

Building Python Programs

Chapter 2: Data and Definite Loops

Data and expressions

Data types

- Internally, computers store everything as 1s and 0s

104 → 01101000

'hi' → 0110100001101001

'h' → 01101000

- How are `h` and `104` differentiated?
- **type**: A category or set of data values.
 - Constrains the operations that can be performed on data
 - Many languages ask the programmer to specify types
 - Examples: integer, real number, string

Python's number types

Name	Description	Examples
<code>int</code>	integers	<code>42, -3, 0, 926394</code>
<code>float</code>	real numbers	<code>3.1, -0.25</code>
<code>complex</code>		

Expressions

- **expression:** A value or operation that computes a value.

- Examples: $1 + 4 * 5$
 $(7 + 2) * 6 / 3$
 42.0

- The simplest expression is a *literal value*.
- A complex expression can use operators and parentheses.

Arithmetic operators

- **operator:** Combines multiple values or expressions.

+	addition
-	subtraction (or negation)
*	multiplication
/	division
//	integer division (a.k.a. leave off any remainder)
%	modulus (a.k.a. remainder)
**	exponent

- As a program runs, its expressions are *evaluated*.
 - $1 + 1$ evaluates to 2

Integer division with `//`

- When we divide integers with `//`, the quotient is also an integer.
 - `14 // 4` is 3, not 3.5

$$\begin{array}{r} 3 \\ 4 \overline{) 14} \\ \underline{12} \\ 2 \end{array}$$

$$\begin{array}{r} 4 \\ 10 \overline{) 45} \\ \underline{40} \\ 5 \end{array}$$

$$\begin{array}{r} 52 \\ 27 \overline{) 1425} \\ \underline{135} \\ 75 \\ \underline{54} \\ 21 \end{array}$$

- More examples:

- `32 // 5` is 6
- `84 // 10` is 8
- `156 // 100` is 1

- Dividing by 0 causes an error when your program runs.

Integer remainder with %

- The % operator computes the remainder from integer division.

- $14 \% 4$ is 2
- $218 \% 5$ is 3

$$\begin{array}{r} 3 \\ 4 \overline{)14} \\ \underline{12} \\ 2 \end{array}$$

$$\begin{array}{r} 43 \\ 5 \overline{)218} \\ \underline{20} \\ 18 \\ \underline{15} \\ 3 \end{array}$$

What is the result?

$$45 \% 6$$

$$2 \% 2$$

$$8 \% 20$$

$$11 \% 0$$

- Applications of % operator:

- Obtain last digit of a number:
- Obtain last 4 digits:
- See whether a number is odd:

$$230857 \% 10 \text{ is } 7$$

$$658236489 \% 10000 \text{ is } 6489$$

$$7 \% 2 \text{ is } 1, 42 \% 2 \text{ is } 0$$

Precedence

- **precedence:** Order in which operators are evaluated.

- Generally operators evaluate left-to-right.

$1 - 2 - 3$ is $(1 - 2) - 3$ which is -4

- But $*$ $/$ $//$ $\%$ have a higher level of precedence than $+$ $-$

$1 + 3 * 4$ is 13

$6 + 8 // 2 * 3$
 $6 + 4 * 3$
 $6 + 12$ is 18

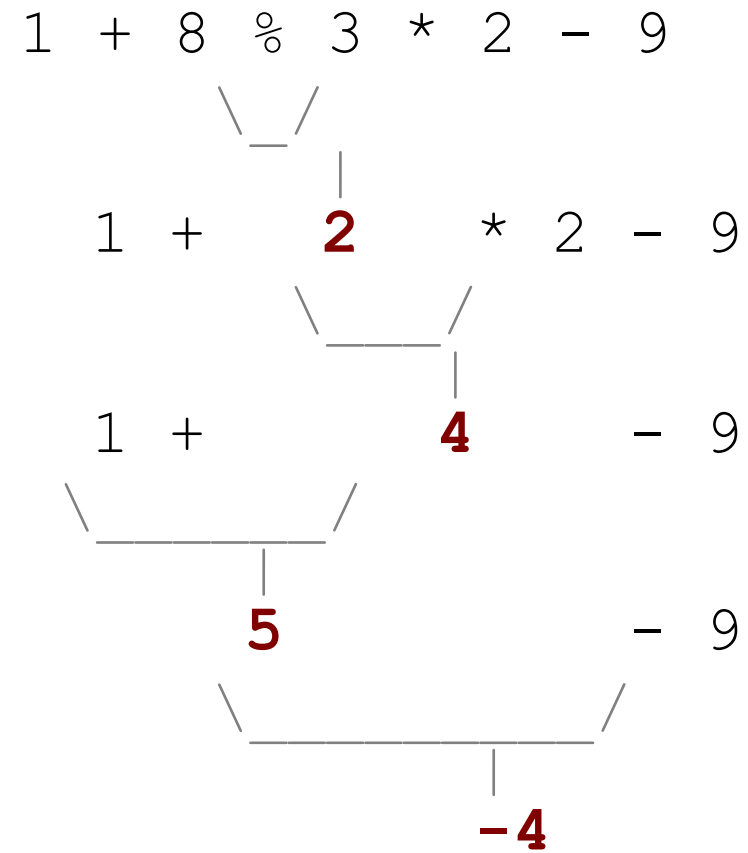
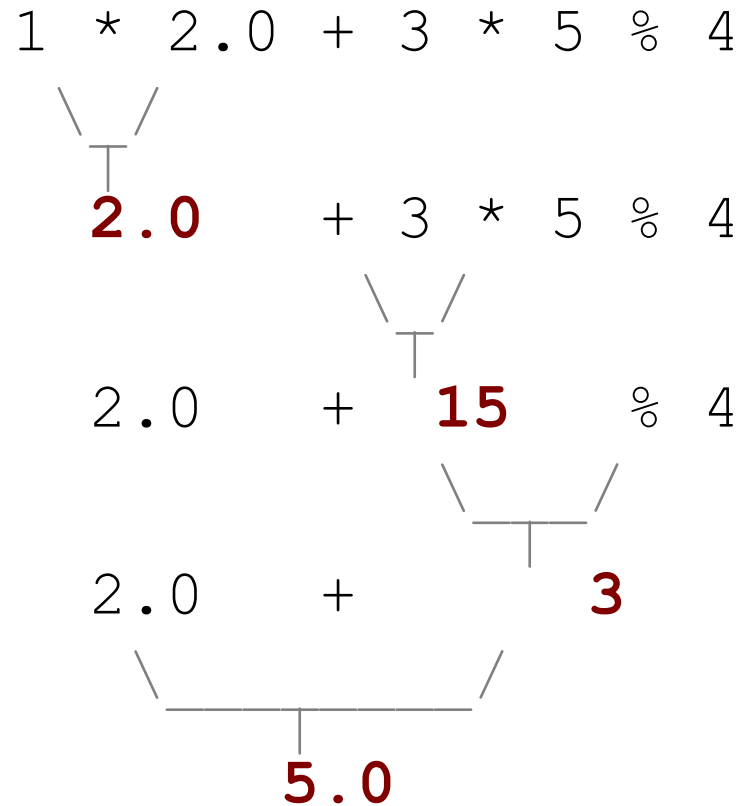
- Parentheses can force a certain order of evaluation:

$(1 + 3) * 4$ is 16

- Spacing does not affect order of evaluation

$1+3 * 4-2$ is 11

Precedence examples



Precedence questions

- What values result from the following expressions?
 - $9 // 5$
 - $695 \% 20$
 - $7 + 6 * 5$
 - $7 * 6 + 5$
 - $248 \% 100 / 5$
 - $6 * 3 - 9 // 4$
 - $(5 - 7) * 2 ** 2$
 - $6 + (18 \% (17 - 12))$

Variables

Receipt example

What's bad about the following code?

```
# Calculate total owed, assuming 8% tax / 15% tip
```

```
print("Subtotal:")
```

```
print(38 + 40 + 30)
```

```
print("Tax:")
```

```
print((38 + 40 + 30) * .08)
```

```
print("Tip:")
```

```
print((38 + 40 + 30) * .15)
```

```
print("Total:")
```

```
print(38 + 40 + 30 + (38 + 40 + 30) * .15 + (38 + 40 + 30) * .08)
```

- The subtotal expression $(38 + 40 + 30)$ is repeated
- So many `print` statements

Variables

- **variable:** A piece of the computer's memory that is given a name and type, and can store a value.
 - Like preset stations on a car stereo, or cell phone speed dial:



- Steps for using a variable:
 - *Declare/initialize* it - state its name and type and store a value into it
 - *Use* it - print it or use it as part of an expression

Declaration and assignment

- **variable declaration and assignment:**

Sets aside memory for storing a value and stores a value into a variable.

- Variables must be declared before they can be used.
- The value can be an expression; the variable stores its result.

- Syntax:

name = expression

- **zipcode = 90210**

- **myGPA = 1.0 + 2.25**

zipcode	90210
---------	-------

myGPA	3.25
-------	------

Using variables

- Once given a value, a variable can be used in expressions:

```
x = 3                # x is 3
y = 5 * x - 1        # now y is 14
```

- You can assign a value more than once:

```
x = 3                # 3 here
x = 4 + 7            # now x is 11
```

x	11
---	----

Assignment and algebra

- Assignment uses = , but it is not an algebraic equation.
 - = means, *"store the value at right in variable at left"*
 - The right side expression is evaluated first, and then its result is stored in the variable at left.
- What happens here?

x = 3

x = x + 2 # ???

x	5
---	---

Receipt question

Improve the receipt program using variables.

```
def main():  
    # Calculate total owed, assuming 8% tax / 15% tip  
    print("Subtotal:")  
    print(38 + 40 + 30)  
  
    print("Tax:")  
    print((38 + 40 + 30) * .08)  
  
    print("Tip:")  
    print((38 + 40 + 30) * .15)  
  
    print("Total:")  
    print(38 + 40 + 30 + (38 + 40 + 30) * .15 + (38 + 40 + 30) * .08)
```

Printing a variable's value

- Use a comma to print a string and a variable's value on one line.

- ```
grade = (95.1 + 71.9 + 82.6) / 3.0
print("Your grade was", grade)
```

```
students = 11 + 17 + 4 + 19 + 14
print("There are", students,
 "students in the course.")
```

- Output:

```
Your grade was 83.2
There are 65 students in the course.
```

# Receipt answer

```
def main():
 # Calculate total owed, assuming 8% tax / 15% tip
 subtotal = 38 + 40 + 30 # int
 tax = subtotal * .08 # float
 tip = subtotal * .15 # float
 total = subtotal + tax + tip # float

 print("Subtotal:", subtotal)
 print("Tax:", tax)
 print("Tip:", tip)
 print("Total:", total)
```

for loops

# Getting rid of repetition

- Functions
- Variables
- String Multiplication
  - Allows you to print multiple occurrences of the same string without typing them all out

```
print("meow" * 3) # meowmeowmeow
```

- What if you want to repeat function calls?

# Repetition with `for` loops

- So far, repeating an action results in redundant code:

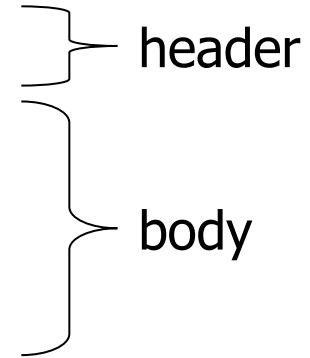
```
make_batter()
bake_cookies()
bake_cookies()
bake_cookies()
bake_cookies()
bake_cookies()
frost_cookies()
```

- Python's **`for` loop** statement performs a task many times.

```
mix_batter()
for i in range(1, 6): # repeat 5 times
 bake_cookies()
frost_cookies()
```

# for loop syntax

```
for variable in range (start, stop):
 statement
 statement
 ...
 statement
```



header

body

- Set the variable equal to the start value
- Repeat the following:
  - Check if the **variable** is less than the stop. If not, stop.
  - Execute the **statements**.
  - Increase the variable's value by 1.



# Control structures

- **Control structure:** a programming construct that affects the flow of a program's execution
- Controlled code may include one or more statements
- The `for` loop is an example of a looping control structure

# Repetition over a range

```
print("1 squared = " + str(1 * 1))
print("2 squared = " + str(2 * 2))
print("3 squared = " + str(3 * 3))
print("4 squared = " + str(4 * 4))
print("5 squared = " + str(5 * 5))
print("6 squared = " + str(6 * 6))
```

- Intuition: "I want to print a line for each number from 1 to 6"

- The `for` loop does exactly that!

```
for i in range(1, 7):
 print(str(i) + " squared = " + str(i * i))
```

- "For each integer `i` from 1 through 6, print ..."

