

Python Programming

Unit 01 – Lecture 02: Basic Syntax, Comments, Dynamic
Typing, Mutability

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Repository: <https://github.com/tali7c/Python-Programming>

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Learning Outcomes

- Write valid Python blocks using indentation

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- Explain **dynamic typing** and inspect values with `type()`

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- Write valid Python blocks using indentation
- Use comments to make code readable
- Explain **dynamic typing** and inspect values with `type()`
- Distinguish **mutable** and **immutable** data types

Syntax Rule #1: Indentation

- Python uses indentation to define blocks (no { })

```
if 10 > 5:  
    print("Yes")  
    print("Still inside if")  
print("Outside if")
```

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- A colon : starts a block (if/for/while/def)

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Syntax Rule #1: Indentation

- Python uses indentation to define blocks (no { })
- A colon : starts a block (if/for/while/def)
- Consistent indentation matters (use 4 spaces)

```
if 10 > 5:  
    print("Yes")  
    print("Still inside if")  
print("Outside if")
```

Comments

- Single-line comment: # ...

```
rate = 0.08    # annual interest rate (8%)
```

Comments

- Single-line comment: `# ...`
- Use comments to explain **why**, not obvious **what**

```
rate = 0.08 # annual interest rate (8%)
```

Variables and Assignment

- Variables are created when you assign a value

```
x = 10
x = "ten"          # allowed
print(type(x)) # <class 'str'>
```

Variables and Assignment

- Variables are created when you assign a value
- You can reassign anytime (dynamic typing)

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x = "ten"          # allowed
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```

Dynamic Typing (What it Means)

- The **value** has a type, not the variable name

```
x = 5
print(type(x)) # int
x = 5.0
print(type(x)) # float
```

Dynamic Typing (What it Means)

- The **value** has a type, not the variable name
- `type(x)` checks the current type of the value stored in `x`

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print(type(x)) # int
x = 5.0
print(type(x)) # float
```

Mutable vs Immutable

Type	Mutability
int, float, bool	immutable
str, tuple	immutable
list, dict, set	mutable

- Immutable: cannot change the object in place

Mutable vs Immutable

Type	Mutability
int, float, bool	immutable
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- Immutable: cannot change the object in place
- Mutable: can change contents without creating a new object

Example: Immutable String

```
s = "python"  
s2 = s.upper()  
print(s)    # python (original unchanged)  
print(s2)   # PYTHON
```

Example: Mutable List

```
a = [1, 2, 3]
a.append(99)
print(a)  # [1, 2, 3, 99]
```

Pitfall: Aliasing (Same List Object)

```
a = [1, 2, 3]
b = a          # b points to the same list
b.append(10)
print(a)        # [1, 2, 3, 10]
```

- Fix: copy the list using `a.copy()` or `a[:]`

Demo: Dynamic Typing and Mutability

- File: demo/dynamic_typing_and_mutability.py

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 - reassignment changes type of a variable
 - `id()` intuition for objects
 - aliasing and safe copies

Checkpoint 1

Question: Identify the error and fix it.

```
if 5 > 2
    print("OK")
```

Checkpoint 2

Question: Predict the output.

```
a = [10, 20]
b = a
b.append(30)
print(a)
```

Think-Pair-Share

Discuss with a partner:

- Why might immutable objects be safer in programs?
- Give one example where mutation can cause a bug.

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- Python is dynamically typed (types belong to values)
- Mutable types can change in place; immutable types cannot
- Aliasing can surprise you; use copies when needed

Exit Question

Name one mutable type and one immutable type in Python.