

# Practical Python for Beginners

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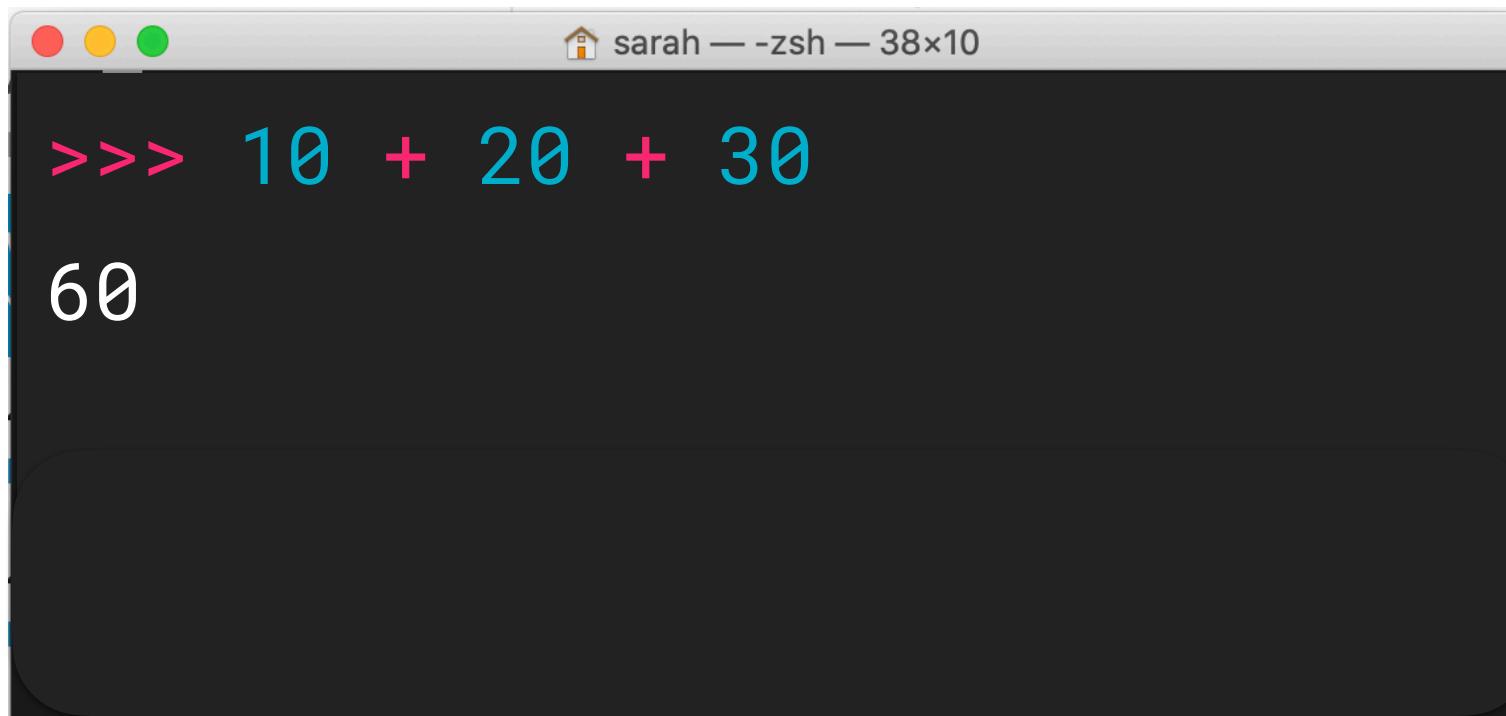
## DATA TYPES, INPUT, AND OUTPUT



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# Where Do We Write Python Code?

