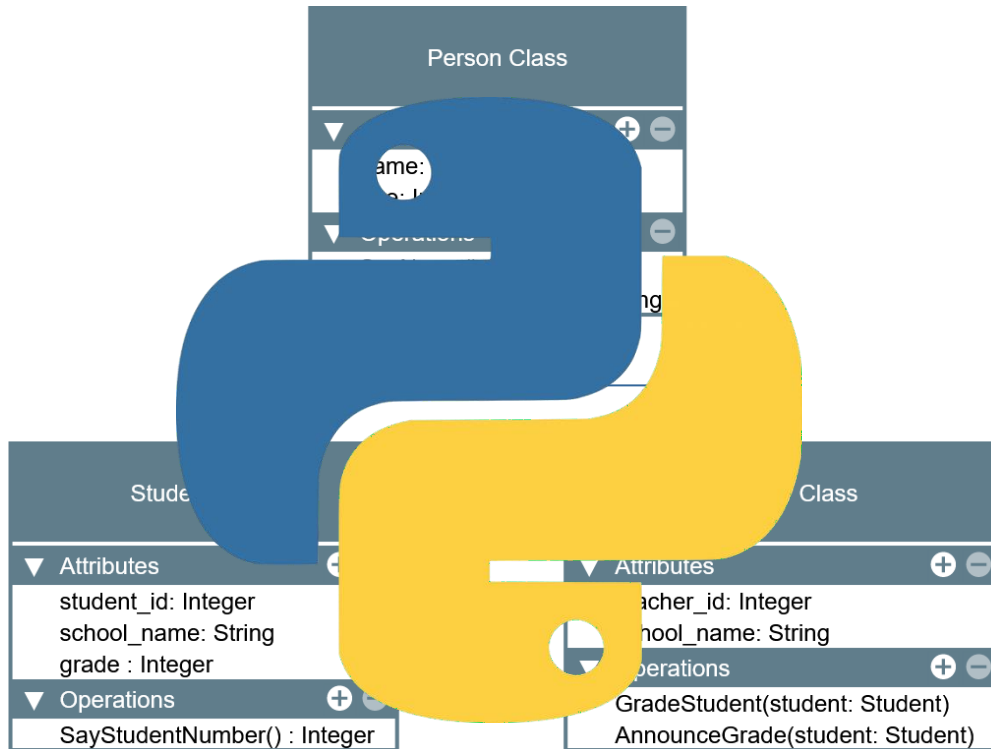




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Caloocan, 1400 Metro Manila, Philippines

COLLEGE OF ENGINEERING
Computer Engineering
2nd Semester, School Year 2024-2025



LABORATORY MANUAL

Object-Oriented Programming (CPE 103)



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Computer Engineering
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Laboratory Activity No. 2.1

Literals, Operators, and Variables

Course Code: CPE103	Program: BSCPE
Course Title: Object-Oriented Programming	Date Performed: 01/25/25
Section: 1A	Date Submitted: 01/25/25
Name: ACEBEDO, SEBASTIAN C.	Instructor: ENGR. SAYO
1. Objective(s):	
This activity aims to familiarize students in the various data types of Python, assign values to variables, and perform operations in a Python program.	
2. Intended Learning Outcomes (ILOs):	
The students should be able to: 2.1 Assign different values to variables in Python 2.2 Perform different operations available with variables in Python	
3. Discussion:	
<p>The Python programming language is an interpreted language meaning the lines are evaluated line -by-line at runtime because there is no compile time at Python. This means that Python can dynamically allocate memory to variables as needed depending on the line of code that it interprets that is why Python is also referred to as a Dynamically typed language.</p> <p>Like other programming languages such as C/C++ and Java, Python can also assign values to specific blocks of memory through variables as well as perform operations such as but not limited to Addition, Subtraction, Multiplication, Division, and Modulo(remainder). This activity will focus on assigning values and performing operations in Python.</p> <p>Recall that a variable is a name that points to a specific location in memory where the data is stored. A variable can be allocated memory based on the data type it is assigned with which in Python can be: Integer, Float, Complex Number, Boolean, and String. In Python, lists, tuples, and dictionaries are also referred to as data types specifically sequences. More information can be found here (https://docs.python.org/3.8/reference/datamodel.html?highlight=data%20type#objects-values-and-types). These will be discussed further in lab activities.</p> <p>Variables in Python are assigned in the following manner:</p> <div style="text-align: center;"><code>variable_name = value</code></div> <p>Literals refers to the raw data given in a variable or constant. Literals can be some of the following: Numeric, Complex, String, Boolean, Special. Other literals are list, tuple, dict, set, and Unicode literals.</p>	
4. Materials and Equipment:	
Desktop Computer with Anaconda Python /Python Colab Windows Operating System	



