

* CHAPTER-2 : VARIABLES & DATATYPES

- A variable is the name given to a memory location in a program. For example,

a = 30

→ Variables = Containers to store a value

b = "Shayan"

c = 76.21

→ Keywords = Reserved words in Python

→ Identifiers = class/function/var-name

→ Data Types

Primarily, there are following data types in Python:-

- 1) Integers
- 2) Floating point numbers
- 3) Strings
- 4) Booleans
- 5) None

- Python is a fantastic language that automatically identifies the type of data for us

a = 51

⇒ class <int>

b = 87.76

⇒ class <float>

name = "Shayan"

⇒ class <str>

→ Rules for defining a Variable name (ALL ~~Identifiers~~ Identifiers)

- ① A variable name can contain Alphabets, digits & underscores
- ② It can only start with an alphabet and underscore
- ③ A variable name can't start with a digit
- ④ No whitespace is allowed to be used inside a variable name.

→ Examples of a few variables names are e-
Shayan, seven, -five etc

→ Operators in Python

Following are some common operators in Python:

- 1 Arithmetic $\Rightarrow +, -, *, /$ etc.
- 2 Assignment $\Rightarrow =, +=, -=$ etc.
- 3 Comparison $\Rightarrow ==, >, >=, <, !=$ etc.
- 4 Logical $\Rightarrow \text{and, Or, not}$ etc.

→ Type() function and Type Casting

type function is used to find the data type of a given variable in Python.

`a = 31`

`type(a) \Rightarrow class <int>`

`b = "31"`

`type(b) \Rightarrow class <str>`

- A number can be converted into a string and vice versa (if possible)

There are many functions to convert one data type into another.

`str(31) \Rightarrow "31"`

: Integer to String Conversion

`int("32") \Rightarrow 32`

: String to Integer Conversion

`float(32) \Rightarrow 32.0`

: Integer to Float Conversion

--- and so on.

Here "31" is a string literal and 31 a numeric literal

→ input () function
This function allows the user to take input from the keyboard as a string.

$a = \text{input}(\text{"Enter name"}) \Rightarrow$ If a is "Shayan", the user entered Shayan.

It is imp to note that the output of input is always a string (even if the number is entered.)

\Rightarrow If a is "15", user entered 15.