## The Python Interpreter



A screenshot of a macOS terminal window titled "sarah — -zsh — 38x10". It shows the Python interpreter prompt "=>" followed by the expression "10 + 20 + 30" and the resulting output "60".

```
>>> 10 + 20 + 30
60
```

## A Python Script



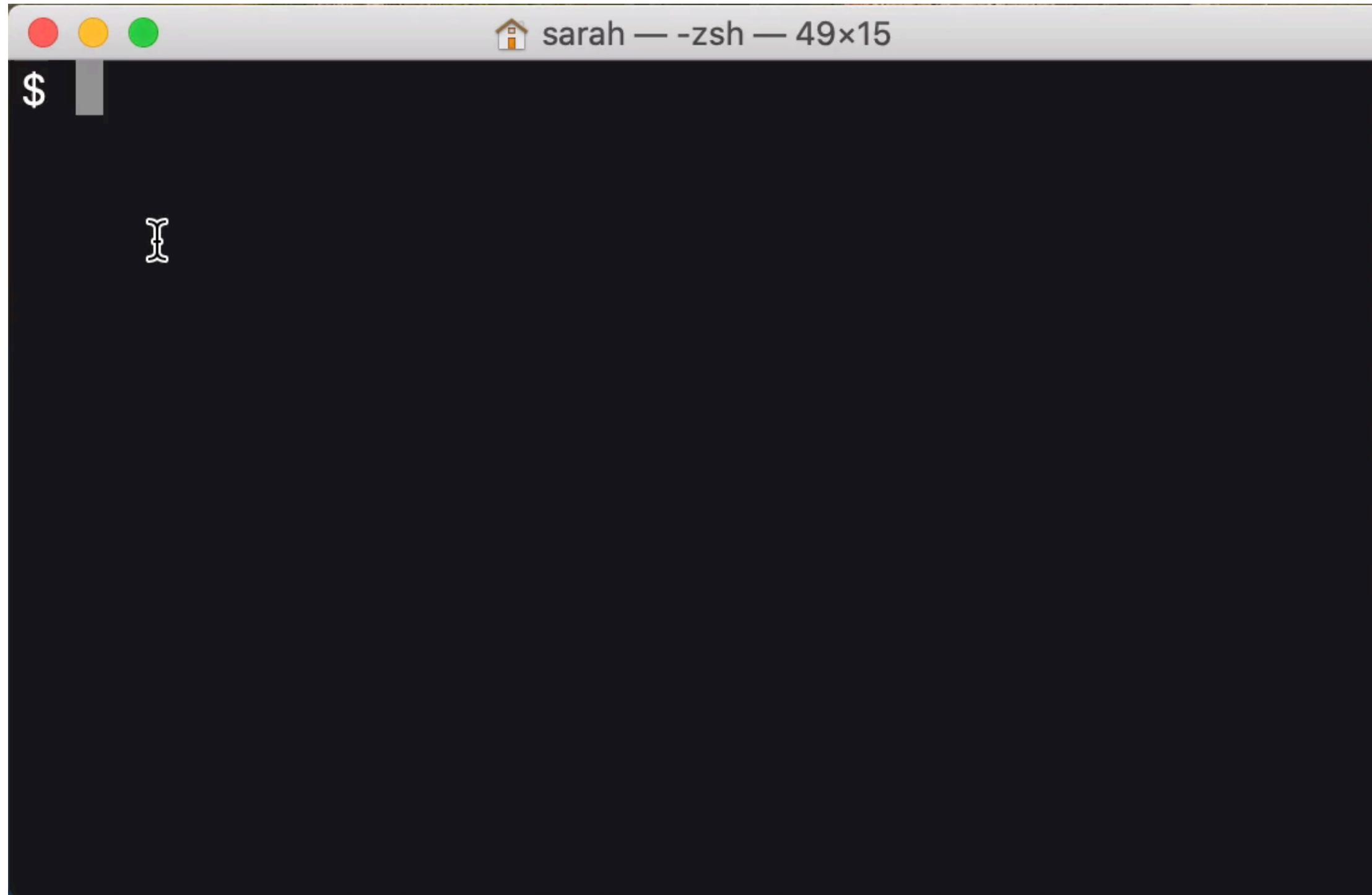
A screenshot of a code editor showing a file named "script.py". The file contains the following Python code:

```
amount = 10 + 20 + 30
print(total)
```