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5. Procedure:

Perform the activity using the Jupyter Notebook

This activity can be done either locally on Anaconda's Jupyter Notebook or online through Google Collaboratory which offers a free Jupyter Notebook environment for Google Users. IPython Notebook files (.ipynb) that are saved in the Google Drive can be opened on Google Collaboratory. Additional guides are available on the IPython Notebook template file that is provided with this activity. If the template is not present, these are the valuable links for reference:



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<https://jupyter-notebook.readthedocs.io/en/stable/examples/Notebook/Notebook%20Basics.html>
<https://colab.research.google.com/notebooks/welcome.ipynb>
https://colab.research.google.com/notebooks/markdown_guide.ipynb

Assigning variables of different data types in Python

1. In an empty cell, declare a variable **value** and assign it the value of 5 then display its value using print().
2. Create a new cell and type the command: `type(value)` then run the cell. The output should be like the image below.

```
In [3]: type(value)

Out[3]: int
```

3. In a new cell, use the same variable **value** and assign it the value of 5.0 then print the value.
4. Repeat step 2.
Note: You may choose to decide how you execute the code in the cells for the next tasks in the procedure.
5. Repeat these steps for the following values:
 - a. `2+3j`
 - b. `'Hello World'`
 - c. `"Hello World"`
 - d. `True`
 - e. `False`
 - f. `[1,2,3,4,5]`
 - g. `(1,2,3,4,5)`
 - h. `{ 'name': 'Your_name' }`
 - i. `None`
6. Re-assign the **value** variable to be equal to 5.
7. Declare a new variable named **value2** to be equal to -6.



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Performing Operations with Python

1. Using **value** and **value2**. Type the command: `print(value+value2)`
2. Repeat step 1 for the following values of **value** and **value2**:
Hint: You may try using this assignment **value, value2 = 5, -6** in the Notebook for the following steps:
 - a. value, value2 = 5.0, 6
 - b. value, value2 = -5, 6.1
 - c. value, value2 = "Hello", 'world'
Note: Modify the code so that hello and world would be separated.
 - d. value, value2 = [1,2,3], [4,5,6]
 - e. value, value2 = (1,2,3), (4,5,6)
 - f. value, value2 = {"name":"Royce"}, {"age":2}
Note: Observe the outputs carefully and try repeating them using subtraction.

PLEASE REFER TO THIS LINK: [https://colab.research.google.com/drive/14bafF9ggS -
bj8TRV5rJO0vWrElyxN4k?usp=sharing](https://colab.research.google.com/drive/14bafF9ggS-bJ8TRV5rJO0vWrElyxN4k?usp=sharing)



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3. Using value, value2 = 30, 4. Type the commands:

- a. `print(value*value2)`
- b. `print(value2**2)`
- c. `print(value2**3)`
- d. `print(value*value2+value2**2+1)`
- e. `print(value/value2)`
- f. `print(value%value2)`

PLEASE REFER TO THIS LINK: <https://colab.research.google.com/drive/14bafF9gqS - bJ8TRV5rJO0vWrElyxN4k?usp=sharing>

Receiving Input Data using Python

Data can be received through keyboard input in Python by using the `input()` function. The input function has the following syntax:

`input("Message Name")`

The "Message Name" is an optional String parameter that can be customized to prompt the user for a message instead of having to print a message prompt separately. The default return value of the `input()` function is a String containing the value received from the keyboard. This value can be assigned to a variable shown in the example below:

`name = input("Enter your name: ")`



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Assigning Input Data to a Variable

Finding a person's BMI (metric)

1. Declare a new variable named **name** and assign it the value `input("Enter your name")`
2. Create another variable named **weight** and assign it the value `input("Enter your weight(kg): ")`
3. Create another variable named **height** and assign it the value `input("Enter your meters(m): ")`
4. Declare another variable called **bmi** and assign it the formula $bmi = \frac{weight}{height^2}$
5. Address the errors displayed step#4. You can accomplish this by converting the String input to another data type. An example would be:

```
weight = input("Enter your weight(kg)")
```

```
weight = float(weight)
```

Or simply **weight** = float(input("Enter your weight(kg): "))

There are many functions available that can convert one data type to another. Some of which are the following:
`int()`, `float()`, `str()`

Other functions which maybe used in the later lab activities are: `complex(real, imaginary)`, `list()`, `tuple()`, `set()`, `dict()`, `ord()`, `bin()`, `hex()`, `oct()`.

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6. Print the persons's name, weight, height, and bmi

Name: John Ray

Weight: 60

Height: 1.6764

BMI = 21.3499

Guide: 5.5 feet ~ 1.6764 m



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Hint: You can combine two values by converting the output value to String and Concatenating (Addition) the operator on two strings.

```
print("Value: "+str(12))
```

You may explore many other methods to format values onto the print() function in Python. Another example is the following:

```
print("Value: ", 12)
```

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6. Supplementary Activity:



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Tasks

1. Write the Python equivalent code of the following C code:

```
int main(){
    float base = 0, height = 0, area = 0;
    printf("Enter the base of the triangle: ");
    scanf("%f", &base);
    printf("Enter the height of the triangle: ");
    scanf("%f", &height);
    area = (1/2)*base*height;
    printf("The area of the triangle is %f", area);
}
```

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2. Write a program that would convert Celsius to Fahrenheit given the formula: $F = (C \times 9/5) + 32$
Example of conversion:

$$0^{\circ}\text{C} = 32^{\circ}\text{F}$$
$$-20^{\circ}\text{C} = -4^{\circ}\text{F}$$

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3. Write a program that can determine the distance between two points given the coordinates using the formula:

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

Hint/Rule: No library or package is needed to implement this equation.

Example: $x_2, y_2 = -3, 3$ and $x_1, y_1 = 2, 2$ $d = 5.099019514$

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Questions:

1. Give one major difference in syntax that Python has with other languages such as C?

Instead of using curly braces `{}` in Python to group together the code, it use indentation through spaces or tabs; this helps Python understand which lines of code should be grouped together.



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2. How does variable assignment differ in Python compared with other languages such as C?

In Python, you do not need to declare the type of variable when you are creating it because variable assignment is much simpler. It automatically figures out the type based on the value you assign.

3. Try assigning variable names that start with numbers, and special characters. Is the assigning of variables that start with numbers accepted by Python? For Special Characters? Is there an exception for variables special characters?

In Python, you cannot start a variable name with a number. If you do, you get an error. However, you can use numbers within the variable name, provided they are not at the start.

4. Do the assignment operators (+, -, *, /, %, **) work for all data types? Why or Why not?

No, assignment operators don't work for all data types in Python, because not all data types support these operations. It depends on whether the data type supports the operation. For example, numbers can be added, subtracted, etc., because they are defined to do so. But strings, lists, and other objects have their own rules for what operations they allow like concatenation for strings and lists).

5. How does the * operator differ from the ** operator?

The * operator is usually for multiplication (numbers).

The ** operator is for exponentiation (raising to a power).



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6. Conclusion:

So in summary, Python is a language that works along lines of reading and running code. then it determines the type of memory to use for variables when a program is in execution. Also, it is known as a dynamically typed language. You do not have to specify what type of data will be held by the variable in languages such as C or Java. You just assign a value to a variable, and Python figures it out. Variables in Python store different types of data, like numbers, text, and more complex things like lists and dictionaries. Python makes it easy to work with these different data types and perform basic operations, like adding or subtracting numbers, which is why it's a popular choice for programming.

8. Assessment Rubric: