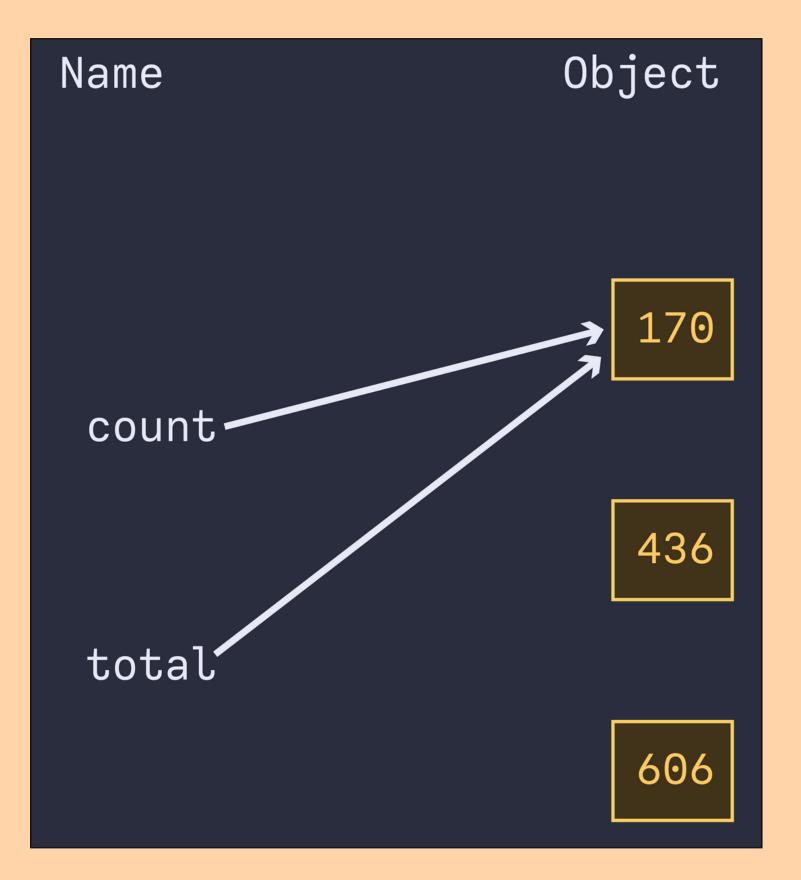
Python Keywords

```
>>> help("keywords")
```

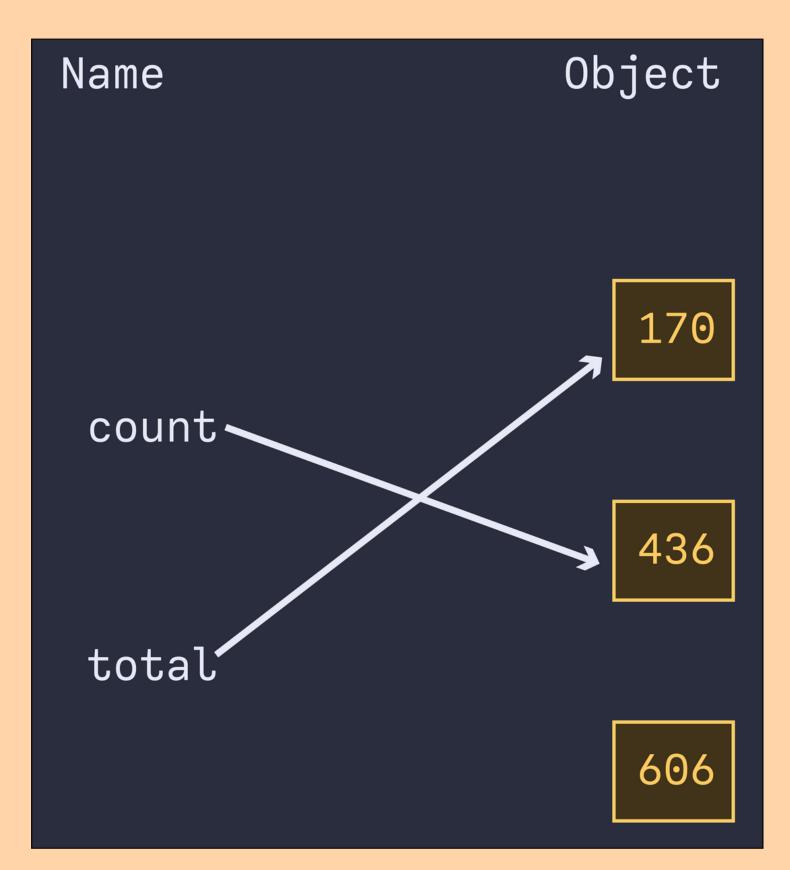
False await else import pass
None break except in raise
True class finally is return
and continue for lambda try
as def from nonlocal while
assert del global not with
async elif if or yield

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

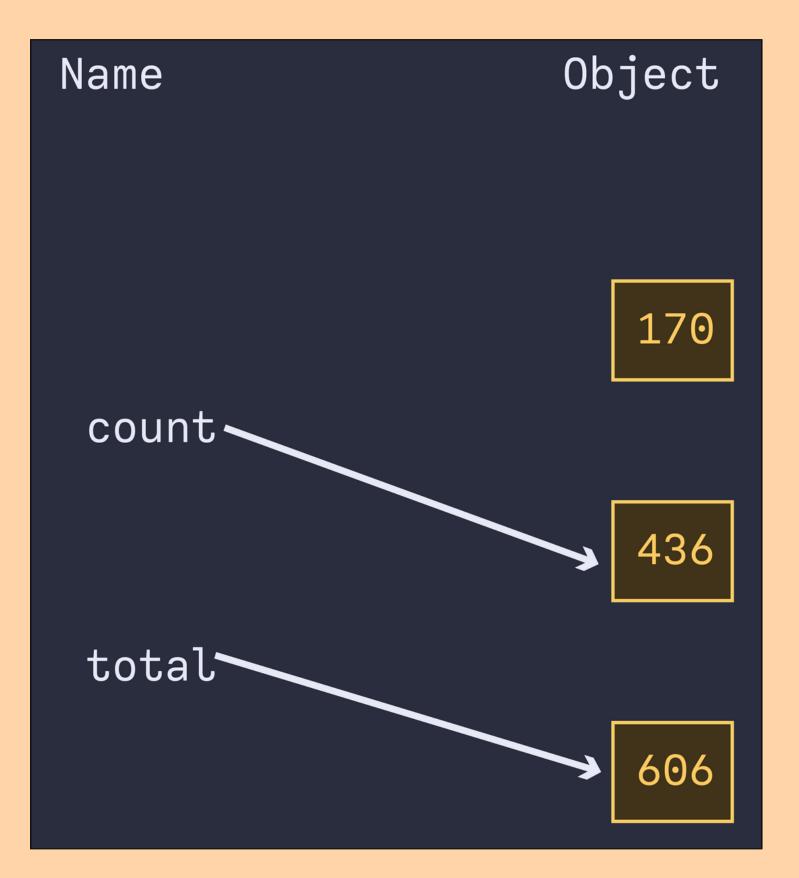
```
>>> count = 170
>>> total = 170
```



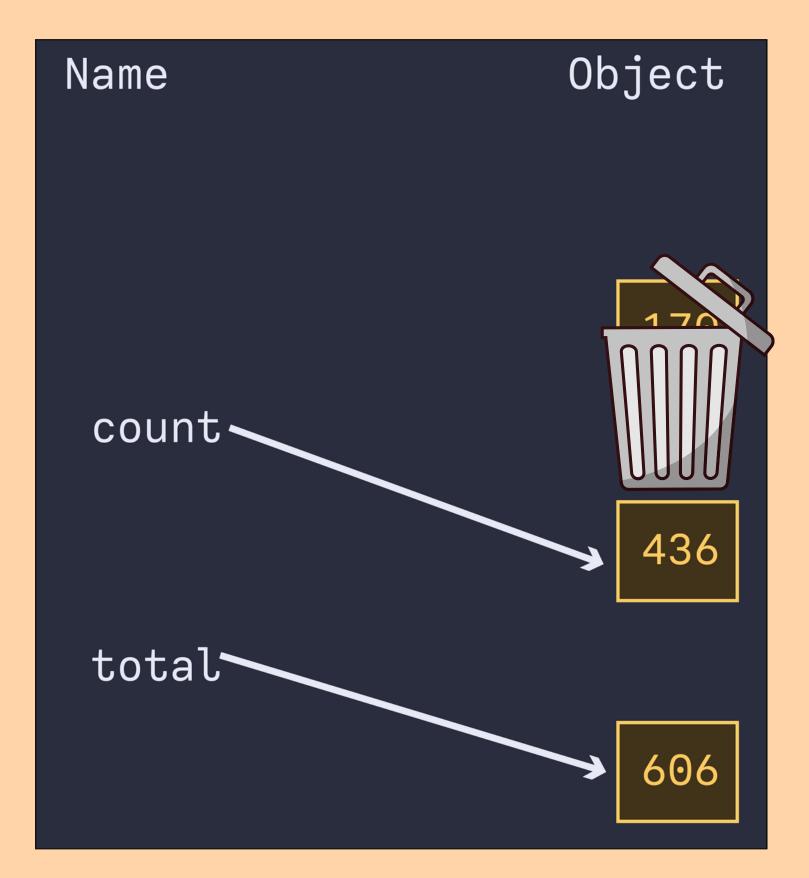
```
>>> count = 170
>>> total = 170
>>> count = 436
```



```
>>> count = 170
>>> total = 170
>>> count = 436
>>> total = 606
```



```
>>> count = 170
>>> total = 170
>>> count = 436
>>> total = 606
```



Assignment Operators

>>> age = 48 >>> age += 2 >>> age

Update age to be its current value (48) plus 2

>>> age = 48 >>> age -= 10 >>> age 38

Update age to be its current value (48) minus 10