*The Python interpreter  
lets you run Python lines  
of code one at time.*

*A Python script is where  
you will create longer  
Python programs.*

# The Python Interpreter



*To start the Python interpreter on a Mac enter python3 from the Terminal.*

*To start the Python interpreter in Windows enter py from the Command Prompt.*

# Saving Numbers to Variables

*Assigning the value 10 to the variable length.*

```
>>> length = 10
```

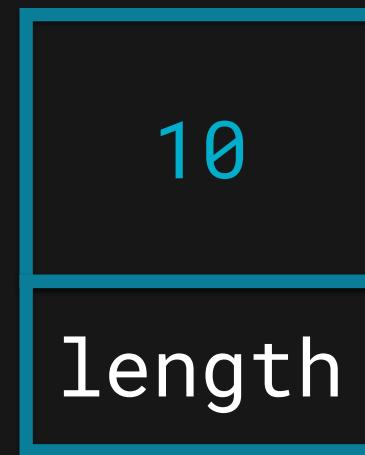
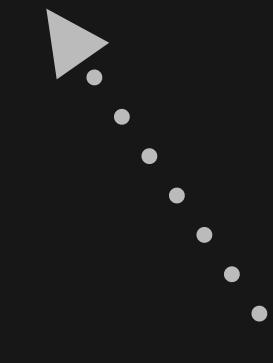


*Now on your computer there is a piece of memory labeled length that stores the value 10.*

# Saving Numbers to Variables

```
>>> length = 10  
>>> length
```

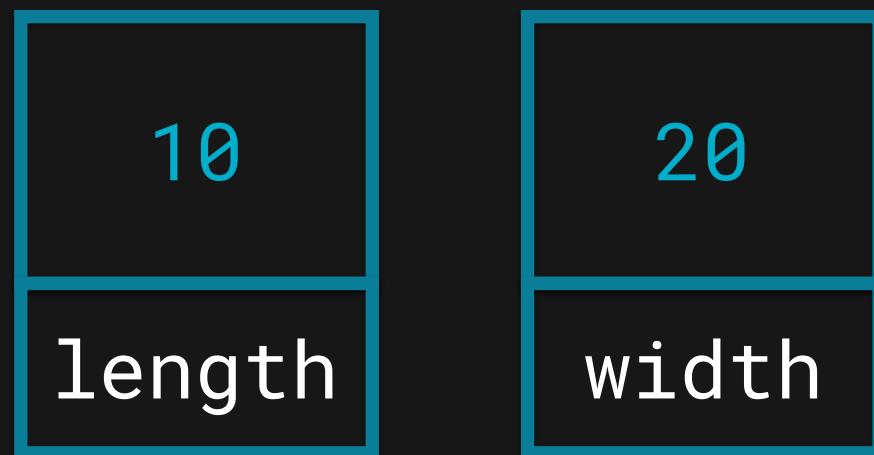
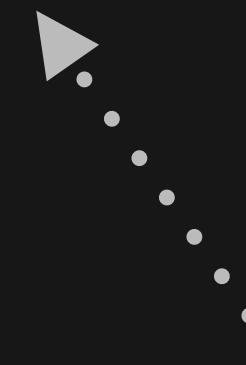
10



*From the interpreter we can enter the name of the variable length to see its value and see that it's actually 10.*

# Saving Numbers to Variables

```
>>> length = 10  
>>> width = 20
```



*Let's also add the width of the rectangle. Now we have another variable stored in memory.*

# Saving Numbers to Variables

```
>>> length = 10  
>>> width = 20  
>>> area = length*width
```

⋮  
⋮  
⋮



Now we can calculate the area with the multiplication, \*, operator.

And now we have another variable stored in memory.

The arithmetic operators in Python are mostly the same ones you know already from a calculator: +, -, \*, /

# Saving Numbers to Variables

```
>>> length = 10  
>>> width = 20  
>>> area = length*width  
>>> area
```

200



The value of area is  
output to the screen.