# Loop walkthrough

```
for i in range(1, 5):
 print(str(i) + " squared = " + str(i * i))

print("Whoo!")
```

## Output:

```
1 squared = 1
2 squared = 4
3 squared = 9
4 squared = 16
Whoo!
```

# Multi-line loop body

```
print("+-----+")
for i in range(1, 4):
 print("\\ /")
 print("/ \\")
print("+-----+")
```

- Output:

```
+-----+
\\ /
/ \\
\\ /
/ \\
\\ /
/ \\
+-----+
```

# Expressions for counter

```
high_temp = 5
for i in range(-3, high_temp // 2 + 1):
 print(i * 1.8 + 32)
```

- Output:

```
26.6
28.4
30.2
32.0
33.8
35.6
```

# Rocket Exercise

- Write a method that produces the following output:

```
T-minus 10, 9, 8, 7, 6, 5, 4, 3, 2, 1,
blastoff!
The end.
```

```
print(' ', end='')
```

- Adding `, end=' '` allows you to print without moving to the next line
  - allows you to print partial messages on the same line

```
high_temp = 5
for i in range(-3, high_temp // 2 + 1):
 print(i * 1.8 + 32, end=' ')
```

- **Output:**

```
26.6 28.4 30.2 32.0 33.8 35.6
```

- Either concatenate `' '` to separate the numbers or set `end=' '`

# Changing step size

- Add a third number to the end of range, this is the step size
  - A negative number will count down instead of up

```
print("T-minus ")
for i in range(10, 0, -1):
 print(str(i) + ", ", end="")
print("blastoff!")
print("The end.")
```

- Output:

```
T-minus 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, blastoff!
The end.
```



# Exercise

- Write code to output these two figures using string multiplication and loops.

```
+/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ +
|
|
|
|
|
+/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ +
```

```
+/\ /\ /\ /\ +
|
|
|
+/\ /\ /\ /\ +
```

# Constants

- **constant:** A fixed value visible to the whole program.
  - value should only be set only at declaration; shouldn't be reassigned
- Syntax:
  - Just like declaring a normal variable:  
**name = value**
  - name is usually in ALL\_UPPER\_CASE
  - Examples:  
DAYS\_IN\_WEEK = 7  
INTEREST\_RATE = 3.5  
SSN = 658234569

# Constants and figures

- Consider the task of drawing the following scalable figure:

```
+/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\+
|
|
|
|
|
+/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\+
```

Multiples of 5 occur many times

```
+/\ /\ /\ /\ /\+
|
|
|
+/\ /\ /\ /\ /\+
```

The same figure at size 2

# Constant tables

`SIZE = ...`

- What equation would cause the code to print:

`2 7 12 17 22`

- To see patterns, make a table of `SIZE` and the numbers.
  - Each time `SIZE` goes up by 1, the number should go up by 5.
  - But `SIZE * 5` is too great by 3, so we subtract 3.

| <code>SIZE</code> | number to print | <code>5 * SIZE</code> | <code>5 * SIZE - 3</code> |
|-------------------|-----------------|-----------------------|---------------------------|
| 1                 | 2               | 5                     | 2                         |
| 2                 | 7               | 10                    | 7                         |
| 3                 | 12              | 15                    | 12                        |
| 4                 | 17              | 20                    | 17                        |
| 5                 | 22              | 25                    | 22                        |

# Constant tables question

- What equation would cause the code to print:

17 13 9 5 1

- Let's create the constant table together.
  - Each time `SIZE` goes up 1, the number printed should ...
  - But this multiple is off by a margin of ...

| SIZE | number to print | $-4 * \text{SIZE}$ | $-4 * \text{SIZE} + 21$ |
|------|-----------------|--------------------|-------------------------|
| 1    | 17              | -4                 | 17                      |
| 2    | 13              | -8                 | 13                      |
| 3    | 9               | -12                | 9                       |
| 4    | 5               | -16                | 5                       |
| 5    | 1               | -20                | 1                       |