# Primitive Data Types

Python assumes the type of a variable based on the assigned value

**int**

```
>>> amount = 10
```



*Python infers that  
amount is an int since  
it is a whole number*

**float**

```
>>> amount = 10.50
```



*Python infers that  
amount is a float  
since it is decimal*

# Saving an `int` and a `float` to Variables

```
>>> amount = 10  
>>> tax = .06
```

# Calculating the Total with Sales Tax

```
>>> amount = 10  
>>> tax = .06  
>>> total = amount + amount*tax  
>>> total  
10.6
```

# A Python Script

A file containing code written in Python

**sales\_tax.py**

```
amount = 10  
tax = .06  
total = amount + amount*tax
```

> python3 sales\_tax.py

*How to run a Python script - python followed by the filename.*

*(The command can also be python3 on Mac or py on Windows.)*



# A Python Script

`sales_tax.py`

```
amount = 10  
tax = .06  
total = amount + amount*tax  
total ◀.....
```

*How do we output  
a value from a  
Python script?*

*Just typing the value  
we want doesn't work  
like in the shell.*

> `python3 sales_tax.py`



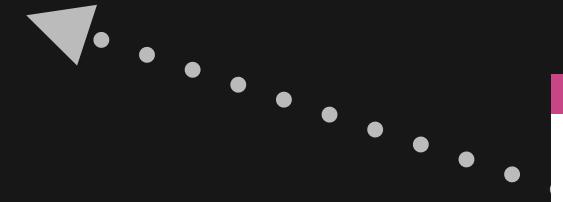
*Notice there's no output.*



# A Python Script

`sales_tax.py`

```
amount = 10  
tax = .06  
total = amount + amount*tax  
print(total)
```



*We can call the  
print() function*

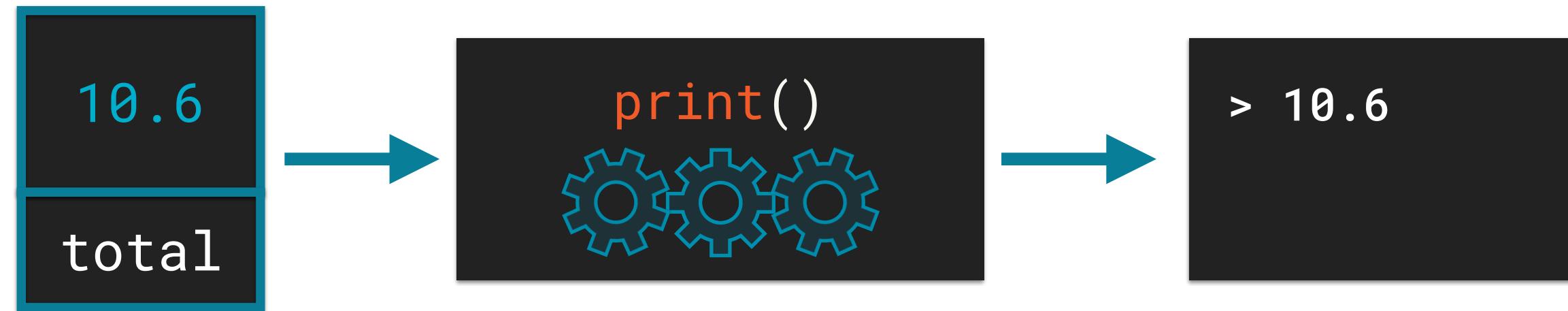
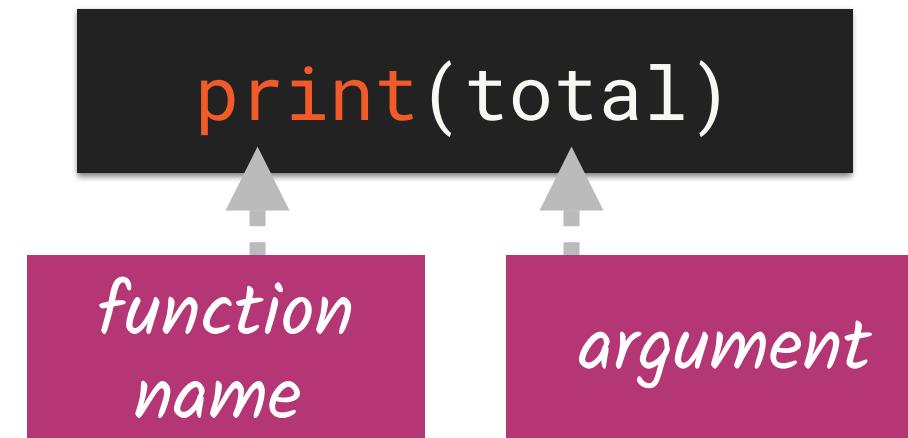
```
> python3 sales_tax.py  
10.6
```



*Now the value of total  
is printed to the screen*



# Python print() Function



You can think of this function  
as a *black box* machine.  
We don't know how it works...

But we do know it  
will output the given  
value to the screen.

# Data Type Conversion Functions

What if we want to convert a float to an int? Or vice versa?

**int()**

```
>>> amount = int(10.6)
```

```
>>> amount
```

```
10
```

**float()**

```
>>> amount = float(10)
```

```
>>> amount
```

```
10.0
```

*Use the int()  
conversion function*

*Use the float()  
conversion function*

# A String Stores Text

greeting.py

```
name = 'Sarah'  
print(name)
```

*Creating a String  
with single quotes*

*The string  
'Sarah' is saved  
to the variable name*

> python3 greeting.py  
Sarah

*The value of name  
prints without quotes.*

*The quotes are only  
used tell Python that  
anything inside them  
is a String.*



# Create Strings with Single or Double Quotes

greeting.py

```
store_name = "Sarah's Store" ↵...  
print(store_name)  
  
store_name = 'Sarah's Store' ↓...  
print(store_name)
```



*Double quotes can be useful if a single quote is literally part of the String*

*This would cause an error because the second single quote would end the String and Python wouldn't know what to do with the rest.*

# String Concatenation

greeting.py

```
hello = "Hello"  
name = "Sarah"  
greeting = hello + name  
print(greeting)
```

Concatenate two  
Strings with a +

```
> python3 greeting.py  
HelloSarah
```



*Notice how the Strings are smushed together? We need a space between them.*



# Fixing Our Program

greeting.py

```
hello = "Hello"  
name = "Sarah"  
greeting = hello + " " + name  
print(greeting)
```

Concatenate  
a space

```
> python3 greeting.py  
Hello Sarah
```



# Fixing Our Program

greeting.py

```
hello = "Hello"  
name = "Sarah"  
greeting = hello + " " + name  
print(greeting)
```

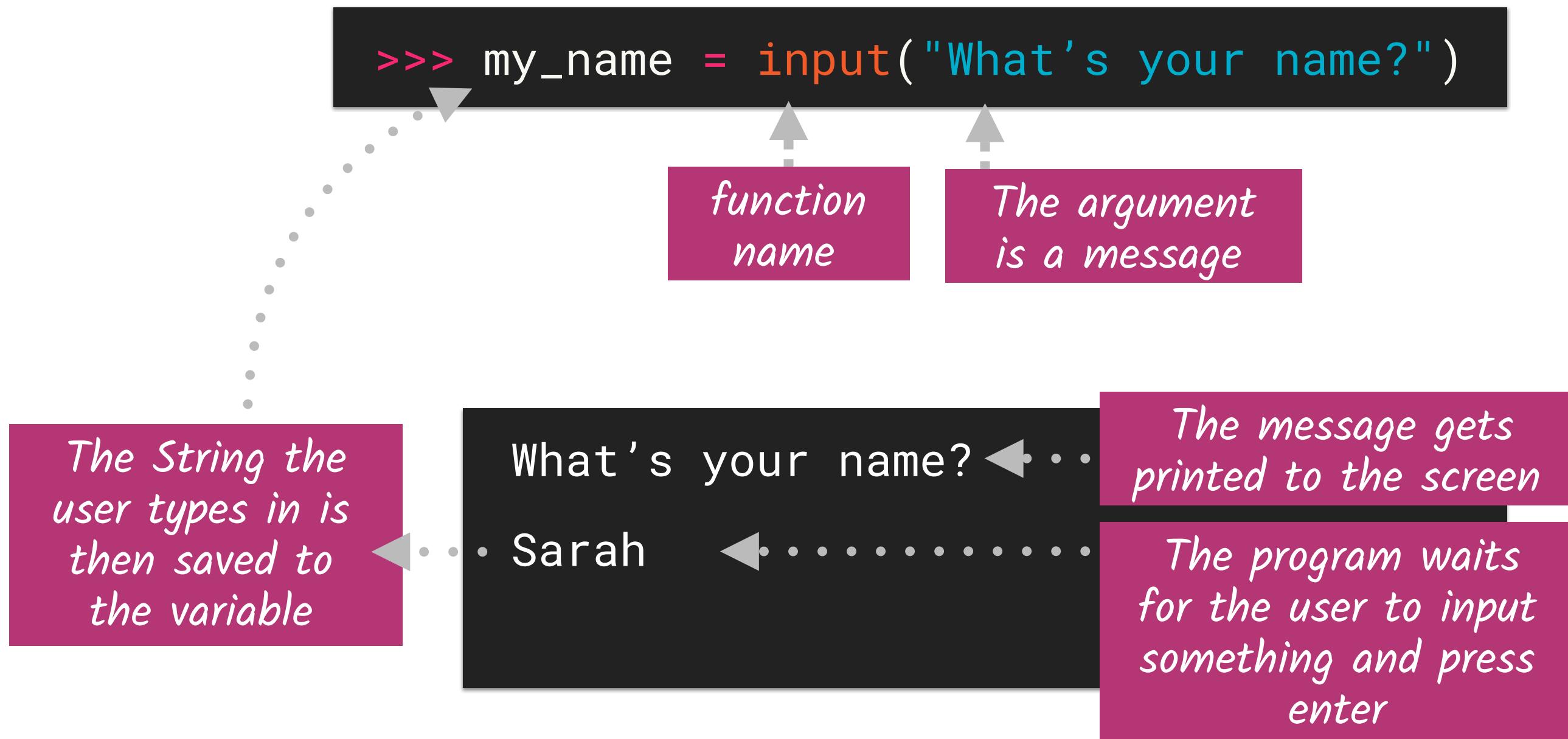
*Let's ask the user  
for their name.*

> python3 greeting.py  
Hello Sarah

*How can we customize  
this program for other  
names?*



# Python `input()` Function



# Console Input

greeting.py

```
hello = "Hello"  
name = input("What's your name?")  
greeting = hello + " " + name  
print(greeting)
```

*input() prints the statement, then  
waits for a value from the console*

> python3 greeting.py  
What's your name?Bob  
Hello Bob



*Notice how the name  
**Bob** is now printed  
inside of the greeting.*



# Console Input

greeting.py

```
hello = "Hello"  
name = input("What's your name?")  
greeting = hello + " " + name  
print(greeting)
```

```
> python3 greeting.py  
What's your name?Bob  
Hello Bob
```



*This looks bad. Can we enter the name on the next line?*



# Improving Our Program

greeting.py

```
hello = "Hello"  
name = input("What's your name?\n")  
greeting = hello + " " + name  
print(greeting)
```

/n is a special  
character for a

```
> python3 greeting.py  
What's your name?  
Bob  
Hello Bob
```

Now *input* is entered  
on the next line.



# Summary of Primitive Data Types

**int**

```
>>> amount = 10
```

**float**

```
>>> tax = .06
```

**string**

```
>>> name = "Sarah"
```

# Summary of Input and Output

## Input

```
>>> name = input("What's your name?\n")
```

What's your name?

Sarah

## Output

```
>>> print("Hello " + name + "!!")
```

Hello Sarah!!